# The Atari 2600 Encyclopedia Volume 1

3D Tic-Tac-Toe
To
Communist Mutants From Space

Derek Slaton

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# The Atari 2600 Encyclopedia
# Volume 1

## 3D Tic-Tac-Toe
## To
## Communist Mutants From Space

By: Derek Slaton

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# 3-D TIC-TAC-TOE

Release Date: 1980
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Brain

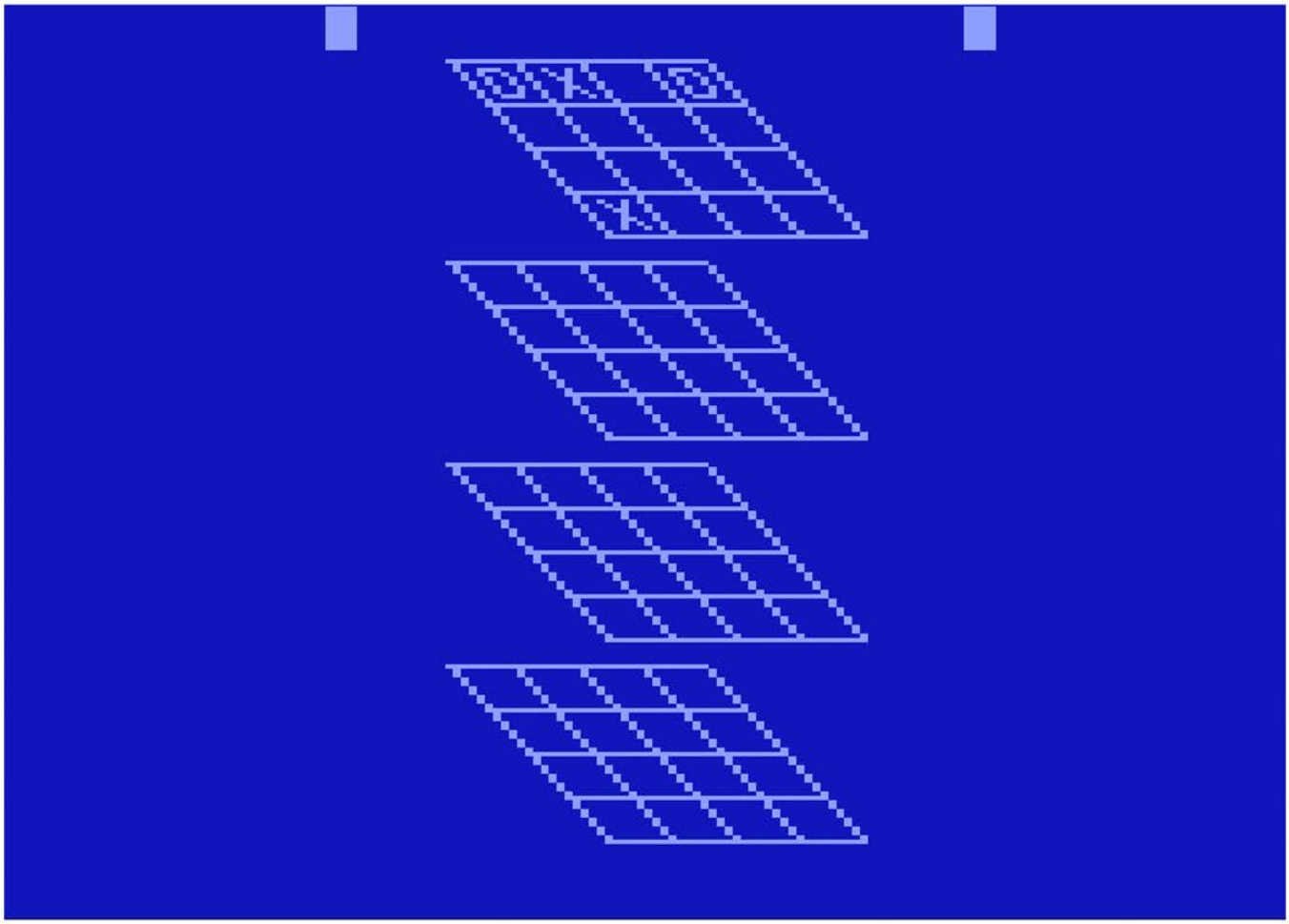
Alternate Title: N/A
Model #: CX2618
Rarity: 2
Programmer: Carol Shaw

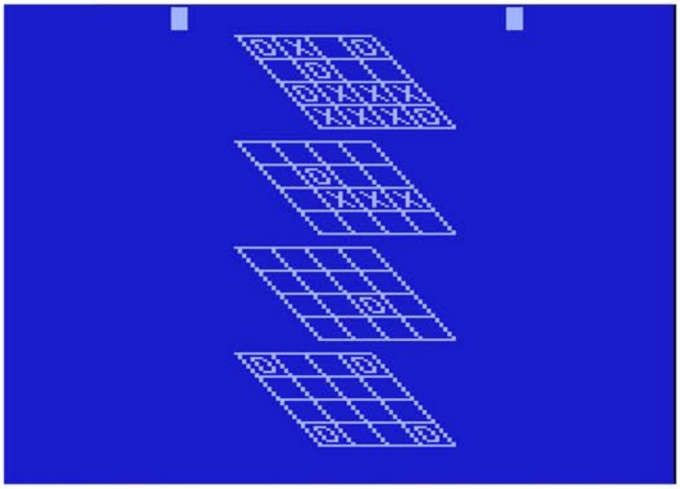
This unique take on the classic pen and paper game leaves a lot to be desired.

If the cover is to be believed, you and your space dog are engaged in intergalactic combat against a sentient robot. Unfortunately this isn't the case, and instead you are playing a mind bending version of Tic-Tac-Toe.

The game begins with four planes of four by four grids, all stacked on top of each other at slightly askew angles. The goal is to be the first player to get four in a row, either horizontally, vertically, or diagonally on a single level or by utilizing all four boards. You and your opponent take turns laying down your X's and O's until one of you has defeated the other.

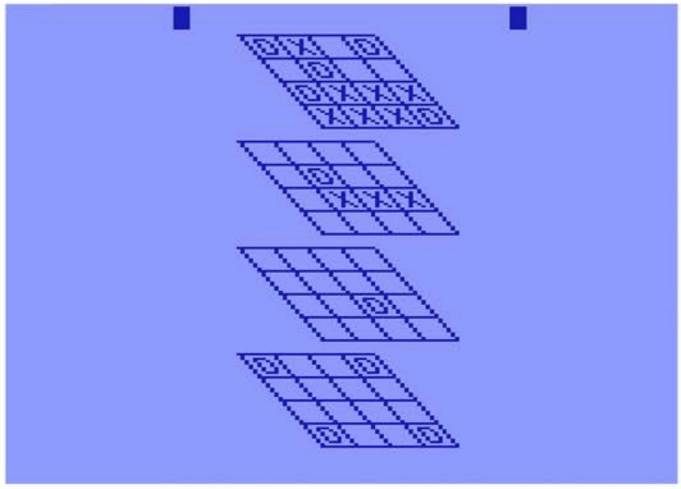
Wrapping your head about playing all four levels at once can take a while to get used to. Plus it doesn't help that due to the way the boards line up, it can be difficult to see just how close you are to defeat. More often than not you'll think you are lining yourself up for victory only for the computer to put a piece on the bottom level to claim the title for itself.





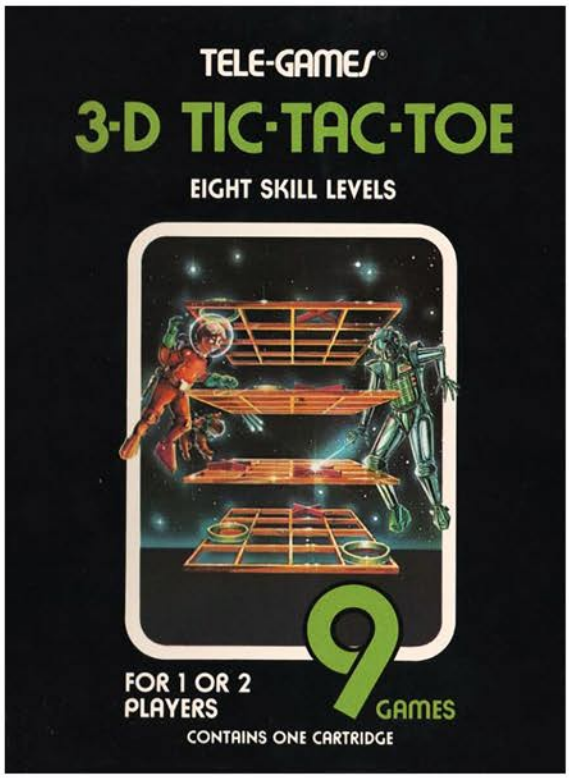
When you think you are about to win as the “X” player.

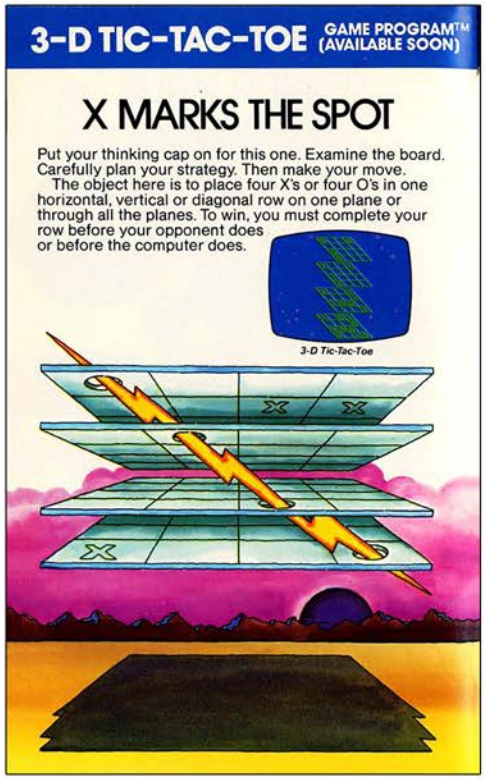
What you should get used to seeing if you are playing the computer.



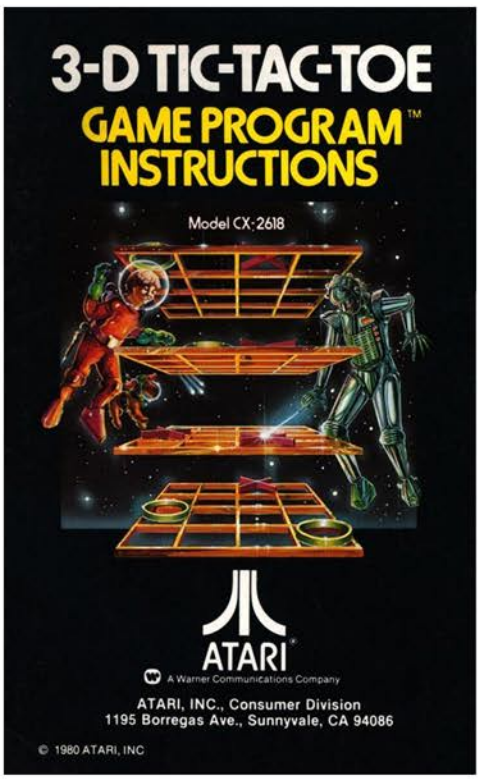
If you start understanding how to manage the four boards and can get a few wins under your belt, there are eight levels of difficulty that you can try your hand at. However, due to the extremely limited hardware of the time the computer’s approximate move time is going to be unbearable on anything other than the first two skill levels. On level three it can take up to a minute for a move to be made. This ramps up substantially at level five when the move time is ten minutes. On the most difficult level each move can take up to twenty minutes, meaning if the computer plays a perfect game and wins in four moves it will still take eighty minutes, which isn’t appealing at all.

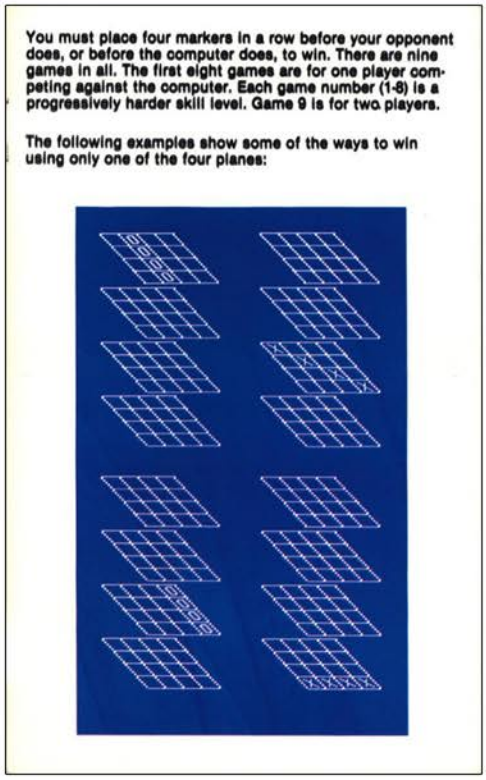
While this is a somewhat novel take on the classic game, the fun just really isn’t there. If you have a friend it might be worth a shot for a round or two just for something a bit different, but if all you have is the computer then you’re going to want to look elsewhere for entertainment. Unless of course your thing is patiently staring at a blank screen waiting for something to happen, in which case this is your game.




Top Left: Sears Tele-Games Box
Top Right: Catalog Sample
Below: Manual Cover and Page Sample





You must place four markers in a row before your opponent does, or before the computer does, to win. There are nine games in all. The first eight games are for one player competing against the computer. Each game number (1-8) is a progressively harder skill level. Game 9 is for two players.

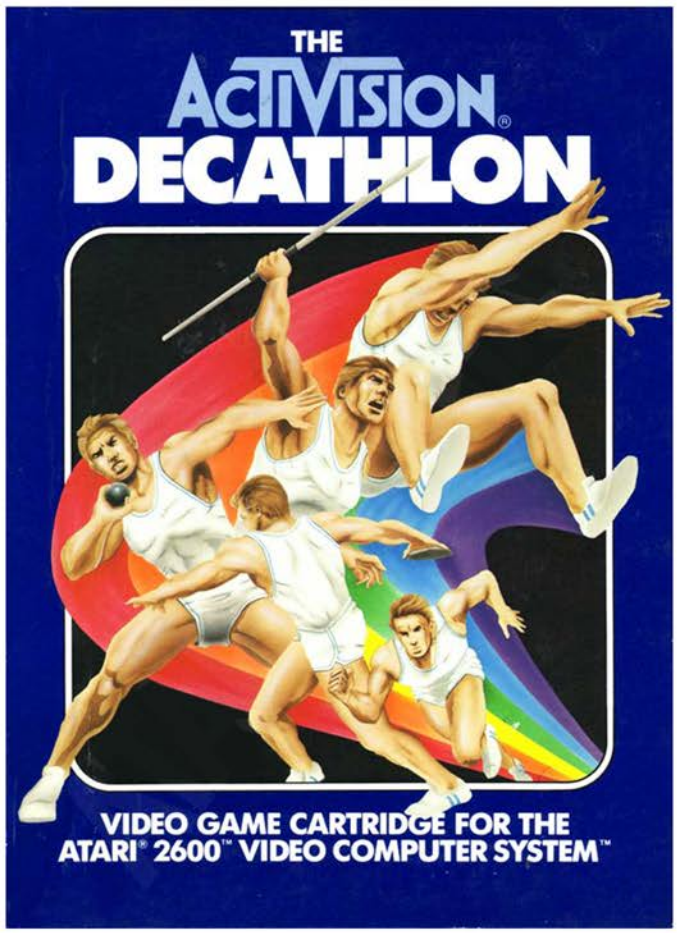
The following examples show some of the ways to win using only one of the four planes:

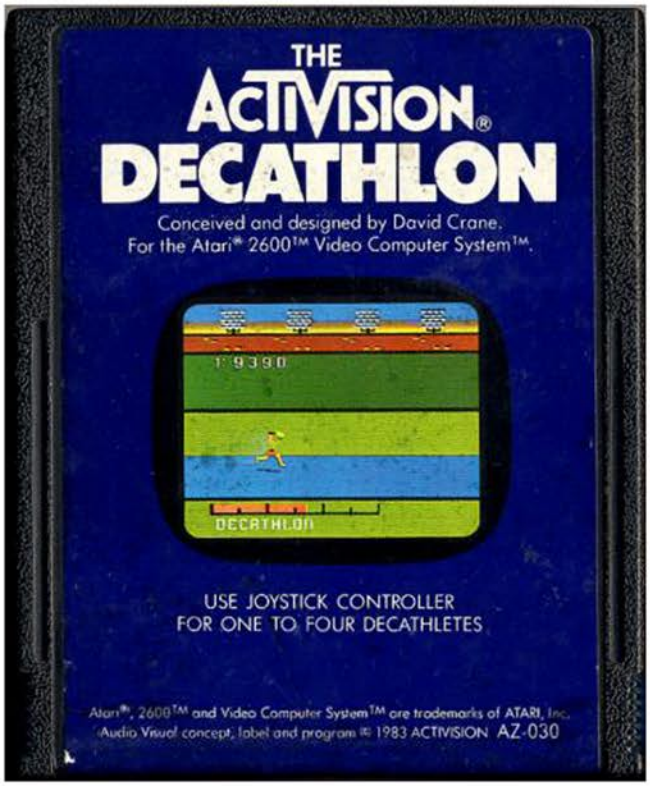
# Activision Decathlon

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1 - 4
Genre: Sports

Alternate Title: N/A
Model #: AZ-030
Rarity: 3
Programmer: David Crane

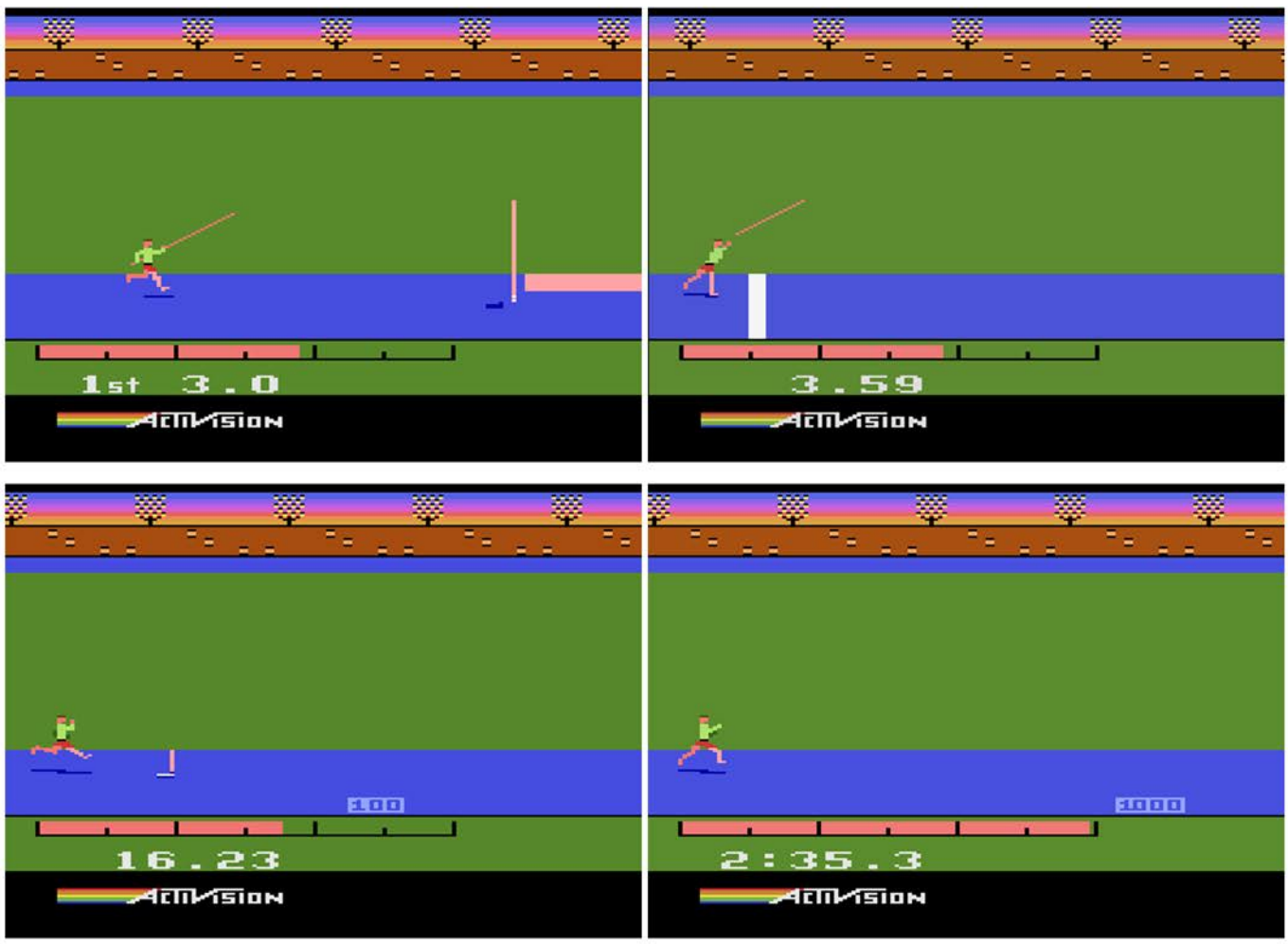
At the start of this very ambitious competitor to Track and Field you are greeted with a stirring rendition of an Olympic sounding theme while the torch bearer runs into the stadium.

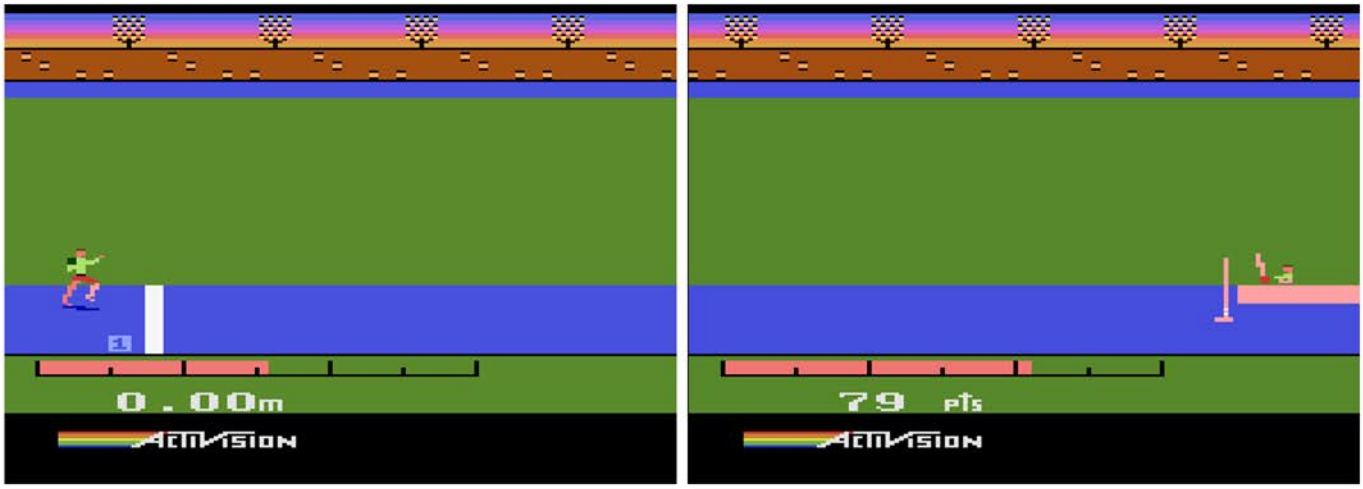


Once you get things rolling you have ten events to work through. They are the 100 Meter Race, 400 Meter Race, 1500 Meter Race, 110 Meter Hurdles, Discus Throw, Long Jump, Pole Vault, Shot Put, Javelin Throw, and the High Jump. Up to four people can compete in the Decathlon, however it is restricted to one person at a time.

The events all play out in pretty much the same way, with you having to rapidly move the joystick left and right to build up your speed and executing a timed button press to jump or throw. On events like the High Jump and the Pole Vault, another button press is needed to launch over the bar. All of the events are put together nicely, with the notable exceptions of the running events.

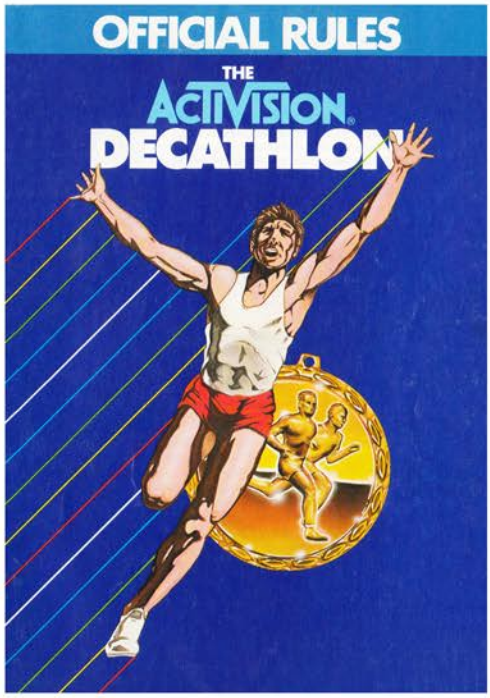


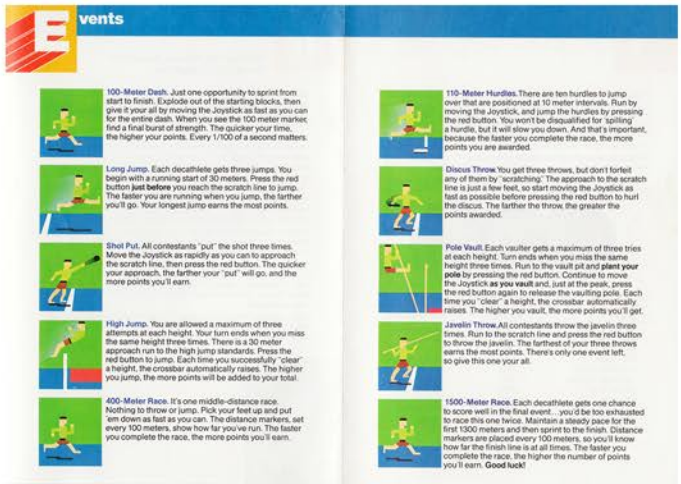



The 100 Meter Race and the 110 Meter Hurdles are just fine, as they are short sprints. The same can't be said about the 400 and 1500 Meter Races. Rather than switch the running input to rapidly pressing the button, for some reason they decided to leave it to the joystick movement. This presents a very serious problem. The 1500 Meter Race, even if it is run flawlessly, will still take over three minutes. No matter how many old school video game hours you have put in over the years, your arm is going to be burning. Not to mention you are going to do some serious damage to your controller.

(Side Note: For reasons that will become painfully obvious once you begin the 100 Meter Race, it is best not to play this game in front of anyone. Seriously, just trust me on that one)

After each event you are given points based on how well you did. If you were somehow able to score at least 8,600 points you would have been able to claim a Bronze Activision Decathlon patch (9,000 got you a Silver, and 10,000 got you the Gold). Of course if you plan on going for the patches you should have a lot of extra controllers laying around, as you are going to need the practice.



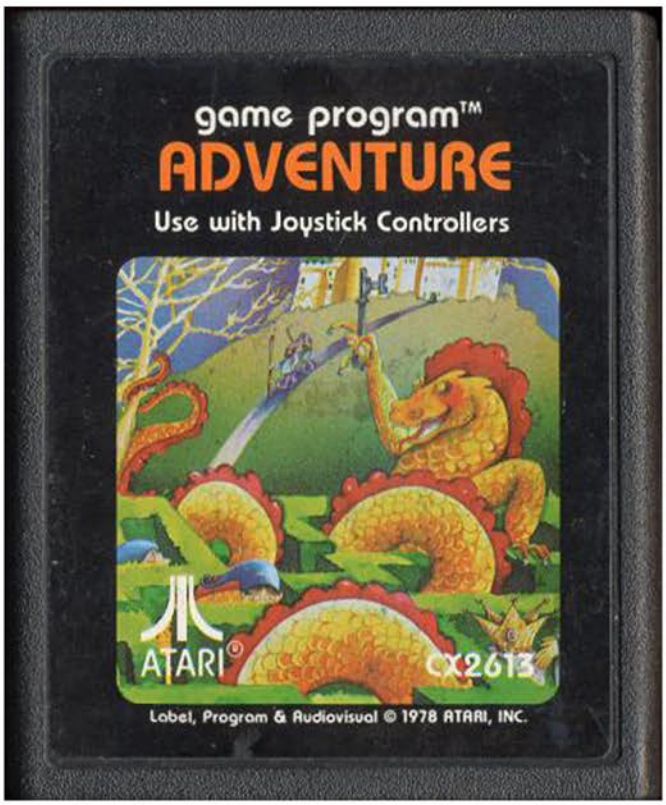

Top: Decathlon Badges
Above: Manual Cover and Sample
Right: Catalog Sample

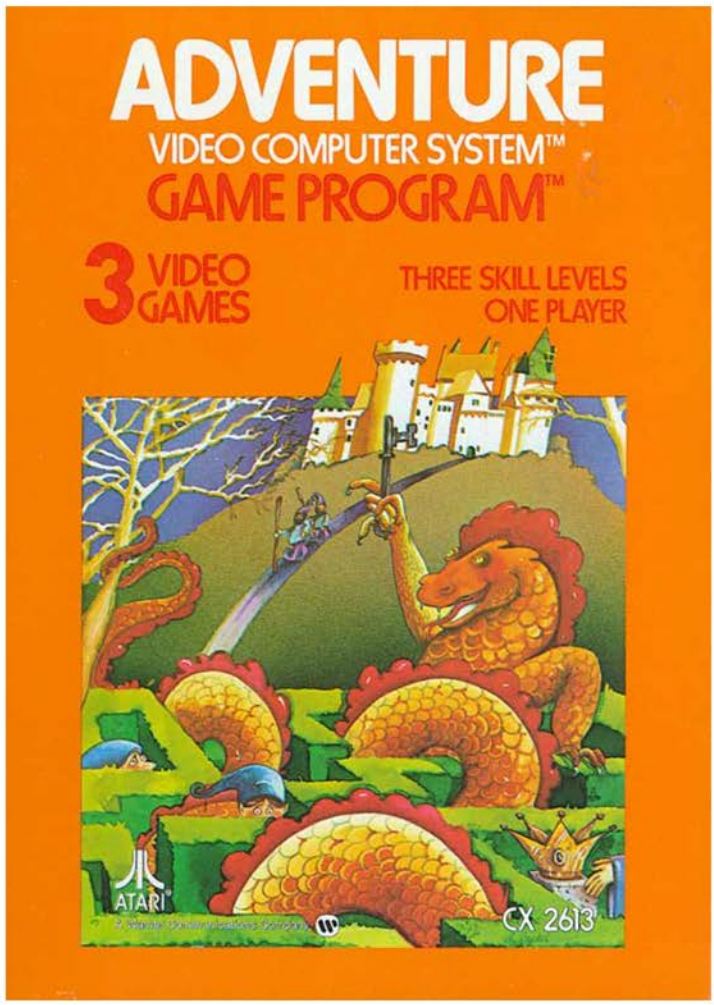
# ADVENTURE

Release Date: 1980
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Adventure

Alternate Title: N/A
Model #: cx2613
Rarity: 2
Programmer: Warren Robinett

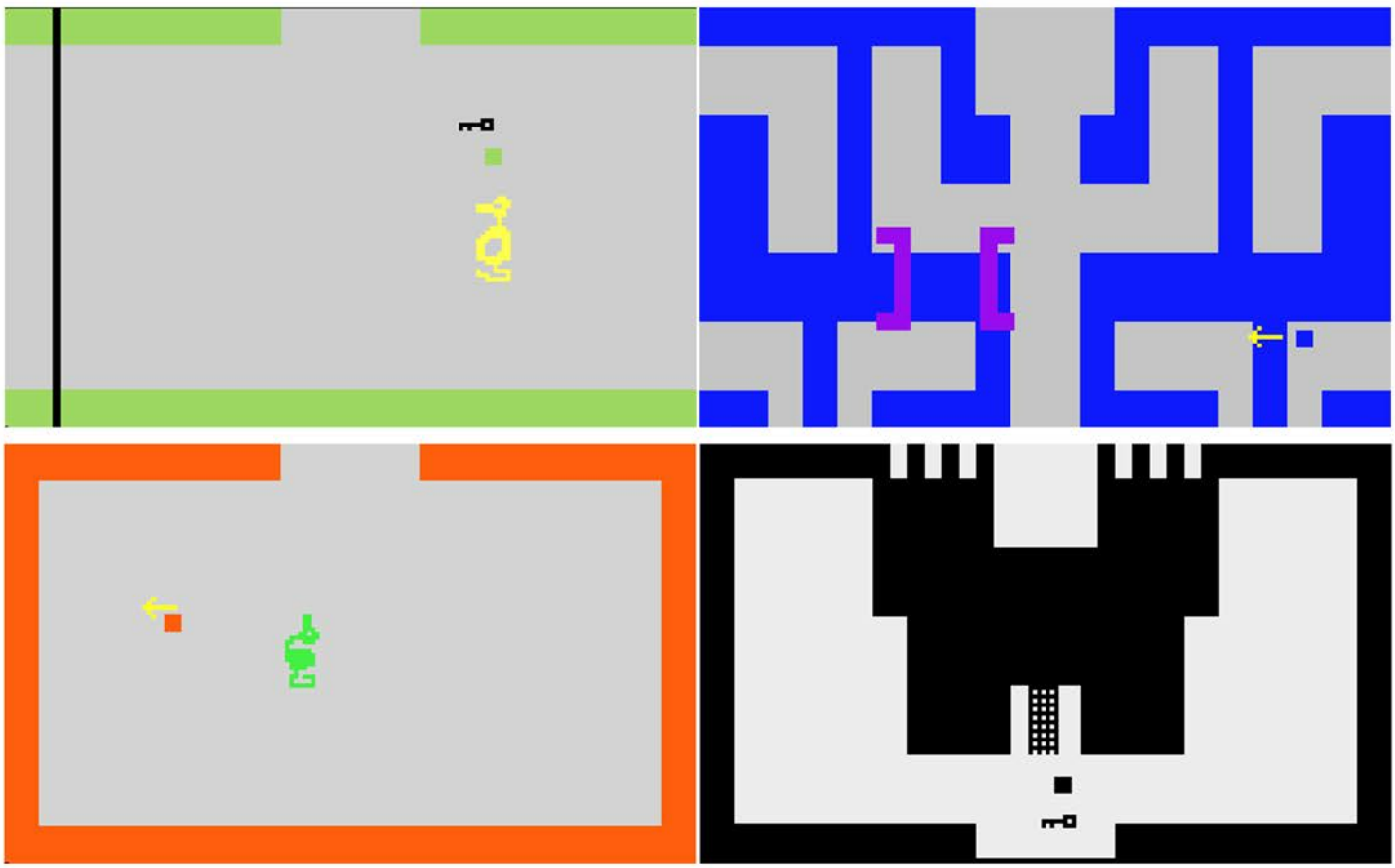
In this ambitious ground breaking game you have the honor of controlling the first great video game hero. The Dot.



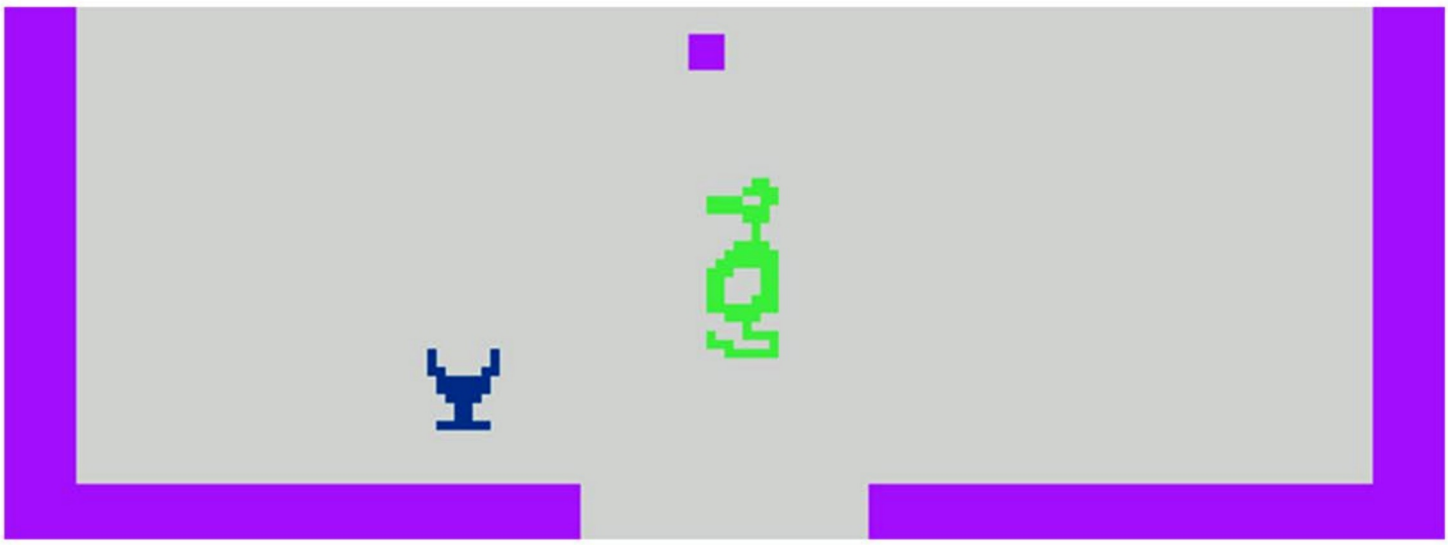
As The Dot you are on an epic quest to retrieve the Enchanted Chalice that has been stolen by an Evil Magician and hidden somewhere in the kingdom. In order to achieve this goal you must travel to far off lands, find your way through seemingly never ending mazes, and fend off fearsome duck dragons. There are three different levels to tackle, starting with what is essentially a tutorial level followed by two increasingly difficult journeys.

As your first adventure begins you find yourself standing outside your home castle (the Gold one) armed only with a key to the front gate. After grabbing the arrow sword that is inside you are off in search of duck dragons to slay. Lucky for you they are just a couple of screens away, guarding both a black key and the entrance to the maze. Once you dispatch both of them and have the key it's time to find your way to the black castle, where the Enchanted Chalice has been hidden. Once you grab it and return it to its rightful place within your castle walls, you are not only greeted with some celebratory sound and color effects, but you are now ready to try your hand at a real quest.

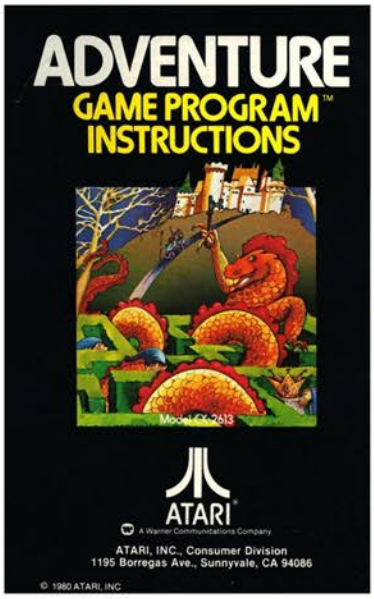


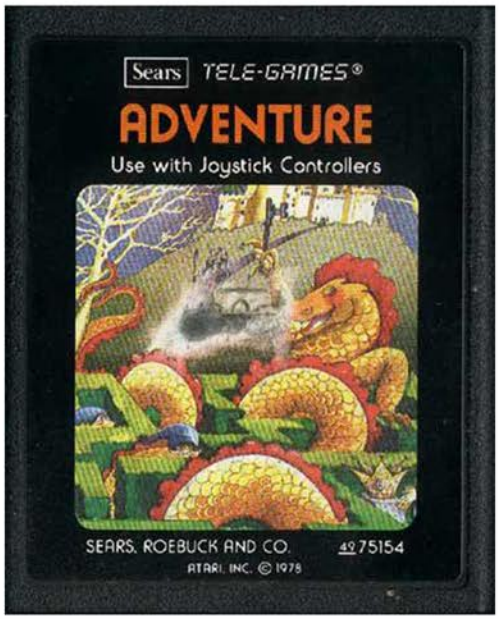
The second adventure ramps up the difficulty substantially. There is a much larger world to explore, which includes new kingdoms filled with a variety of items and hazards. The duck dragons return and they are joined by one of the most annoying creatures ever to inhabit a video game, the bat. The bat not only randomly appears, but also will exchange an on screen item with a random one. Imagine navigating the obstructed view maze (where you can only see a small portion of the screen) to find the key to the black castle, finding your way back to civilization and to the black castle only to have the bat show up and replace it with a different key. Or worse, you could be running towards a sword only to have the bat steal it and replace it with a duck dragon. If you are ultimately able to survive the various challenges and retrieve the Enchanted Chalice once again, you are ready for the third and final adventure. This journey takes place in the same kingdom you just went through, however the Evil Magician has randomly hidden items across the landscape. Needless to say, this makes your life much more difficult.

In addition to the arrow sword, there are a handful of other items that will aid you in your quest. The bridge will make navigating the maze much easier as it allows you to climb over any wall you might come across. Plus it's portable so once you cross it you can pick it up and carry it to the next wall you want to scale. Another item is a magnet, which allows you to drag other items behind you. This is incredibly helpful since you can only carry one item at a time, and also marks one of the earliest examples of a video game character having an inventory. The most valuable thing on your journey however is the reset button, as if you are eaten by a dragon or just become lost in a maze, hitting it will take you back to your castle with everything in its place.

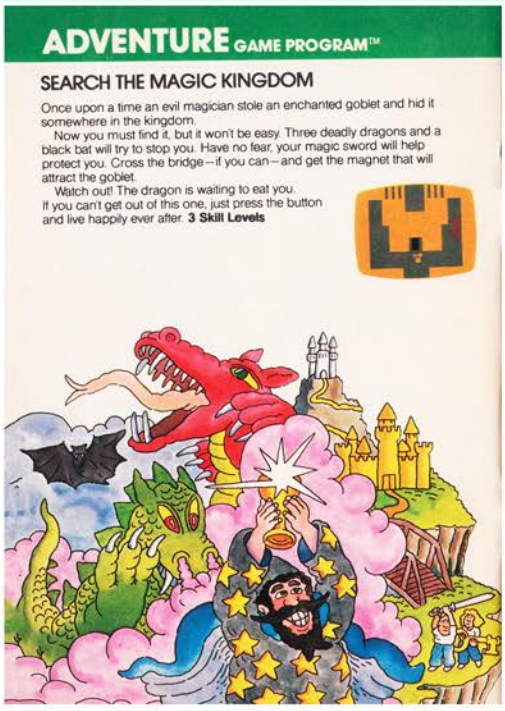


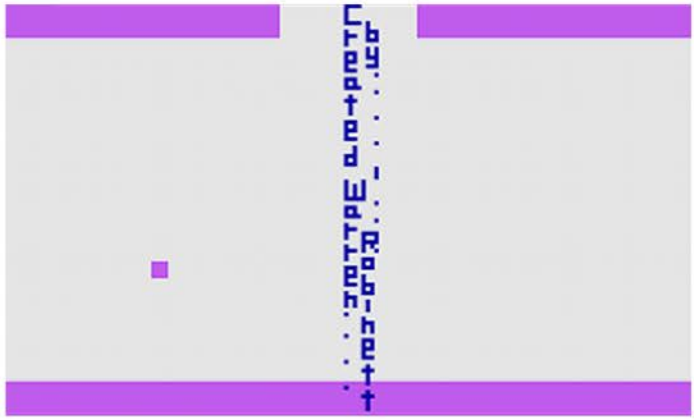
Despite being released in 1979, Adventure is still an engaging and challenging title. It is also light years ahead of its time, and should be checked out by anyone interested in seeing the origins of modern Adventure/RPG games (not to mention trying to find the first video game Easter Egg).






Top Left: Manual Cover and Sample
Top Right: Sears Tele-Games Cartridge
Bottom Left: Catalog Sample
Bottom Right: Easter Egg Screen



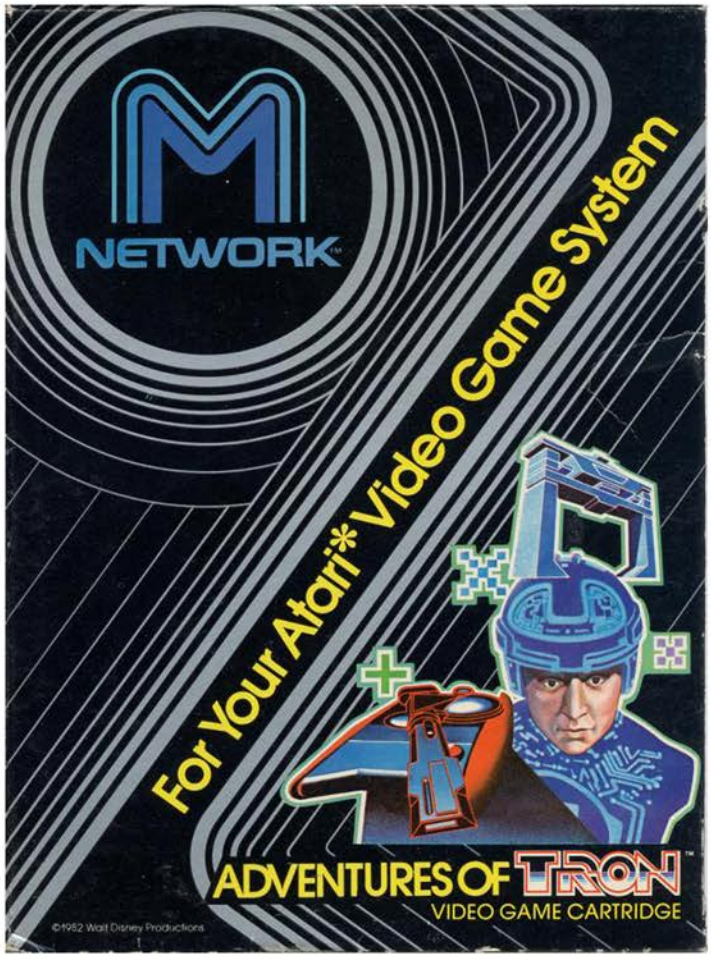



# Adventures of Tron

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 1
Genre: Arcade - Platformer

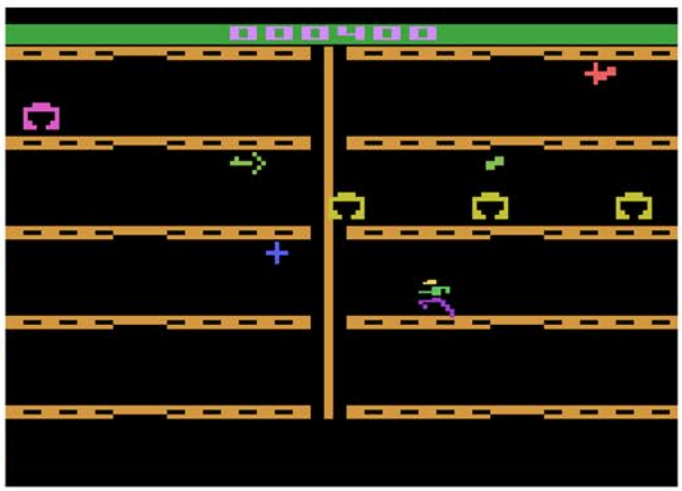
Alternate Title: N/A
Model #: MT4317
Rarity: 3
Programmer: Hal Finney

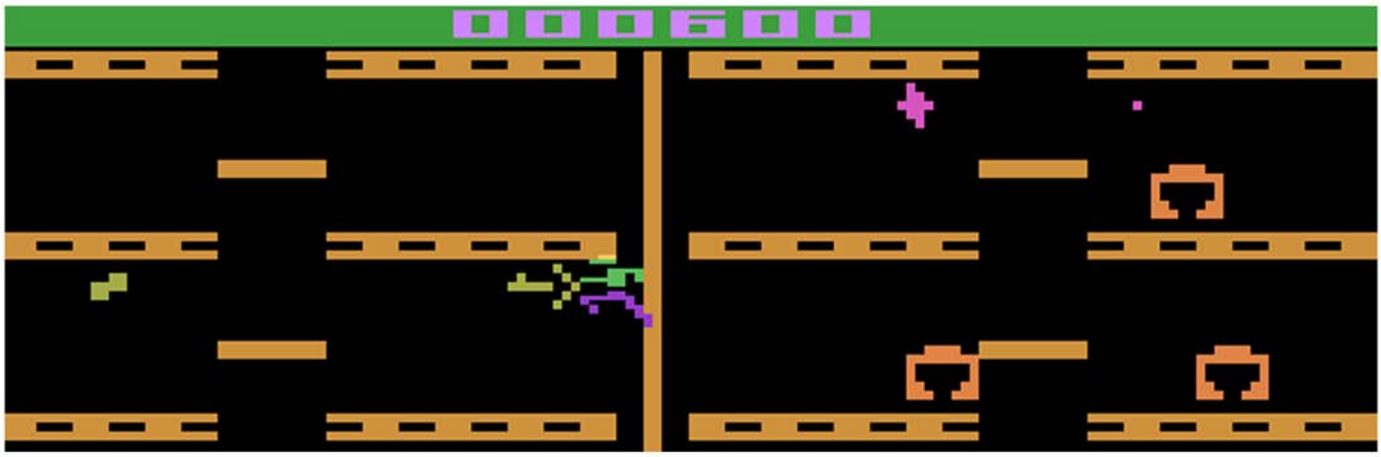
This is one of the better movie based games on the 2600.



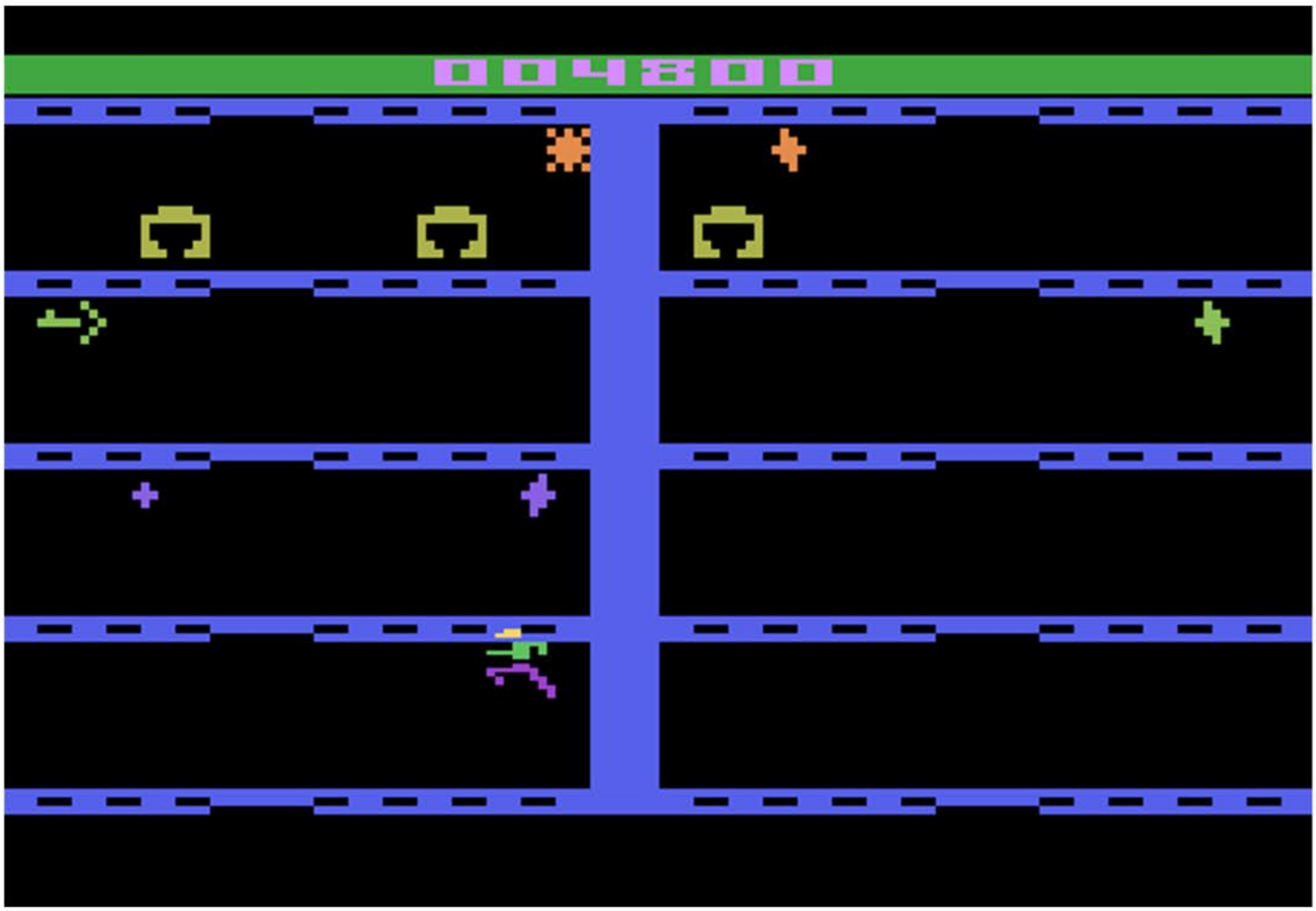
Based on the ground breaking film Tron, you take control of the title character as he must work his way through four floors of danger in an effort to collect various flying items. Doing so will allow Tron to activate the portal to the next level, which is virtually identical to the one you just came from.

The play field layout is simple, there are elevators on either side of the screen and a gap in the center that must be jumped over. There are two random floating objects that are making their way back and forth on each floor that must be gathered by leaping at the precise moment. The collision detection is a bit off so if you don't hit it just right you will fly right through it. Once you have the two items you must leap over the center grid to activate the elevators before you can move up to the next floor and repeat the same thing. There is a special icon on the third level that looks like an arrow (the Solar Sailer) that can't be captured, however it can be grabbed onto and ridden to the other side of the screen. This can be invaluable if you have some enemies bearing down on you.



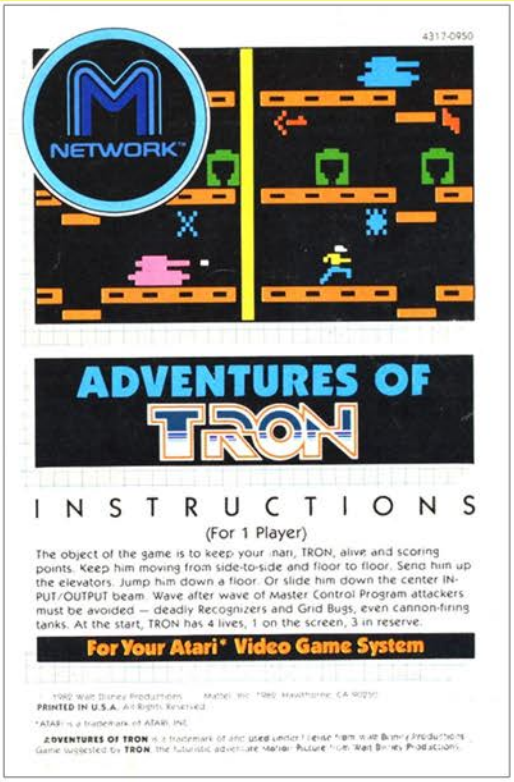


Speaking of enemies, you will be facing off against mobile boxes that have the same basic shape as the Recognizer ship from the movie, although instead of being many stories tall it's the midget version of it. There are also Grid Bugs that look like dancing stools that will attack, and in later levels fast moving tanks show up to make life difficult. All enemies start on the top floor on the left and snake their way down floor by floor, so you should have some time to collect things before they get close enough to kill you. If you can dodge the enemies long enough to gather all the flying items the center portal turns blue, and when you jump in it will rocket you through the top of the screen and into the next level.



While on the surface this looks like a simplistic game, in the later levels it can become very challenging. In order to survive those levels you will have to bounce back and forth between floors, advancing and retreating in order to dodge the fast moving enemies. The only other thing of note is that even though Tron is a legendary warrior in the movie, in the game he is completely defenseless and has no offensive capabilities.

Top Left: Catalog Sample
Top Right: Credit Easter Egg
Bottom Left: Manual Cover
Bottom Right: Special Tron Controller



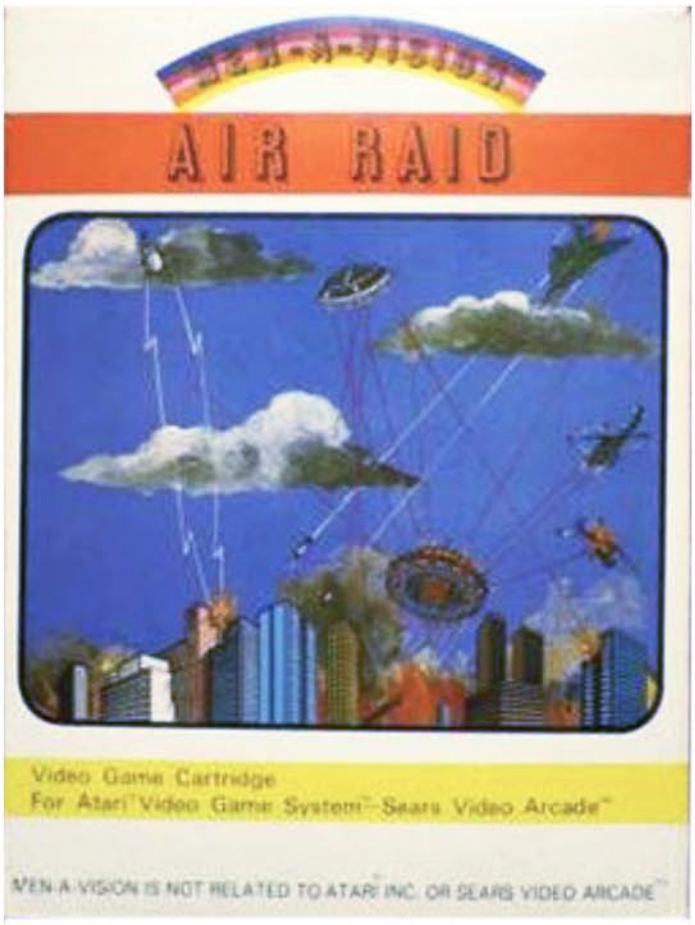
# Adventures of Tron

# Air Raid

Release Date: 1982
Publisher: Men-A-Vision
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: M707
Rarity: 10
Programmer: Gary Kitchen

With only a handful of copies known to exist, Air Raid is one of the rarest games for the 2600.



This was the best possible thing to happen for this game, since without the extreme rarity, it would have been quickly forgotten as it is one of the worst games on the system.

The concept is pretty standard. You are a lone ship which must protect the only two buildings in the world against a never ending stream of invading alien ships. At first this seems like an easy task given that the enemy vessels can only appear in three different places and slowly descend before vanishing on the horizon. However, due to a variety of problems, what should be a manageable invasion quickly turns into the complete and total destruction of the civilization below you.

The biggest issue is the fact that you occasionally fire phantom bullets. Normally when you hit an enemy ship it explodes and rewards you a handful of points along with the satisfaction of knowing that you made some alien child an orphan. Here however the programming is so shoddy that unless you hit the ship in the exact right spot your bullet will pass right through it, giving your would be conqueror an opportunity to take aim and blow your ship out of the sky. Now while that does sound bad, there is a bit of good news. Given that the invaders will typically fire their weapons as soon as they appear on screen, thereby giving you zero time to protect the structures below, your game will be over due to there being nothing left for you to defend well before you run out of ships.

While those are serious problems, the biggest sin Air Raid commits is that it is just plain dull. Your ship can only move from left to right, and there is a magical barrier between you and the enemy ships that prevents them from crashing into you. In fact the only amusing part of the game is coming up with the backstory of the low rent aliens who apparently got their invasion fleet at a galactic yard sale. There is a standard flying saucer, a rocket ship, something that looks like an ancient mystical symbol, and a helicopter. It is one of the strangest combinations of enemies that you will ever see.

If you are looking for a fun space ship based shooter, there are literally dozens of better options for the 2600. However if you are looking to play a game that is worth tens of thousands of dollars, this is without a doubt your best bet.

# Air Raid

# Air Raiders

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: MT5861
Rarity: 3
Programmer: Larry Zwick

Strap into the cockpit and take flight to engage in a not so thrilling dogfight against an entire enemy squadron.

Sadly you aren't just fighting the enemy and a constant barrage of flak coming from anti-aircraft guns, you are also fighting against the stupidest ground crew in the history of warfare.

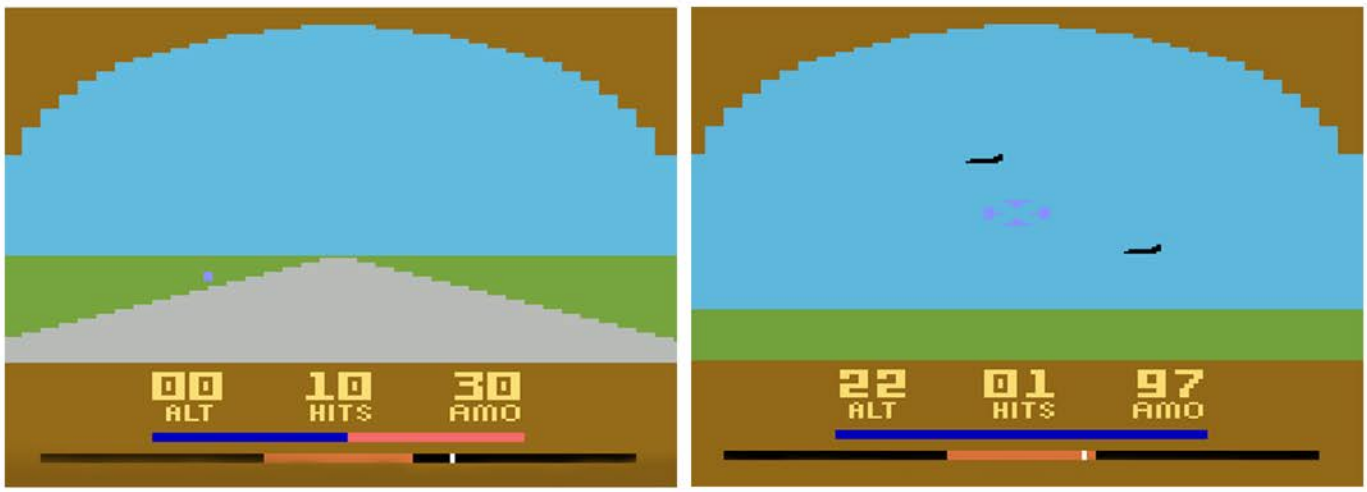
When you begin you are on the runway and must take off, which sounds simple enough. Your plane automatically gains speed and at the appropriate time you must pull back on the stick to take off. Do it too soon and you crash, which means you can actually get a game over in less than a second if you aren't careful. Do it too late and you run off the runway. Of course the game gives you no indication of when it is safe to take off, because having that kind of information from your ground crew would make your life way too easy.

Once you crash and burn a few times and finally get the hang of taking off, it's time to engage the enemy. For the most part they fly in packs of three along the horizon. They don't actually attack you, rather they appear to just be out for a leisurely Sunday fly. Their flak cannons however can do great damage to you. There isn't a damage meter or a power bar of any sorts, so you will never know if you are about to be brought down or not. The best bet is to just stay out of the "flak zone" that is marked on your plane's dashboard.

Now that you are in the air, have a target and know what area of the sky to avoid, it's time to open fire. Just don't put the hammer down since you are limited to 99 bullets. This takes a lot of fun out of the game because instead of being able to go crazy with the hot lead, you have to carefully aim and squeeze off short bursts. Granted this is more on the realistic side, but if we wanted realism we would have taken flying lessons and not bought a video game. You also have a fuel gauge that depletes at varying speeds depending on what you do (climbing higher uses more fuel than diving for example). If you start to run low on fuel you must carefully decrease your altitude to zero and wait for the runway to appear. This only happens if you have successfully shot down at least ten enemy planes, since apparently your commanding officer just wants the good pilots to survive.

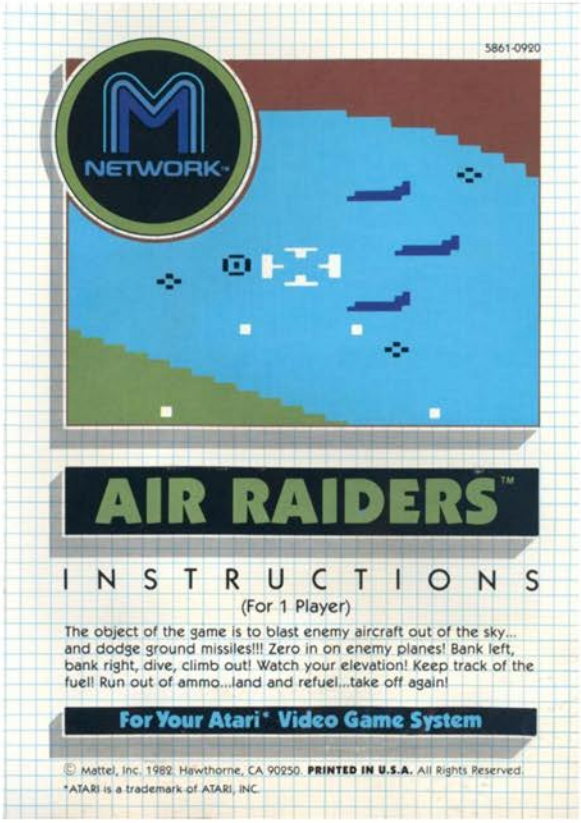
This brings us to the proof that you have the stupidest ground crew in the history of warfare. When you land they completely refuel your plane, so one would assume that since you are about to take off back into an active war zone they would refill your ammo as well. This would be an incorrect assumption, because they only give you a single bullet for every plane you shot down. This wouldn't be a huge deal if they added it to your stock, but that's not the case. For example, if you shot down say, 12 planes and landed with 40 ammo left, you would be taking off again with 12 shots rather than 52. It's like the ground crew wants you to die.

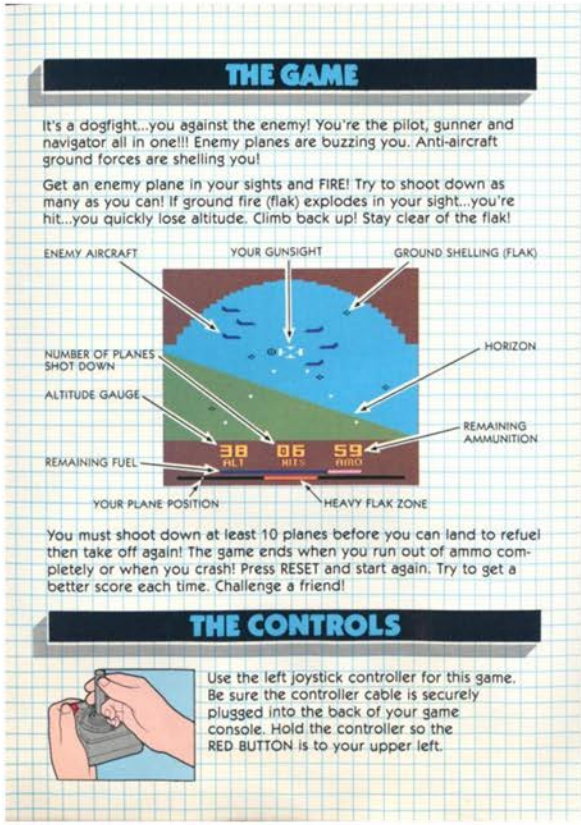
Between the lack of fight in the enemy, the variety of cheap ways to die and having to deal with rampant ground crew stupidity, there isn't very much good to be found here.



Above: Catalog Sample

Below: Manual Cover and Sample



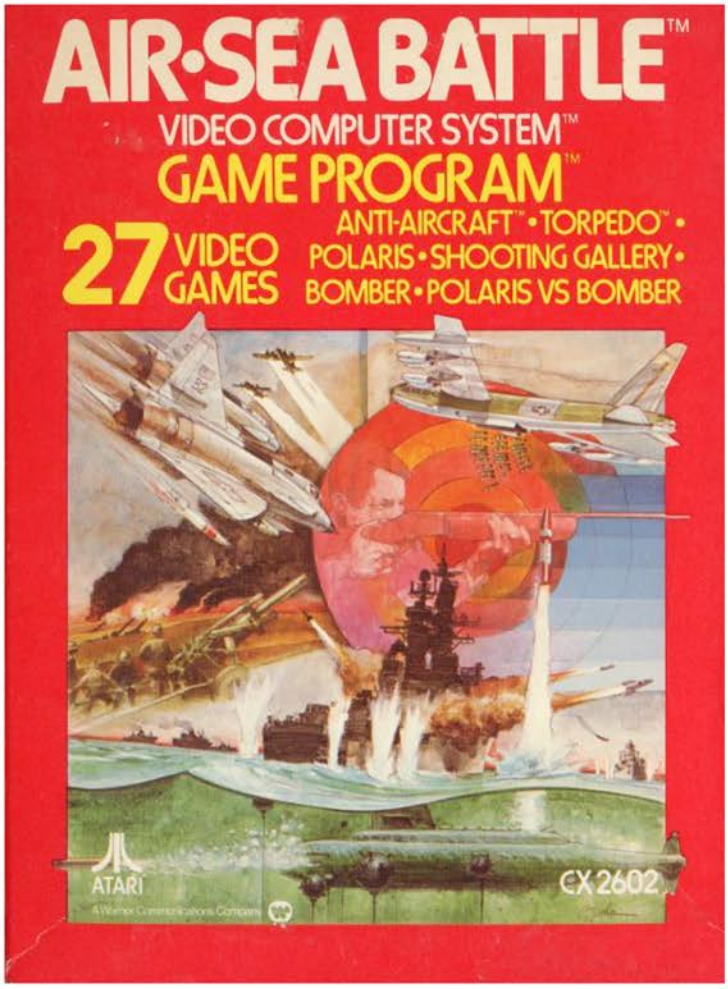



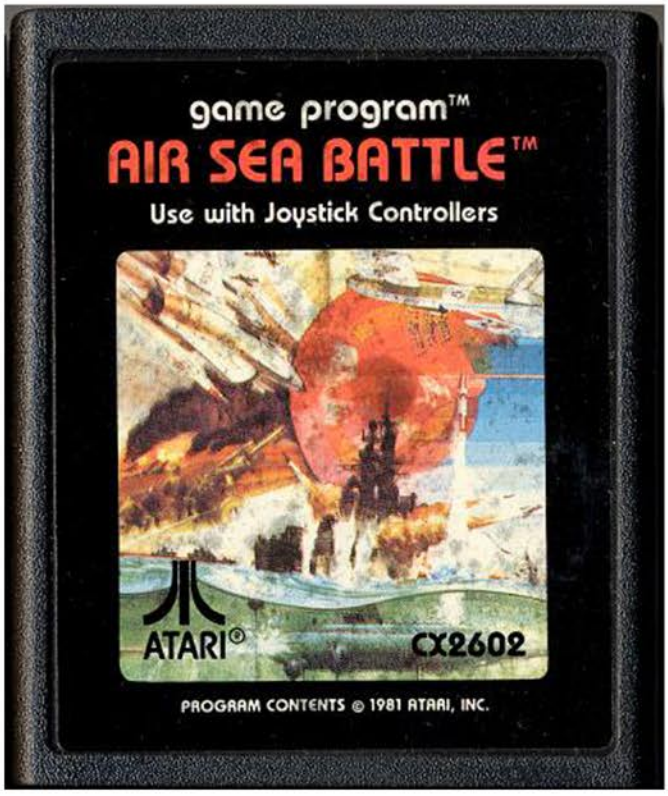
# Air-Sea Battle

Release Date: 1977
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: Target Fun
Model #: CX2602
Rarity: 3
Programmer: Larry Kaplan

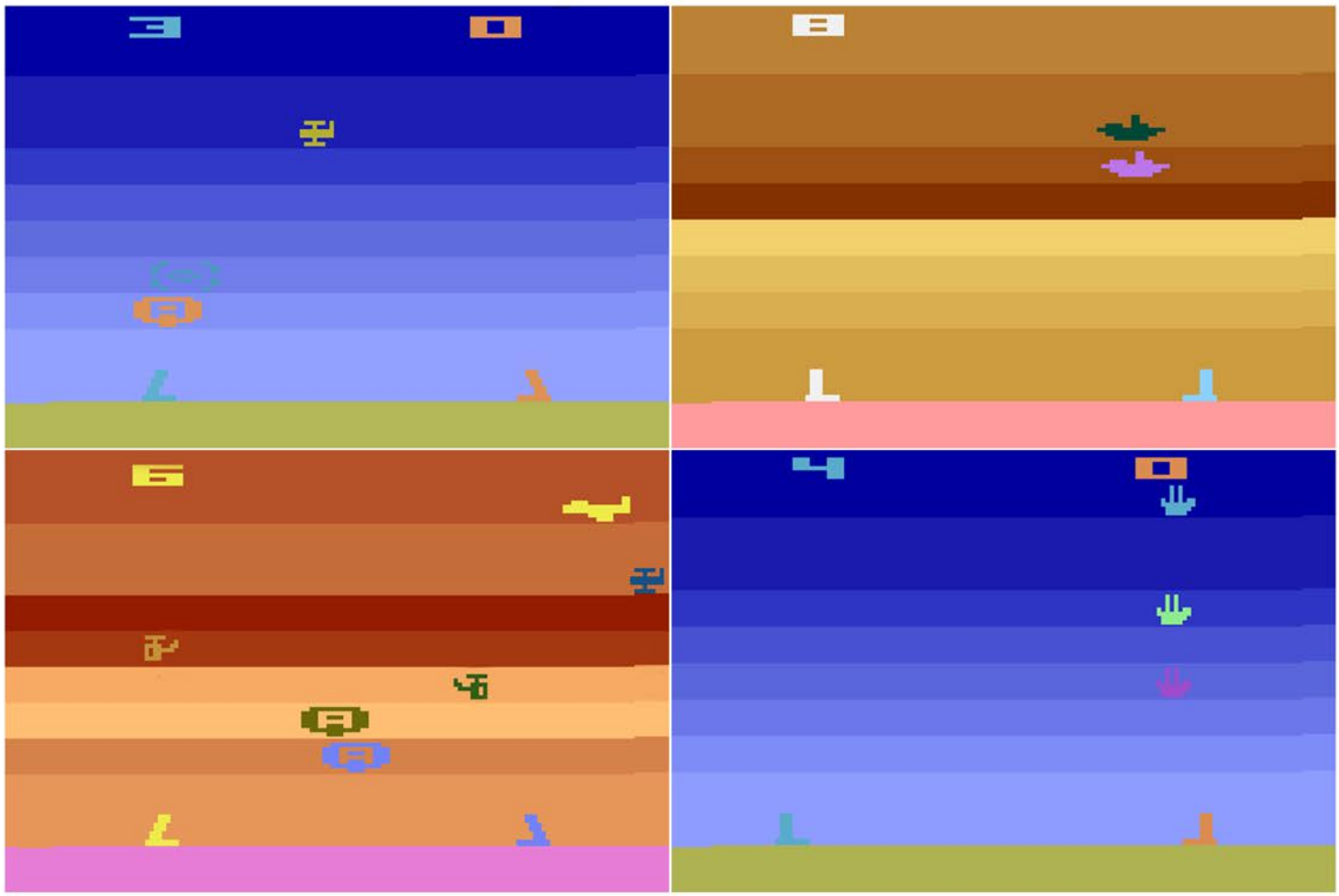
Given that this is one of the earliest 2600 games to be released, it comes as no surprise that Air-Sea Battle is an overly simplistic "shoot everything that moves" game.

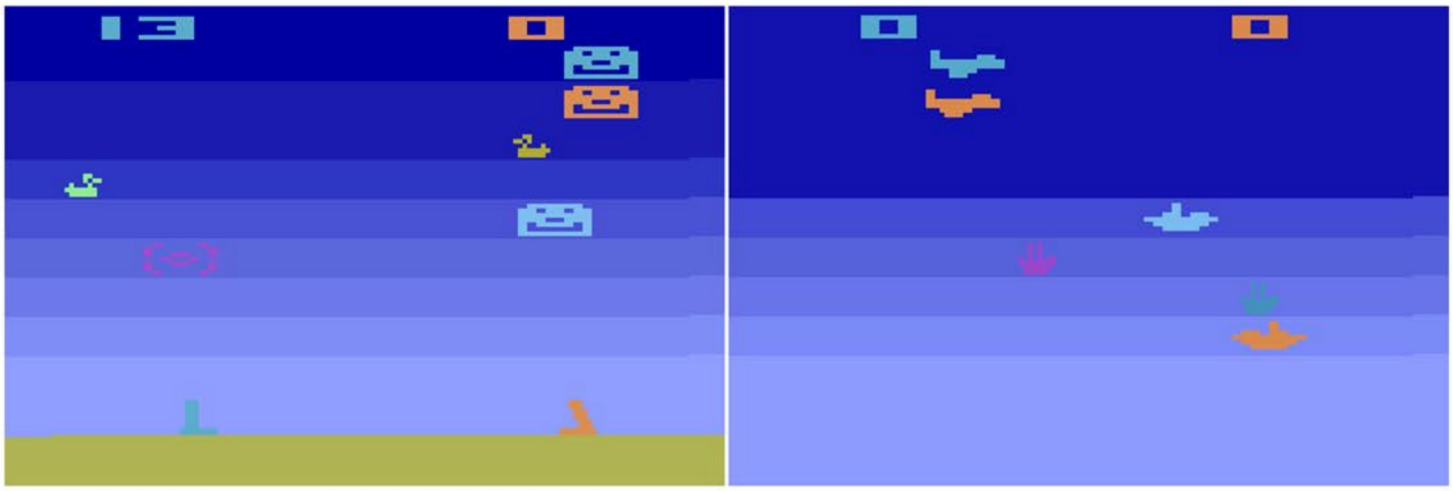


Despite the simplicity, there is a fair amount of variety to be found here. There are six different ways for you to blow things up, and several different variations of each game type. Granted the differences are somewhat minor, such as your missiles being guided and there being random objects like blimps getting in the way of your shots. This doesn't add a lot to the game, but it is a nice change of pace, albeit a small one. The vast majority of the game types put you head to head against a friend, a couple of the games puts the computer in charge of the other gun. Of course the AI is extremely limited, so don't expect anything more than a constant stream of unaimed shots coming from your opponent.

Each of the six game types play out in the same general way. There is a single screen with theme specific ships moving along a pre-determined path at varying speeds. On the opposite side of the screen you and your opponent are set up to unleash volley after volley to see who can hit the most targets in the time allotted. The game lasts precisely two minutes and sixteen seconds (per the manual), or until someone gets 99 points. And no, I haven't the foggiest idea why the timer is two minutes and sixteen seconds. That said, let's look at the different varieties of gameplay.





Anti-Aircraft: You are in control of an Anti-Aircraft gun and must shoot down everything from large planes, small planes and tiny helicopters that are flying above you. In the more advanced game you will have giant blimps flying just above you that soak up shots yet give you no points. You can't move your AA gun, however it can be aimed at three different angles.

Submarine: You are in control of a Submarine and you must blow up every manner of sea faring vessel. Unlike the AA game, you can move your Sub left and right across your half of the screen. With the guided missile option your shot follows you on your journey across the screen, giving you the opportunity to correct your shot.

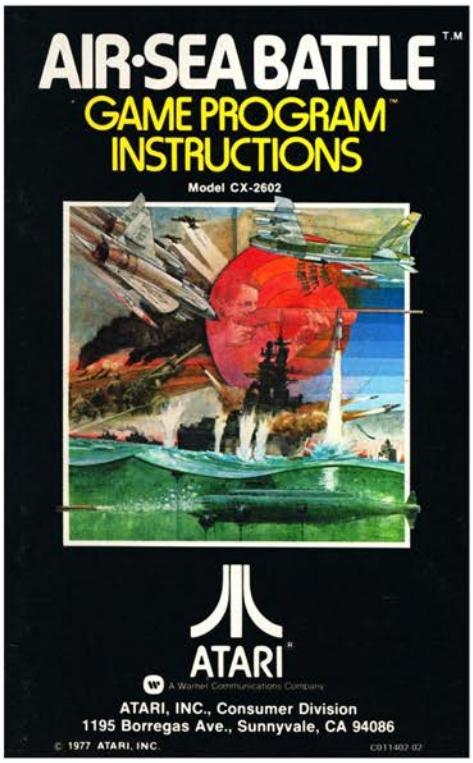
Shooting Gallery: This is by far the creepiest gameplay variety, since not only do you have to shoot ducks and bunnies, but occasionally the screen is filled with giant smiley faces. I'm not sure why they are smiling so big, but I'm sure that they will haunt your dreams.

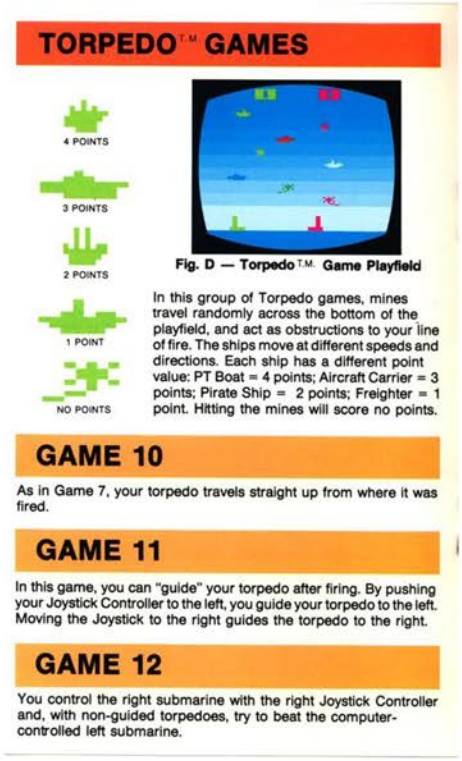
Polaris: You are in a fast moving submarine that is in constant motion at the bottom of the screen. While it is impossible to stop, it is possible to speed up or slow down your ship, giving you the chance to time your shot to hit the aircraft above. Depending on which player you are, your opponent will either be directly above or below you.

Bomber: This is the exact opposite of Polaris, as instead of Subs you are in Bombers flying above.

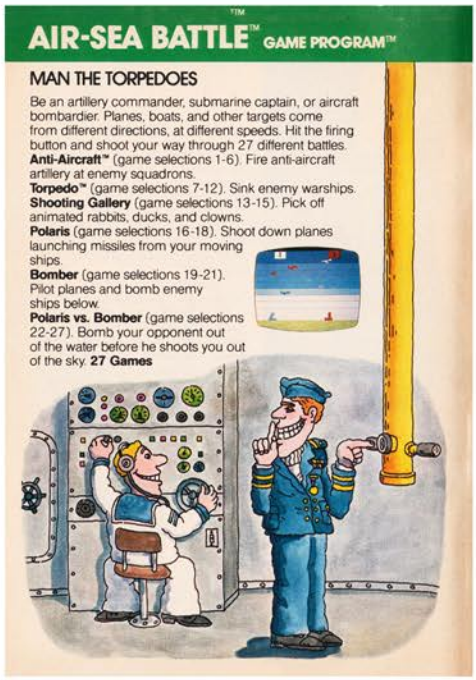
Polaris vs Bombers: The most interesting of the game types. One player is in a bomber above, while the other player is in a Sub below. Same basic concept, but the only time you get to fire directly at your opponent.

While there are much better games on the 2600 to get your "kill em all" fix, this is a good head to head tournament style game. So if you are looking for another game to add to your Atari Battle Royale, or just want to see what cutting edge gaming was like in 1977, this should be on your list.




Above: Manual Cover and Sample
Bottom Left: Sears Telegames Cover
Bottom Right: Catalog Sample

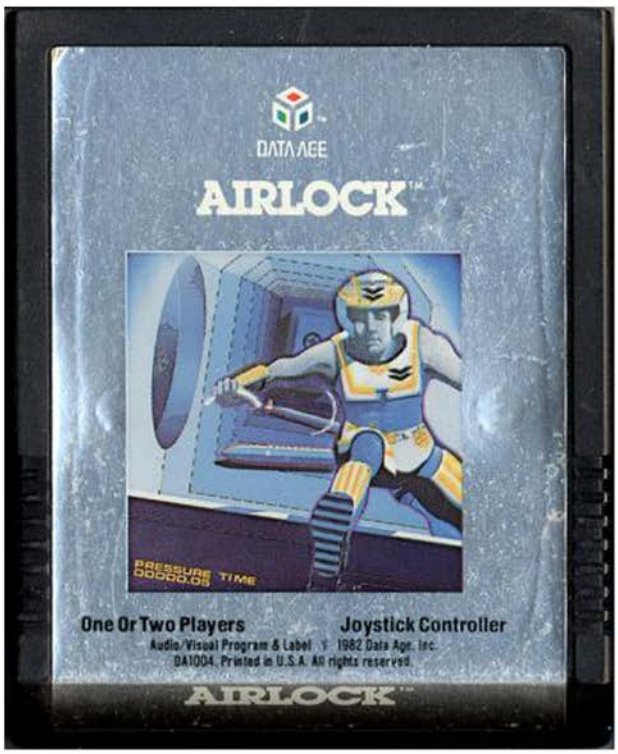


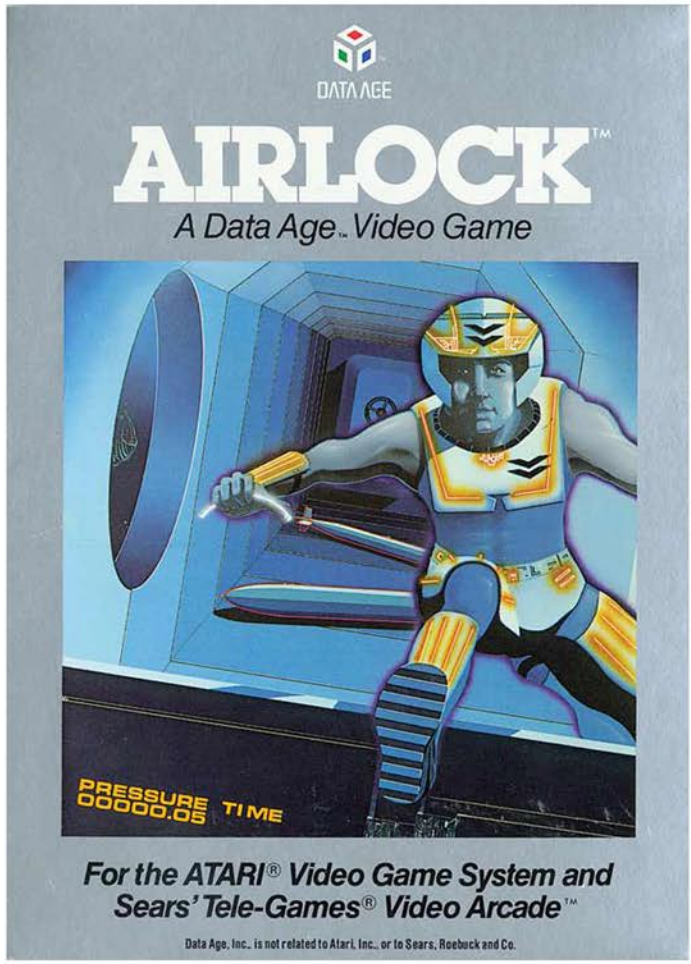
# AIRLOCK

Release Date: 1982
Publisher: Data Age
Controller: Joystick
Players: 1 - 2
Genre: Action - Platformer

Alternate Title: N/A
Model #: DA1004
Rarity: 3
Programmer: N/A

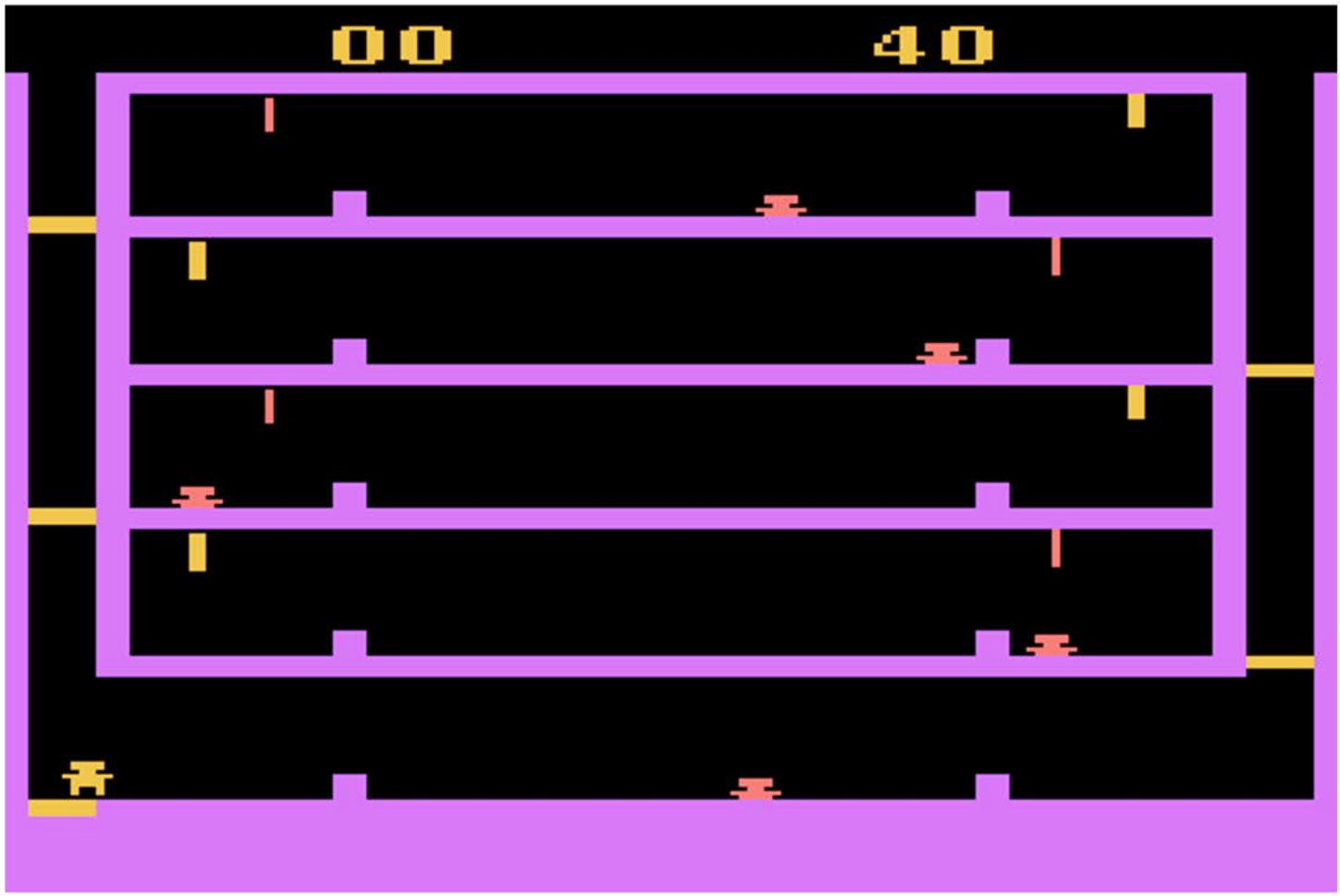
This is one of the most unforgiving titles on the system.



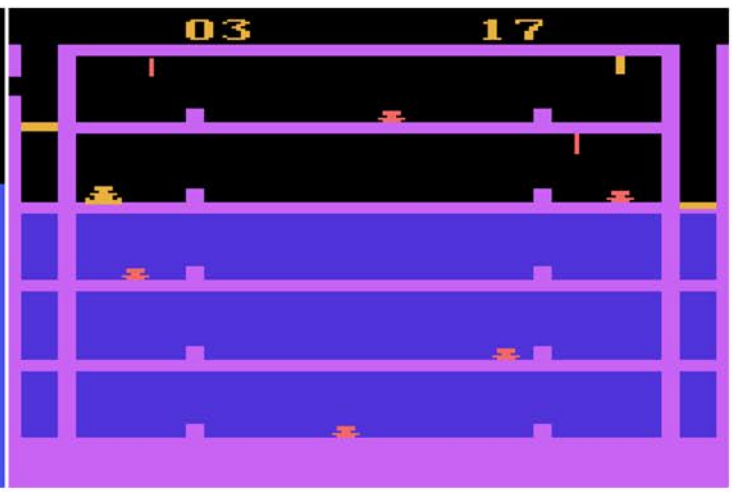
If you don't begin with absolute perfection then you will drown and must reset the game to give it another shot. Not only that, but you must time your start at the precise moment or else you have virtually no chance. Of course once you get past the opening section the rest of the game is a complete and total cakewalk.

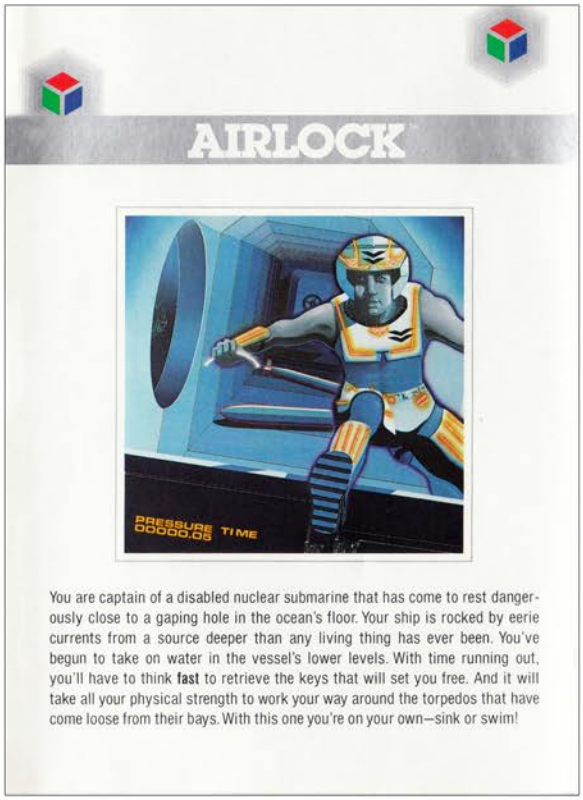
The setup is that you are on board a disabled nuclear sub that is taking on water and on the verge of going under for good. The only chance you have for survival is to collect two keys on each level which will open up an airlock, allowing you to move up to the floor above you, staying one step ahead of a watery grave. Along the way you have to leap over bulkheads and loose rolling torpedoes that can (and will) keep you occupied long enough for the water to catch up to you. The bulkheads have very poor collision detection, so even when it looks like you have cleared them they will catch you on the corner and force you to take a couple of steps back to give it another go. The torpedoes on the other hand will simply roll you over. Granted this isn't a one hit death since it doesn't technically kill you, but due to your extremely tight schedule it might as well be.

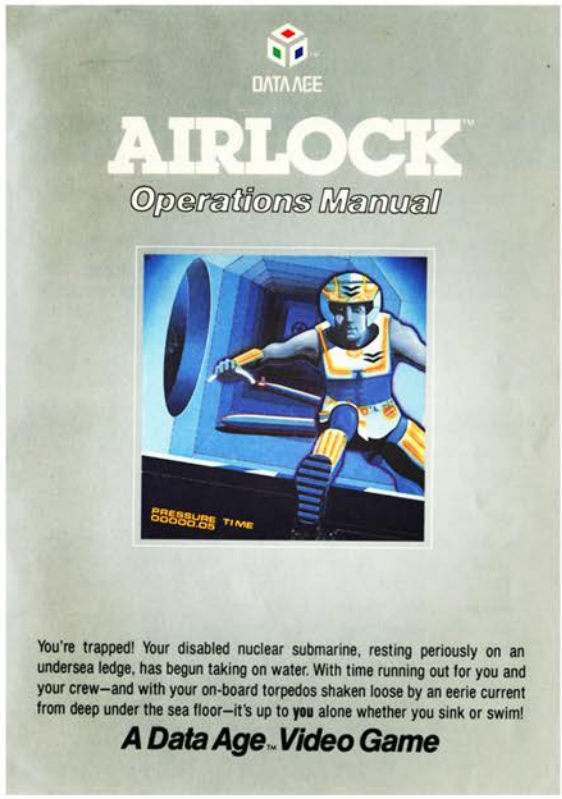


What makes this game so infuriating is that you only have ten seconds per level to collect both keys, dodge the obstacles, and trigger the elevator in the airlock before you drown. While this sounds like a lot of time, it really isn't when you consider that on the opening level you have to do a fair amount of backtracking. Even with a flawless run you will still trigger the airlock with a second to spare. On the easiest level there are five airlocks to trigger, and on the harder level there are ten.

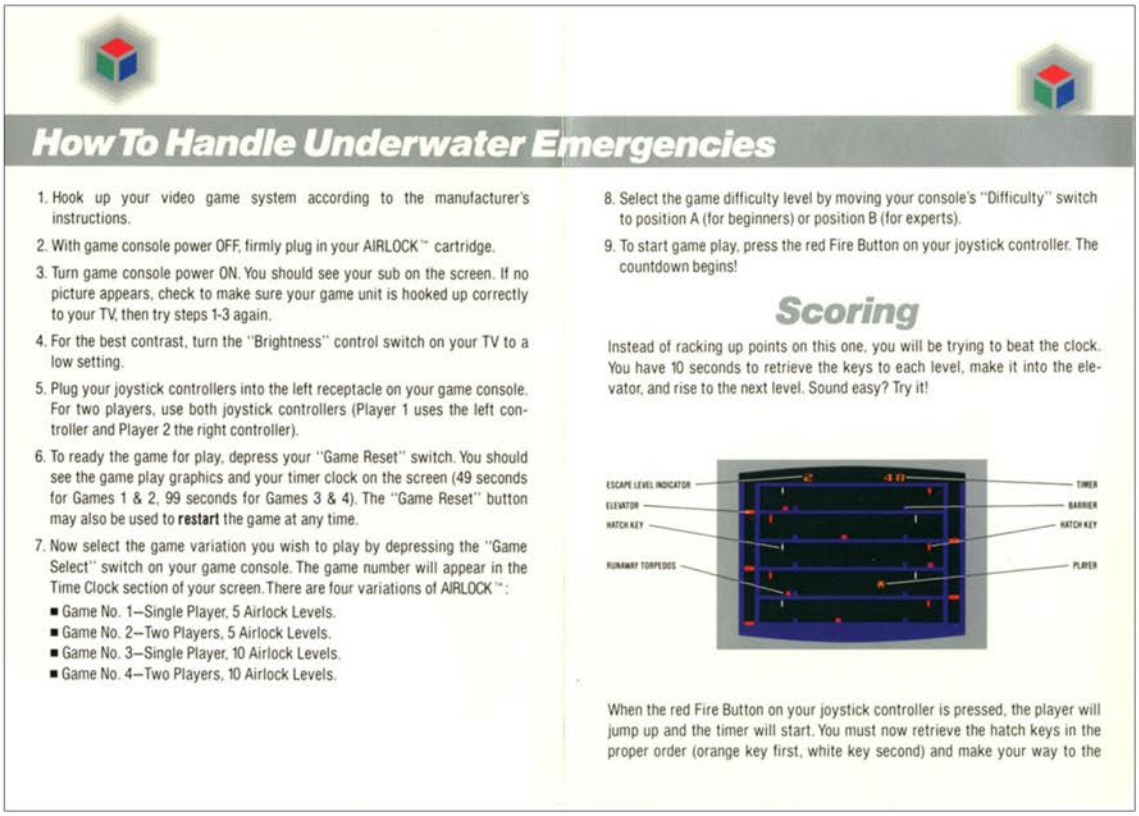
There is no scoring in Airlock, only the satisfaction of making it to the top of the sub. Of course the ending shot is you celebrating at the top of a sinking submarine, which given the fact that the vessel you just escaped from is taking on water at an alarming rate and there is no rescue ship in sight, it just means you get a brief moment of calm before you sink into the shark infested waters below. At least the guy can celebrate the fact that he probably won't drown.






Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Sample

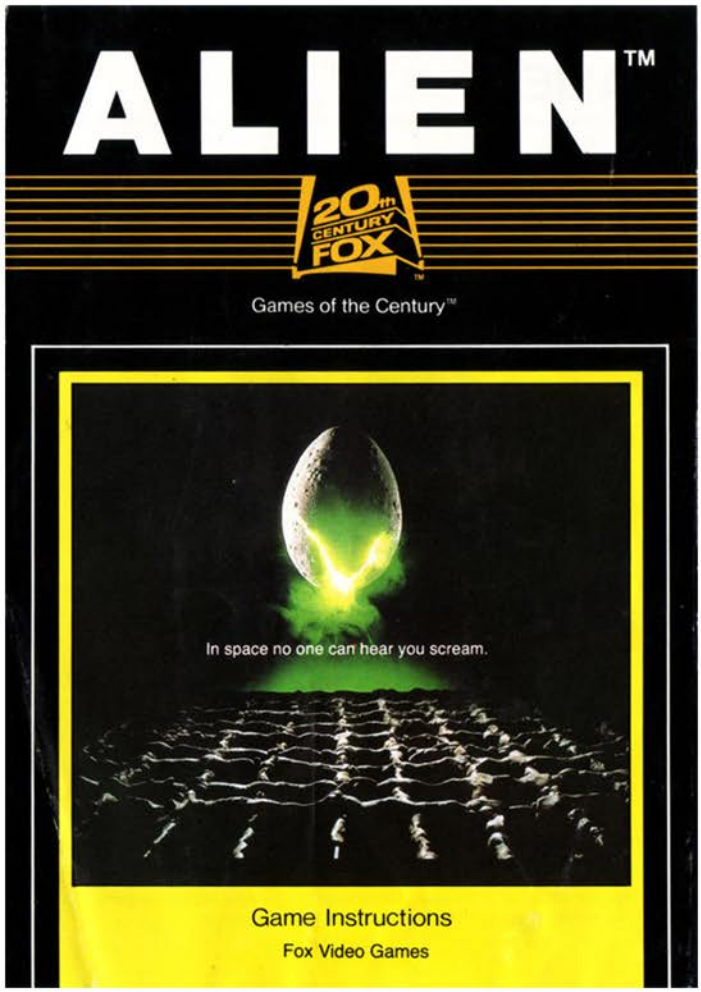


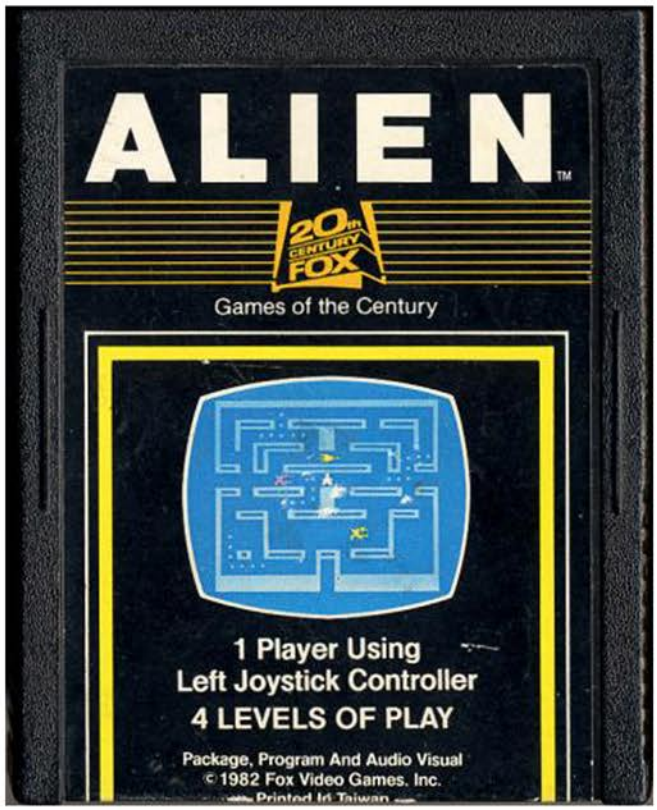
# ALIEN

Release Date: 1982
Publisher: 20th Centure Fox
Controller: Joystick
Players: 1
Genre: Arcade - Pac-Man

Alternate Title: N/A
Model #: 11006
Rarity: 4
Programmer: Doug Neubauer

This is one of the more confusing movie adaptations in video game history.



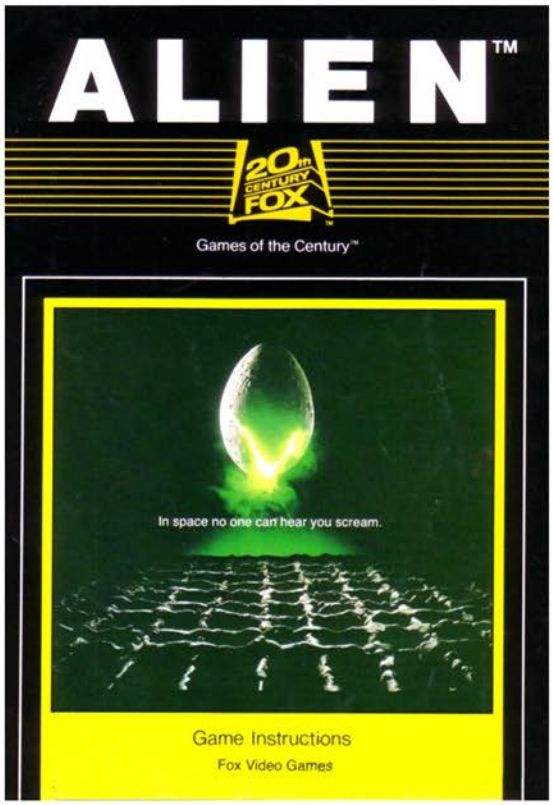



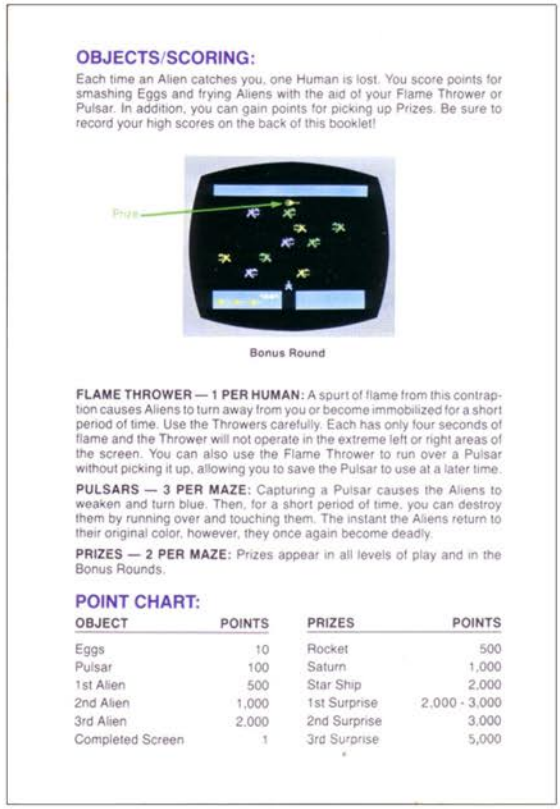
This is based on the movie Alien, which to this day remains one of the most tense, suspenseful, and terrifying films in cinematic history. While nobody expected the Atari 2600 to be able to accurately capture the tension and fright of the film, pretty much everyone expected the game to be something more than the Pac-Man clone than it is.

So if you have played Pac-Man you know the basic premise of the game. You have to run around a maze while being chased by a handful of creatures (in this case Aliens instead of ghosts) while trying to collect all of something (Alien eggs instead of pellets). There are random bonus point prizes that pop up from time to time, as well as a teleport system that will take you from one side of the screen to the other. There are power pellets that show up one at a time in the maze that will let you turn the tide on your pursuers. Which in this case is a bit strange since it allows you to defeat the Alien by what looks like eating them. When you come into contact with one of them the game freezes for a moment while they shrink down into nothing. Guess the food supply in space is a bit lacking.

There are a couple of new wrinkles thrown in that sets Alien apart from other Pac-Man clones. The most obvious is the fact that you have a flamethrower that you can use on the Aliens. While it won't kill them, it will chase them away, which is nice if you are boxed in and need a quick escape. The flamethrower is limited to only a few seconds on each level, and isn't foolproof as if you don't time it just right the Alien won't be affected. The other thing is that after you complete each level you are sent to a bonus stage for a try at a points giving prize. This is pretty much a direct ripoff of Freeway, in that you have to run in a straight line to the top of the screen while avoiding Aliens that are darting across the screen. Oh, and while most people would consider patience a virtue, it isn't one on the bonus stage since you have mere seconds to make it to the top.

The only other thing worth noting is that even though this is a Pac-Man clone, it is actually much better than the port of Pac-Man for the 2600. Plus you get a flamethrower, so it's kind of hard to go wrong. If you are a fan of the genre check it out.



## OBJECTS/SCORING:

Each time an Alien catches you, one Human is lost. You score points for smashing Eggs and frying Aliens with the aid of your Flame Thrower or Pulsar. In addition, you can gain points for picking up Prizes. Be sure to record your high scores on the back of this booklet!




Bonus Round

**FLAME THROWER — 1 PER HUMAN:** A spurt of flame from this contraption causes Aliens to turn away from you or become immobilized for a short period of time. Use the Throwers carefully. Each has only four seconds of flame and the Thrower will not operate in the extreme left or right areas of the screen. You can also use the Flame Thrower to run over a Pulsar without picking it up, allowing you to save the Pulsar to use at a later time.

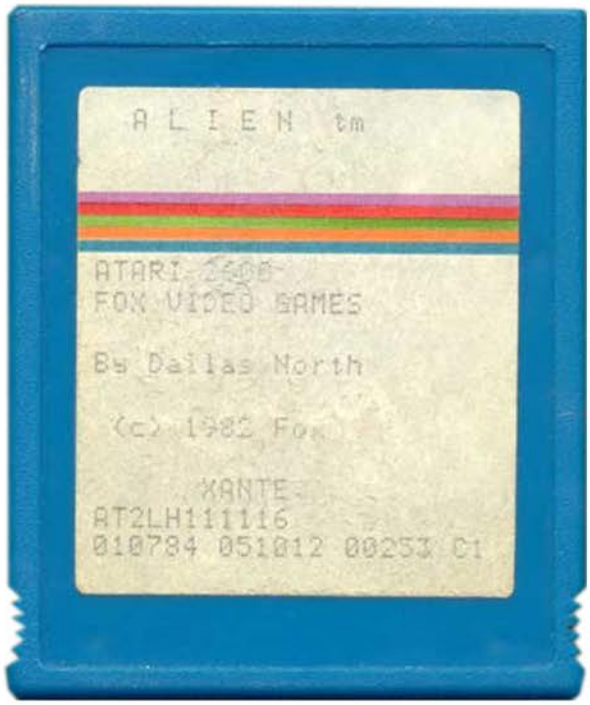
**PULSARS — 3 PER MAZE:** Capturing a Pulsar causes the Aliens to weaken and turn blue. Then, for a short period of time, you can destroy them by running over and touching them. The instant the Aliens return to their original color, however, they once again become deadly.

**PRIZES — 2 PER MAZE:** Prizes appear in all levels of play and in the Bonus Rounds.

## POINT CHART:

| OBJECT | POINTS | PRIZES | POINTS |
|---|---|---|---|
| Eggs | 10 | Rocket | 500 |
| Pulsar | 100 | Saturn | 1,000 |
| 1st Alien | 500 | Star Ship | 2,000 |
| 2nd Alien | 1,000 | 1st Surprise | 2,000 - 3,000 |
| 3rd Alien | 2,000 | 2nd Surprise | 3,000 |
| Completed Screen | 1 | 3rd Surprise | 5,000 |

Above: Manual Cover and Sample
Bottom Left: Catalog Sample
Bottom Right: Xante Cartridge

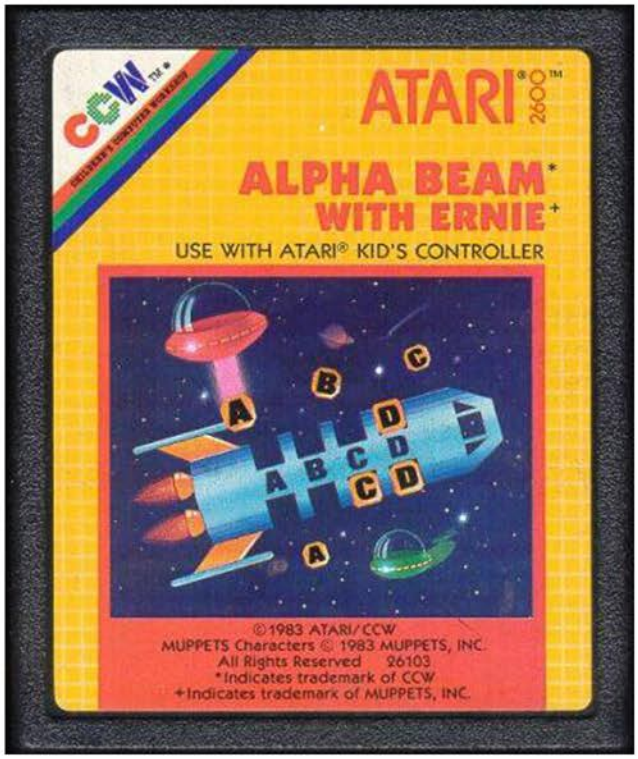


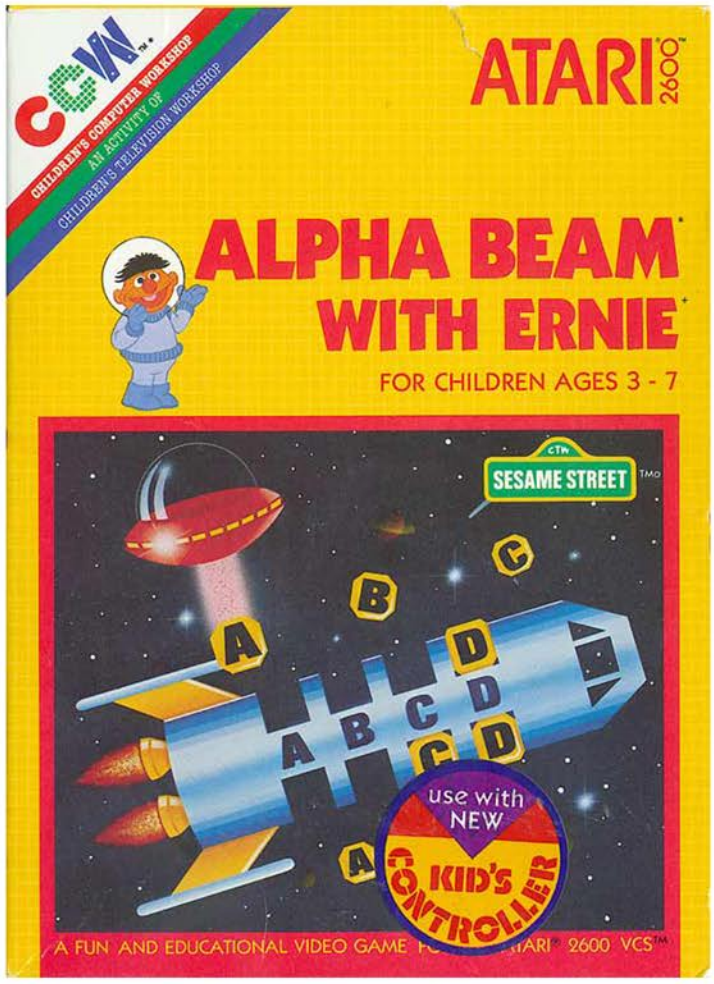
# Alpha Beam with Ernie

Release Date: 1983
Publisher: Activision
Controller: Kid's Controller
Players: 1 - 2
Genre: Education

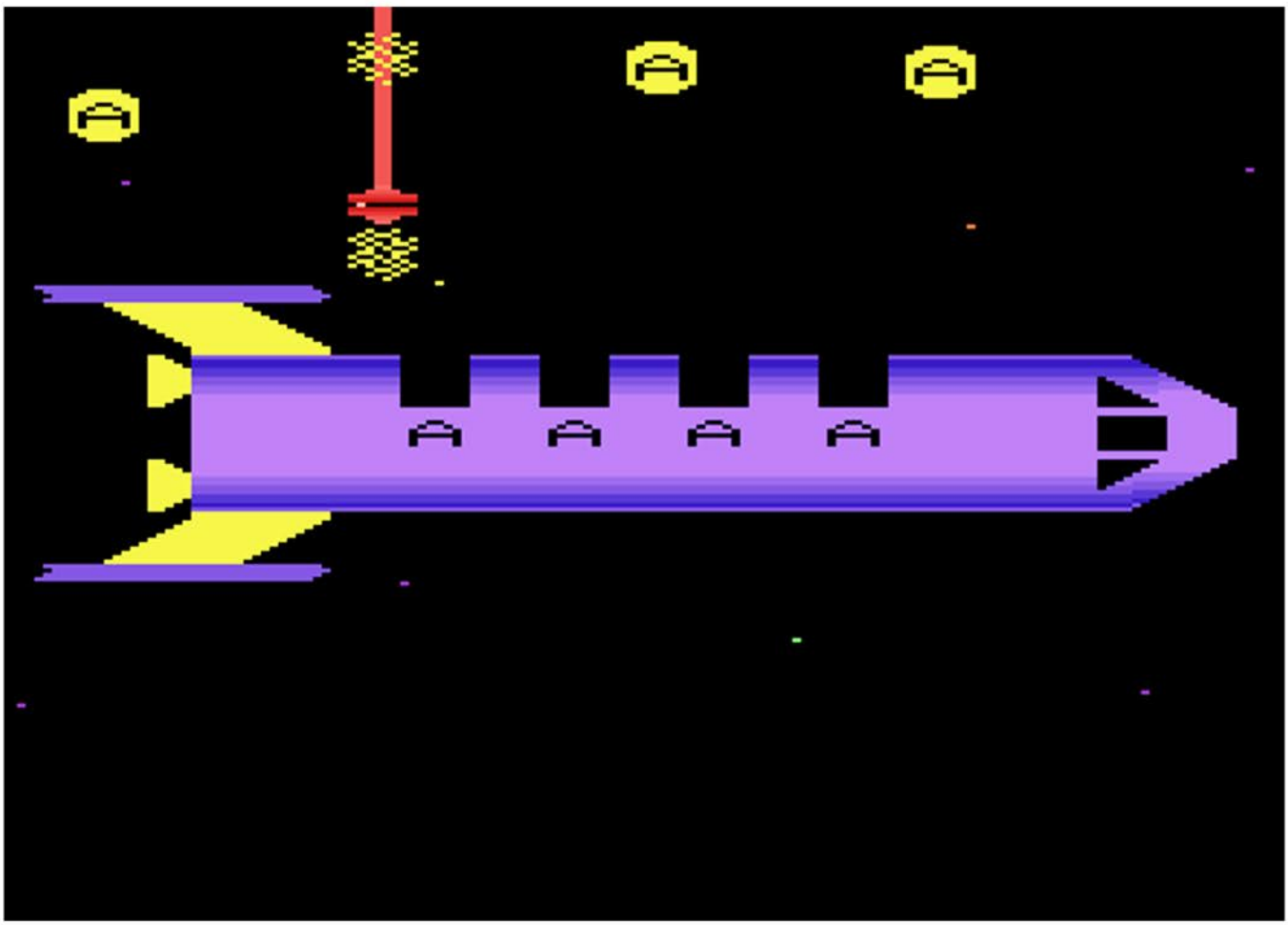
Alternate Title: N/A
Model #: CX26103
Rarity: 4
Programmer: Michael Callahan

This cute kids game will appeal to the younger gamers.

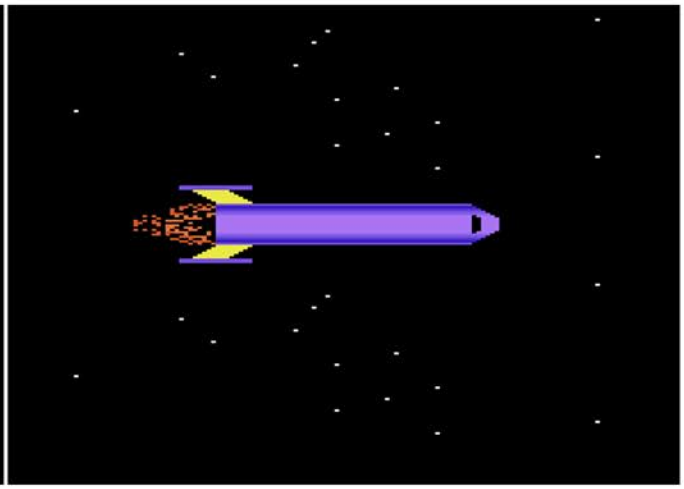


This is a kids game that puts you in control of a space ship controlled by Ernie (of Bert and Ernie fame). You are apparently stranded in space, and the only way to get home is to fix your spaceship by matching up four letters that are floating above you with the corresponding section on your ship (apparently your ship is alphabet powered). This is accomplished by moving left to right, capturing the letter balloon with your transporter beam and then placing it on the ship with the same beam. Once this is achieved you are rewarded with a brief animation and victory song before Ernie is beamed to the surface and waves at you.

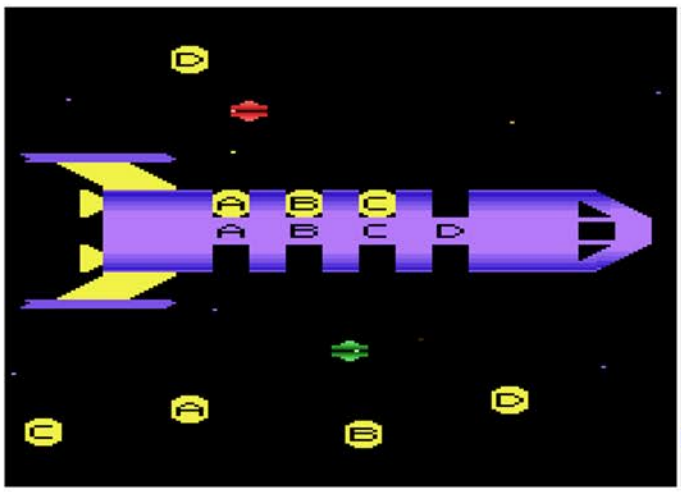


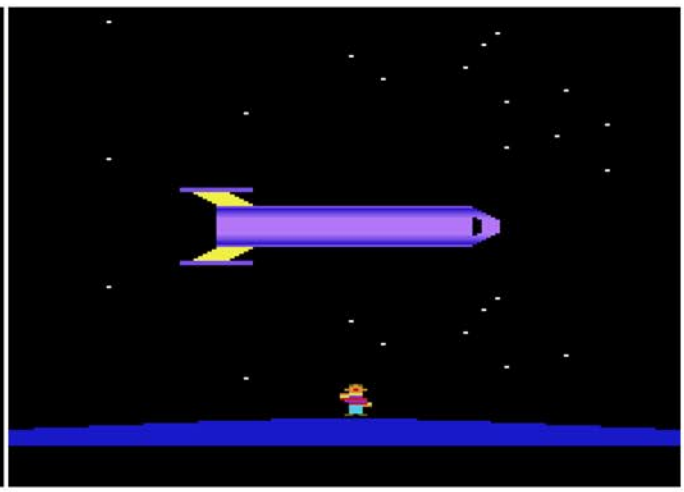
Alpha Beam with Ernie

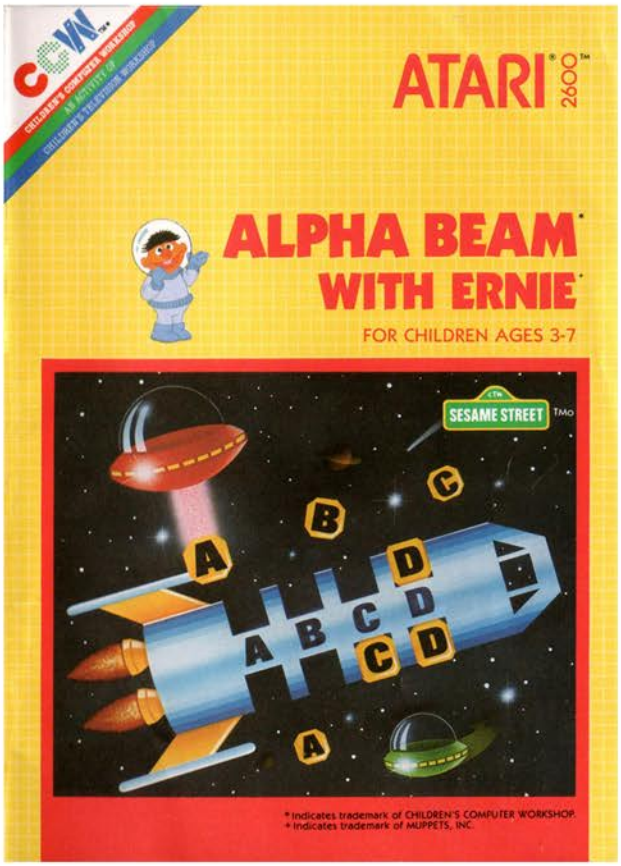


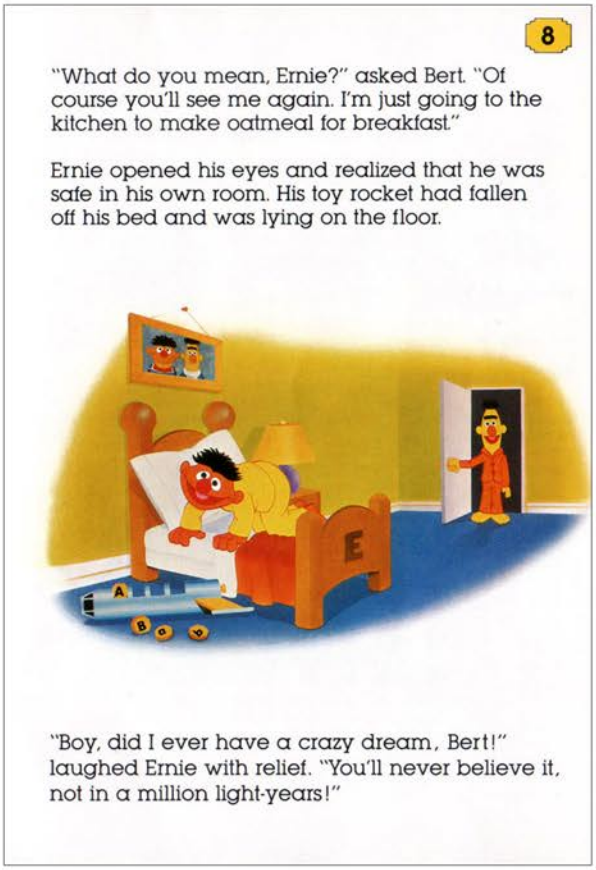
There are a few different game play options available that mix things up a bit. You can change the letters you must match to a mixed variety (such as A-B-C-D), have the letter balloons move instead of remaining stationary, and have it so you must match upper case letters with the lower case versions. The most interesting option is the two player mode since it is cooperative, so if Ernie is to make it home you have to work together with a friend.

Alpha Beam with Ernie is one of the few Sesame Street games for the 2600, and the only way to play it is with the kids controller. The game did come with an overlay for the controller that shows the kids how to control the ship. If you are curious to see what Ernie looks like in 2600 format or you just want to see what video games were like for the poor kid with strict parents who insisted that everything they did be educational in some way, then by all means check it out.

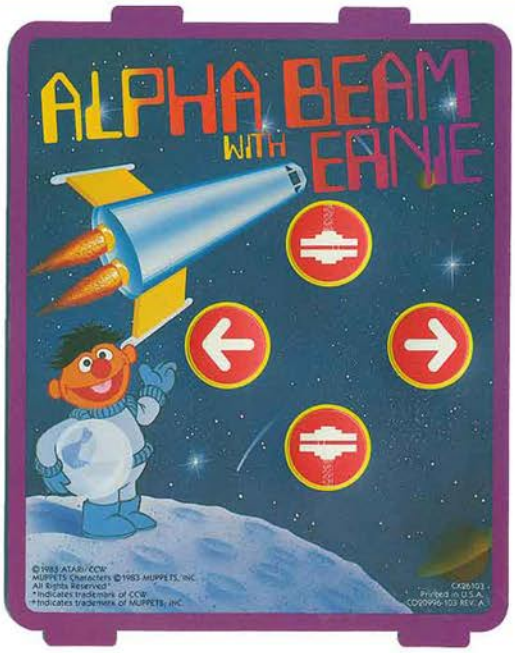





Above: Manual Cover and Sample
Bottom Left: Kids Controller
Bottom Right: Controller Overlay



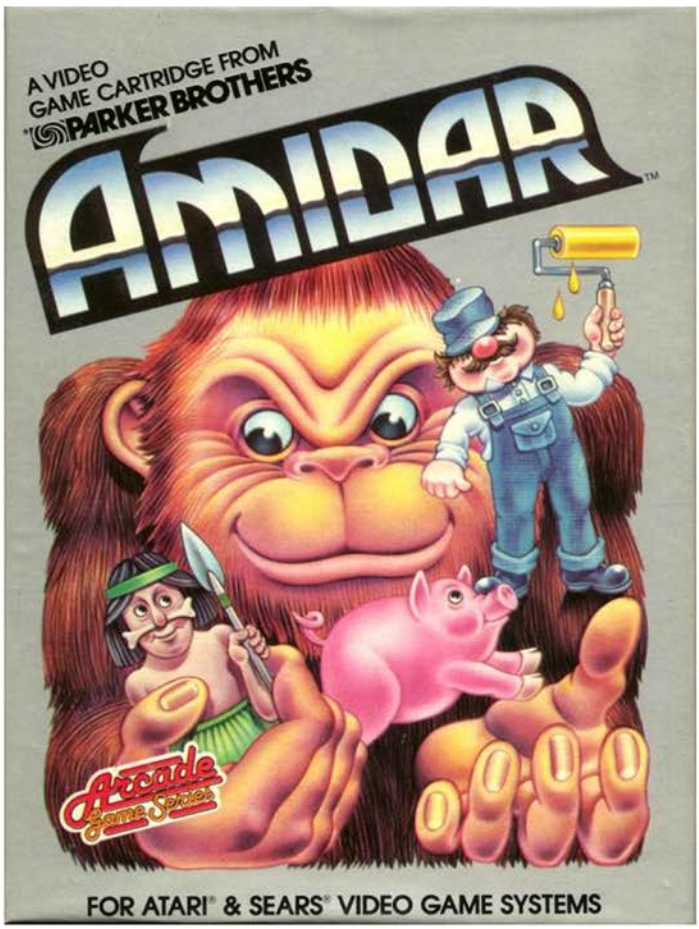

# Alpha Beam with Ernie

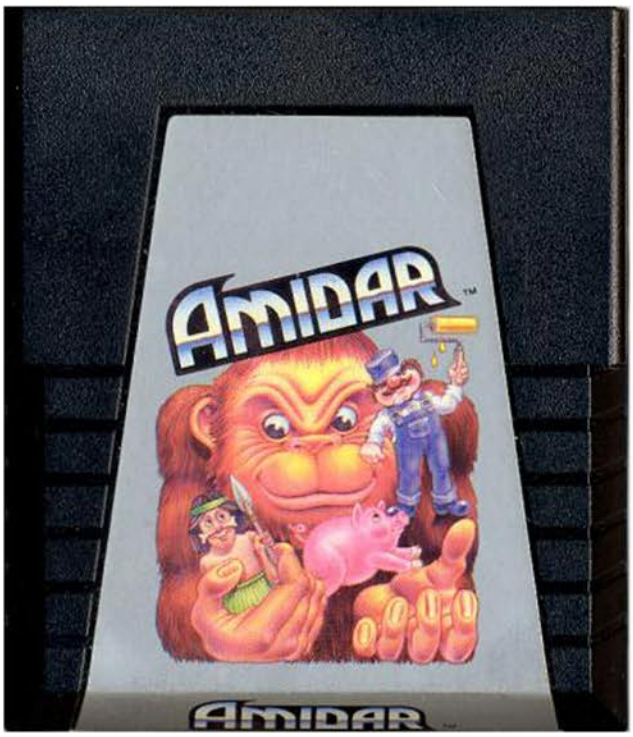
# AMIDAR

Release Date: 1982
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Arcade - Paint it

Alternate Title: N/A
Model #: PB5310
Rarity: 2
Programmer: Ed Temple

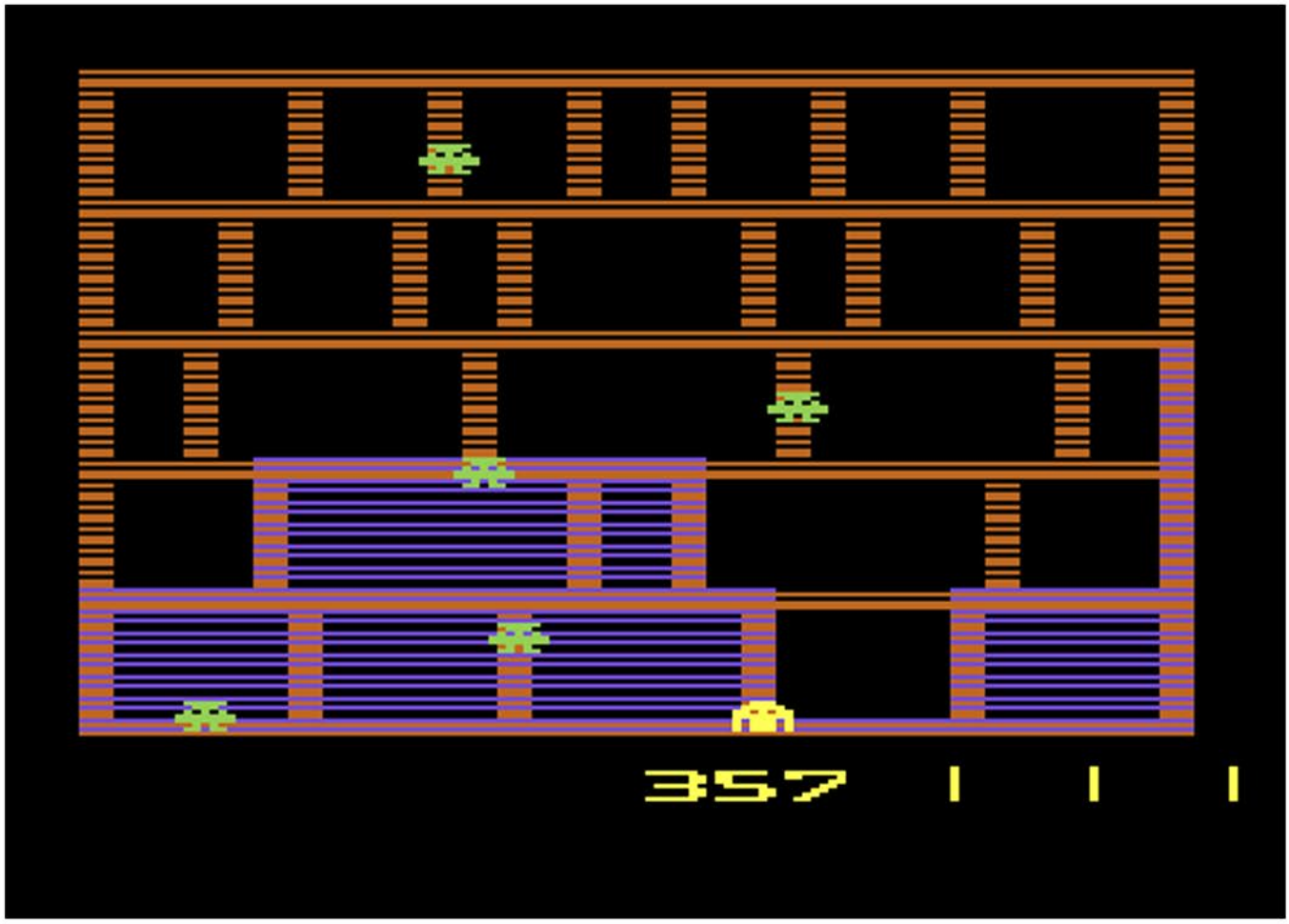
This arcade port captures the spirit and insanity of the original.

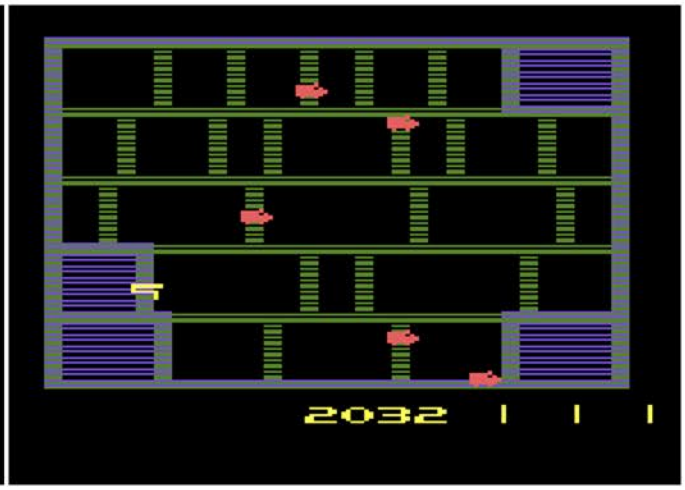


Throughout the entirety of the Atari 2600 game catalog you will find examples of game premises that will force you to give pause and think to yourself "I don't know what drugs these guys were on, but wow they must have been really really good." Amidar is one such game, because wow the premise is really out there.

You are in control of a gorilla who has a penchant for painting, and you are set loose on a giant maze that just has to be changed from a dreadful orange color to a much more cheery blue. This is made more difficult by the fact that there are five warriors roaming the maze whose only goal is to murder you. Not capture you, not contain you, but murder you (or as the instructions say "do you in"). This ranks up there with the oddest of video game situations, however if you are successful in painting the entire maze blue the second level descends further into madness. Now instead of a gorilla you are a sentient paint roller that is being pursued by a pack of pigs. And I don't mean pigs in the "slang for cops" context, I mean honest to god "oink oink" pigs. And if this weren't odd enough, if you paint each of the four corners the warriors/pigs turn into harmless chickens for a short time, which gives you the opportunity to hurt them. Like I said, the designers got into some really good stuff.

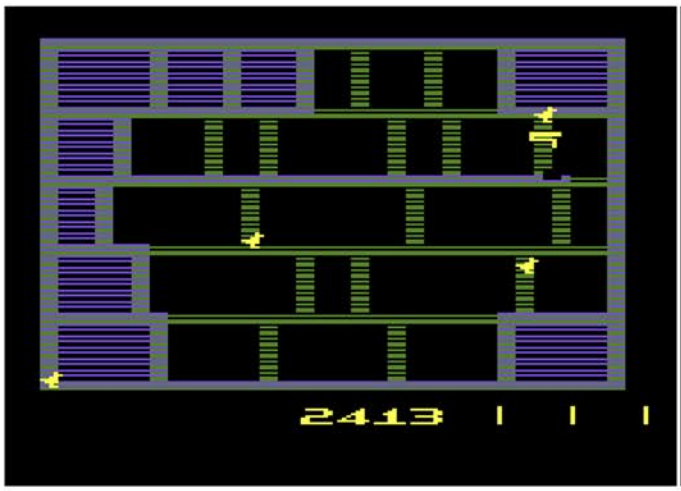


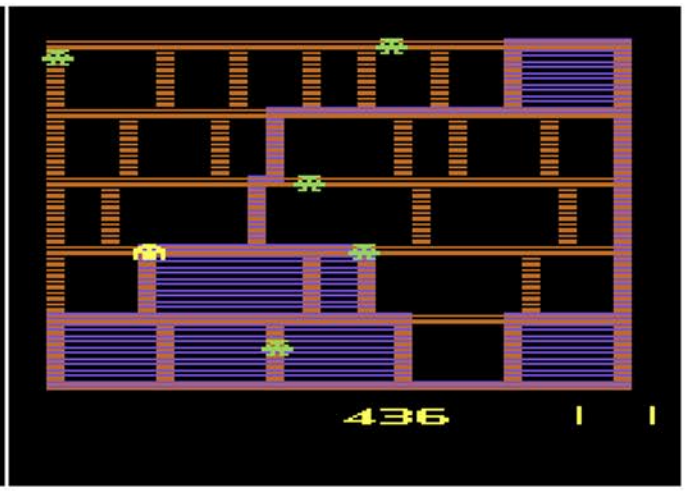


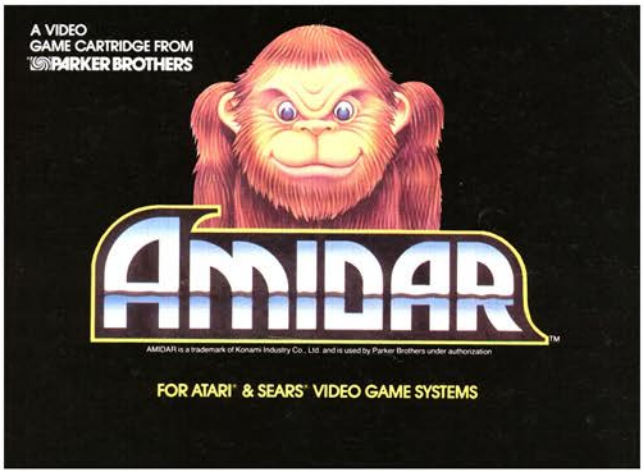

Unfortunately they used all their good stuff on coming up with the concept, because the execution is severely lacking. Your gorilla/paint roller moves incredibly slow, while your nemesis moves at a much faster pace (which increases with each successive stage). This would have been a game breaker if it wasn't for another design choice beating it to the game breaking punch. Each of the five enemies moves in a very predictable pattern, and what's worse, the instruction manual tells you exactly how they move.

One of the five enemies moves around the border of the maze, always in the same direction and always at the same speed. The other four are all over the place, however they always turn at the first ladder they come to. With this information coupled with your ability to hit the button and magically pass through enemies (up to four times per life) it becomes incredibly easy to safely make your way around the board.

If you have always wondered what life would be like as a paint enthusiast gorilla or a sentient roller brush, then you should definitely check this out. If you are looking for fast paced chase gameplay, there are plenty of better options on the 2600.

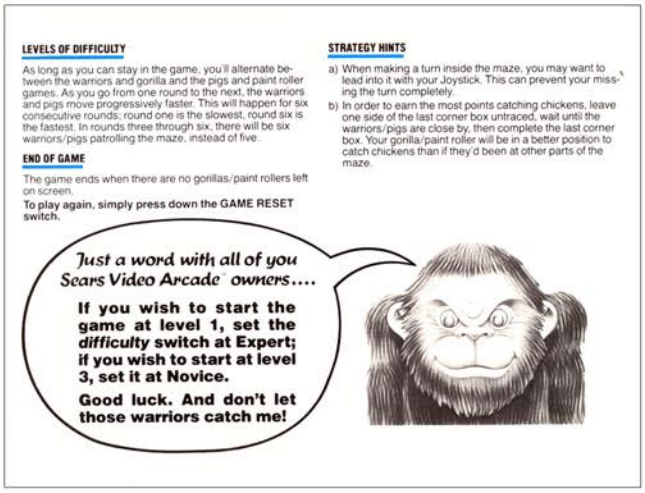





Left: Manual Cover and Samples

Below: Catalog Sample



**LEVELS OF DIFFICULTY**

As long as you can stay in the game, you'll alternate between the warriors and gorilla and the pigs and paint roller games. As you go from one round to the next, the warriors and pigs move progressively faster. This will happen for six consecutive rounds; round one is the slowest, round six is the fastest. In rounds three through six, there will be six warriors/pigs patrolling the maze, instead of five.

**END OF GAME**

The game ends when there are no gorillas/paint rollers left on screen.

**To play again, simply press down the GAME RESET switch.**

**STRATEGY HINTS**

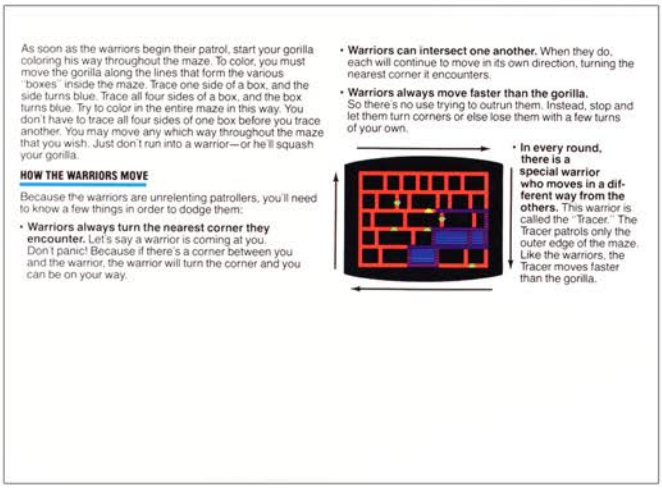
a) When making a turn inside the maze, you may want to lead into it with your Joystick. This can prevent your missing the turn completely.

b) In order to earn the most points catching chickens, leave one side of the last corner box untraced, wait until the warriors/pigs are close by, then complete the last corner box. Your gorilla/paint roller will be in a better position to catch chickens than if they'd been at other parts of the maze.

*Just a word with all of you Sears Video Arcade® owners....*

**If you wish to start the game at level 1, set the *difficulty* switch at Expert; if you wish to start at level 3, set it at Novice.**

**Good luck. And don't let those warriors catch me!**



As soon as the warriors begin their patrol, start your gorilla coloring his way throughout the maze. To color, you must move the gorilla along the lines that form the various "boxes" inside the maze. Trace one side of a box, and the side turns blue. Trace all four sides of a box, and the box turns blue. Try to color in the entire maze in this way. You don't have to trace all four sides of one box before you trace another. You may move any which way throughout the maze that you wish. Just don't run into a warrior—or he'll squash your gorilla.

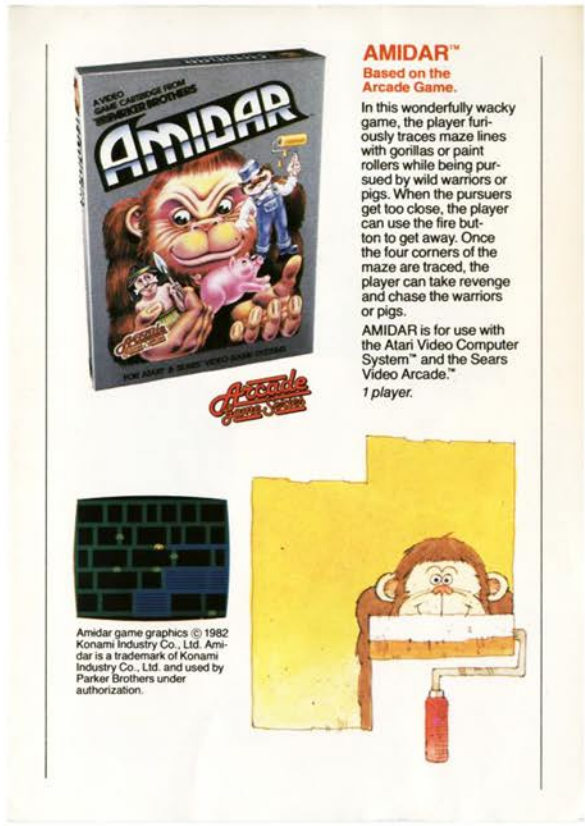
**HOW THE WARRIORS MOVE**

Because the warriors are unrelenting patrollers, you'll need to know a few things in order to dodge them:

- **Warriors always turn the nearest corner they encounter.** Let's say a warrior is coming at you. Don't panic! Because if there's a corner between you and the warrior, the warrior will turn the corner and you can be on your way.
- **Warriors can intersect one another.** When they do, each will continue to move in its own direction, turning the nearest corner it encounters.
- **Warriors always move faster than the gorilla.** So there's no use trying to outrun them. Instead, stop and let them turn corners or else lose them with a few turns of your own.



- **In every round, there is a special warrior who moves in a different way from the others.** This warrior is called the "Tracer." The Tracer patrols only the outer edge of the maze. Like the warriors, the Tracer moves faster than the gorilla.

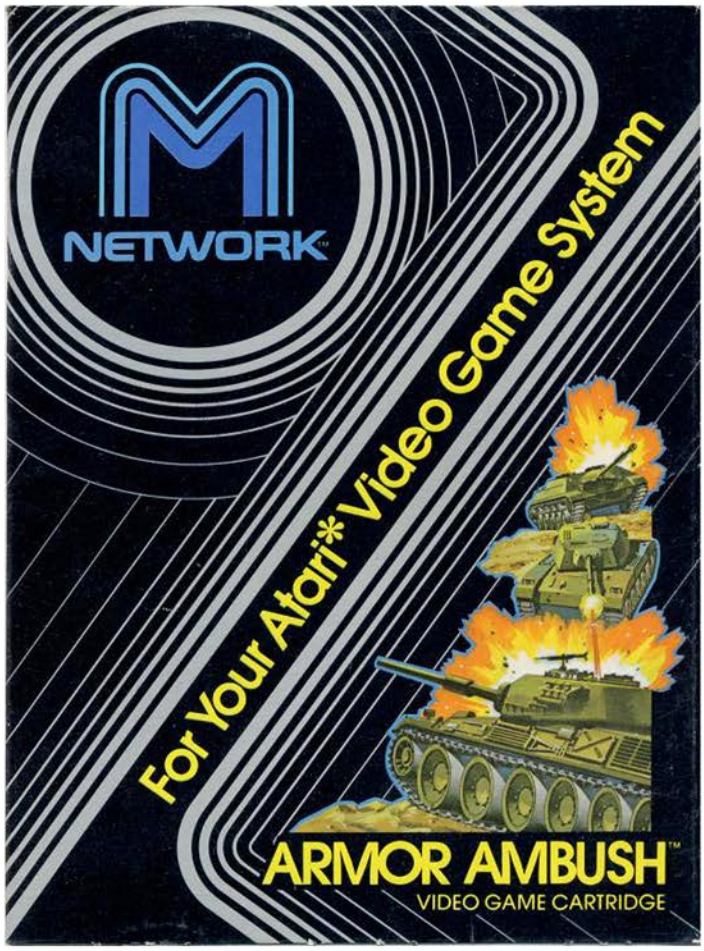


# Armor Ambush

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 1 vs 2
Genre: Shoot'em Up - Duel

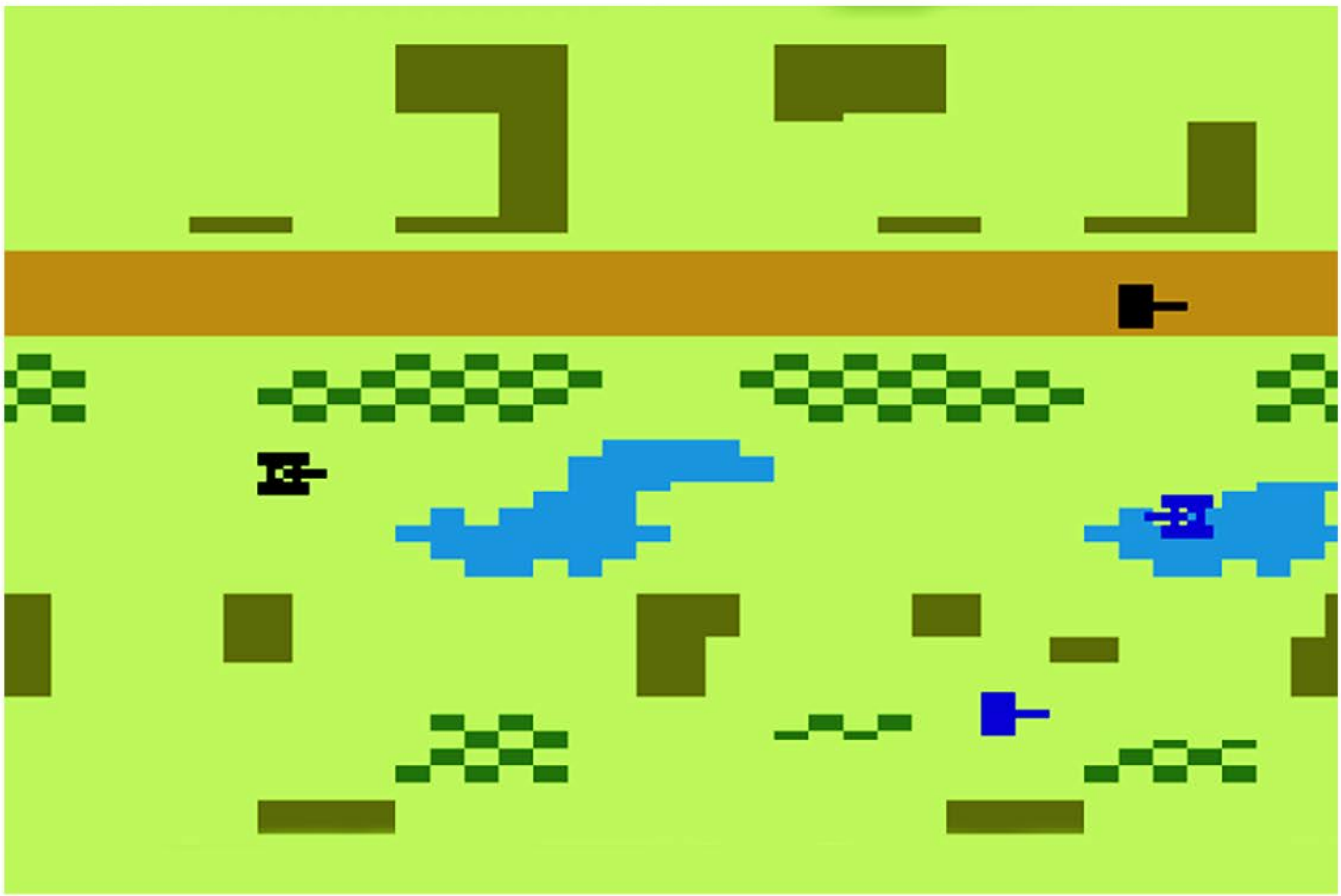
Alternate Title: N/A
Model #: MT5661
Rarity: 4
Programmer: Hal Finney

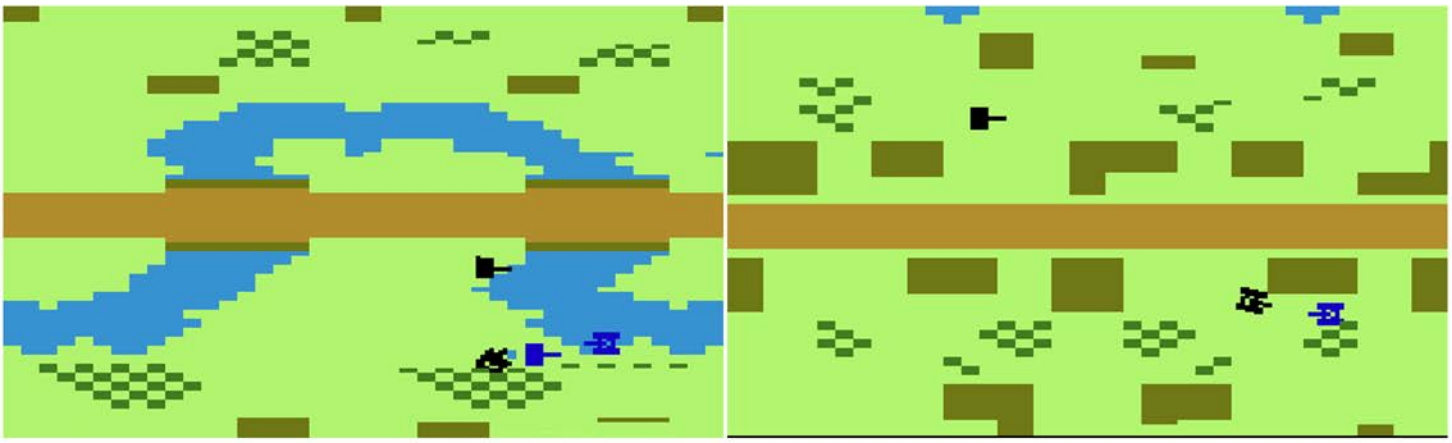
This is an ambitious, yet flawed, take on the tank battle simulation made famous by the Atari original Combat.



The core concept is simple, you have tanks with an unlimited supply of bullets and you must destroy the enemy before they destroy you. Each war gives you and your opponent 25 reserve tanks to do battle with two at a time across a variety of terrains.

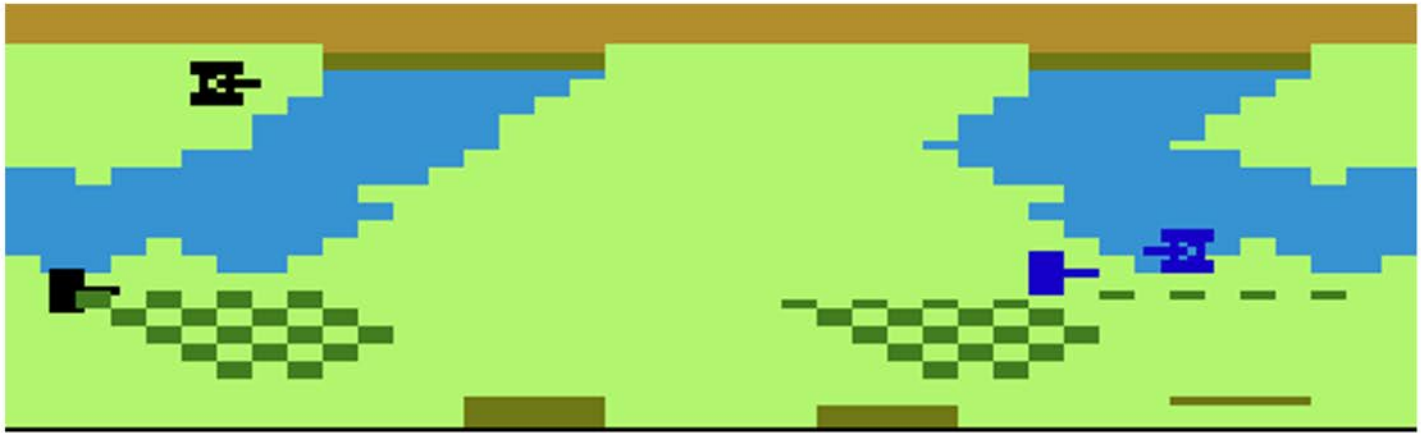
When the combat begins you will have two tanks randomly placed on a randomly selected battlefield. There are several different terrains that your tank can encounter, from roads to lakes to forests. Each of these will impact how fast your tank can travel (for example you will fly across the roads while crawling through the forest). Don't like where your tank has spawned? No problem. When you hit down on the controller you switch to the other tank under your command. While this is a relatively innovative feature, it can get a bit annoying when you are trying to line up a shot only to fire a shell out of the wrong tank because you inadvertently hit down while aiming. This can also be very problematic if you hit your own tank, as friendly fire is alive and well here. The good news is each tank can withstand three shots before exploding, so if you do shoot yourself in the back it won't necessarily be a fatal blow.

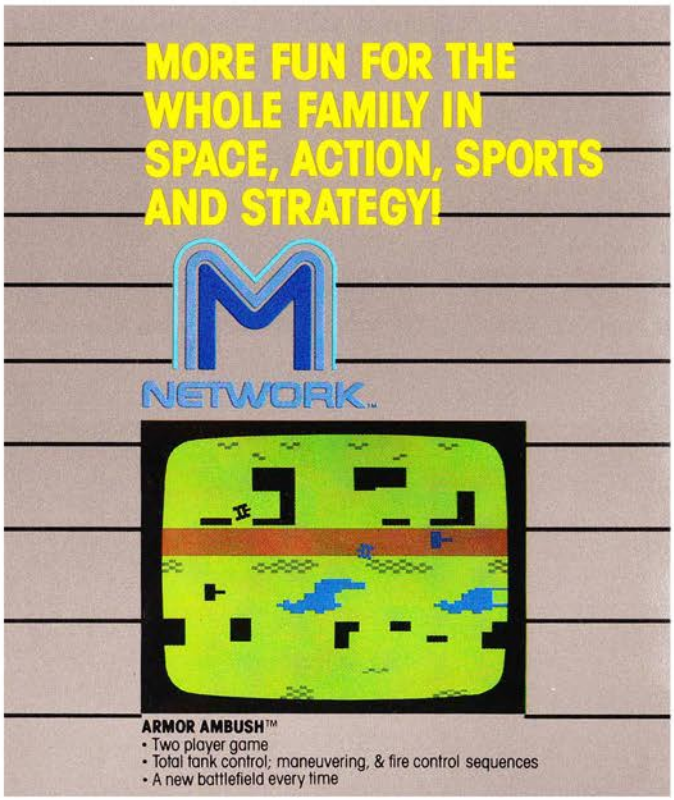




While the overall concept is good, there are some serious flaws in the execution, the biggest of which are the controls. Aside from the accidental tank switching, the aiming and firing can be very frustrating due to touchy controls. It is incredibly difficult to drive in a straight line thanks to the sensitivity of the controls, so even if you are able to find a road to roll across chances are your tank is going to look like a drunk guy pushing a shopping cart across an icy parking lot with how much you are going to be going all over the road. The aiming is even worse since instead of being able to rotate your tank smoothly it clicks into the next turning position (like instead of a second hand on a clock rotating through all sixty seconds it went in five second increments). This can make anything but a straight on shot very difficult, however there is an option to have ricocheting bullets which can make life a bit easier.

The other flaw is kind of hard to overcome however. Unlike 99.9% of games, there is no single player option here. Granted back in the day when this came out it might have been easy enough to find someone else willing to sit down and take you on, unless you are at a retro gaming convention today you are probably out of luck. That said, if you are looking for a more robust attempt at Combat, this is worth a look.






Left: Catalog Sample

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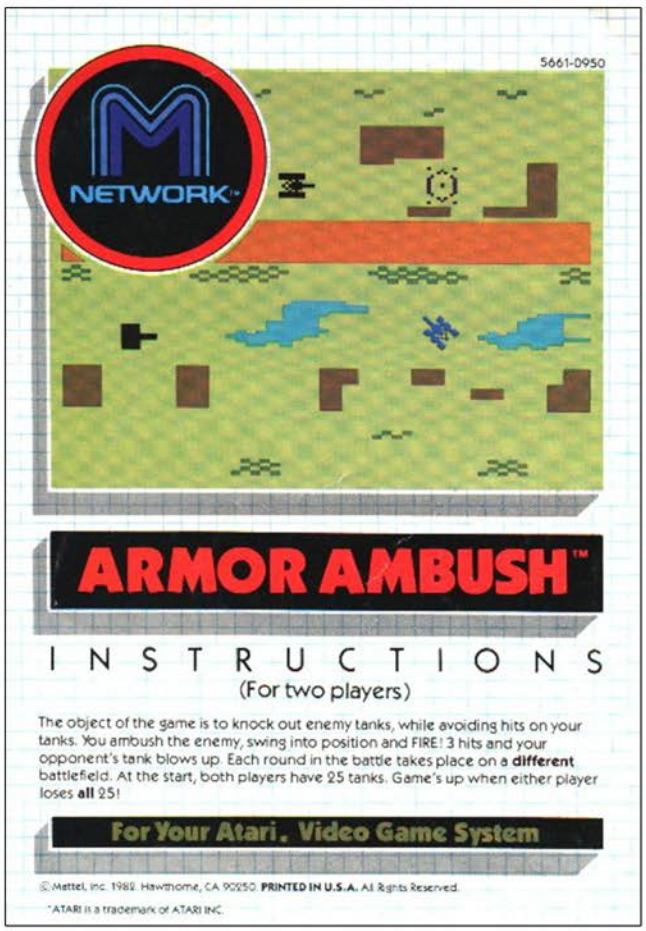
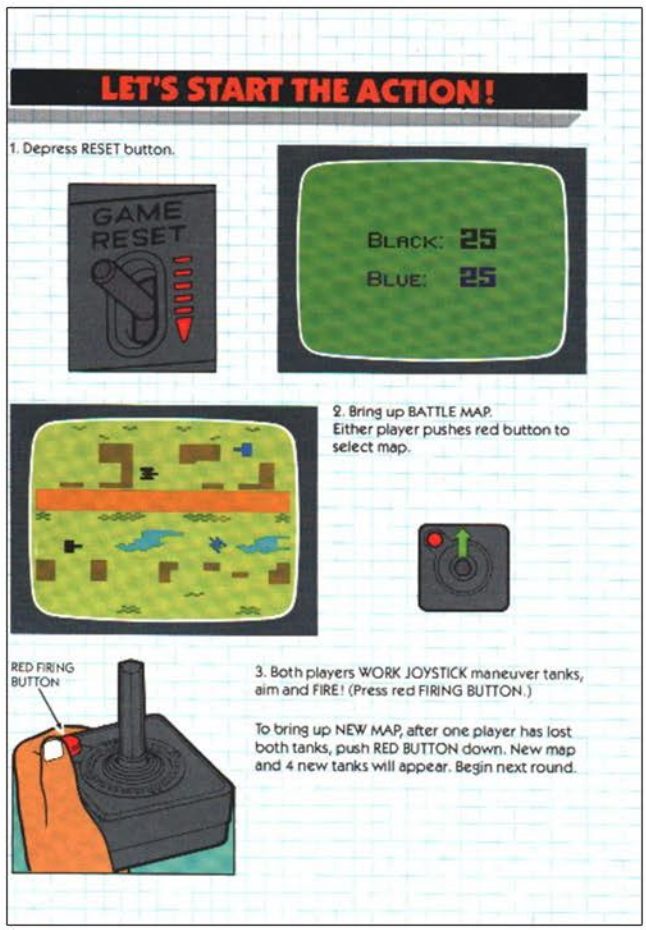


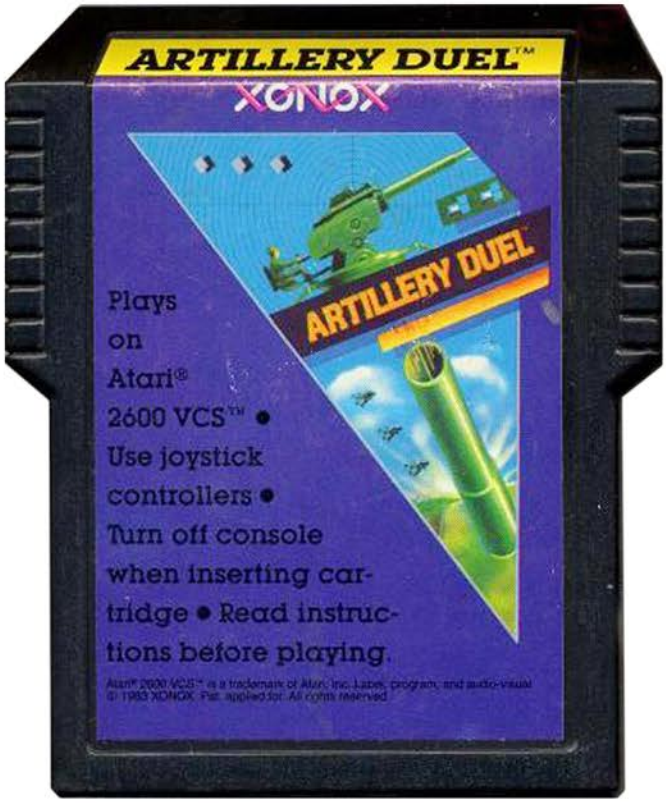



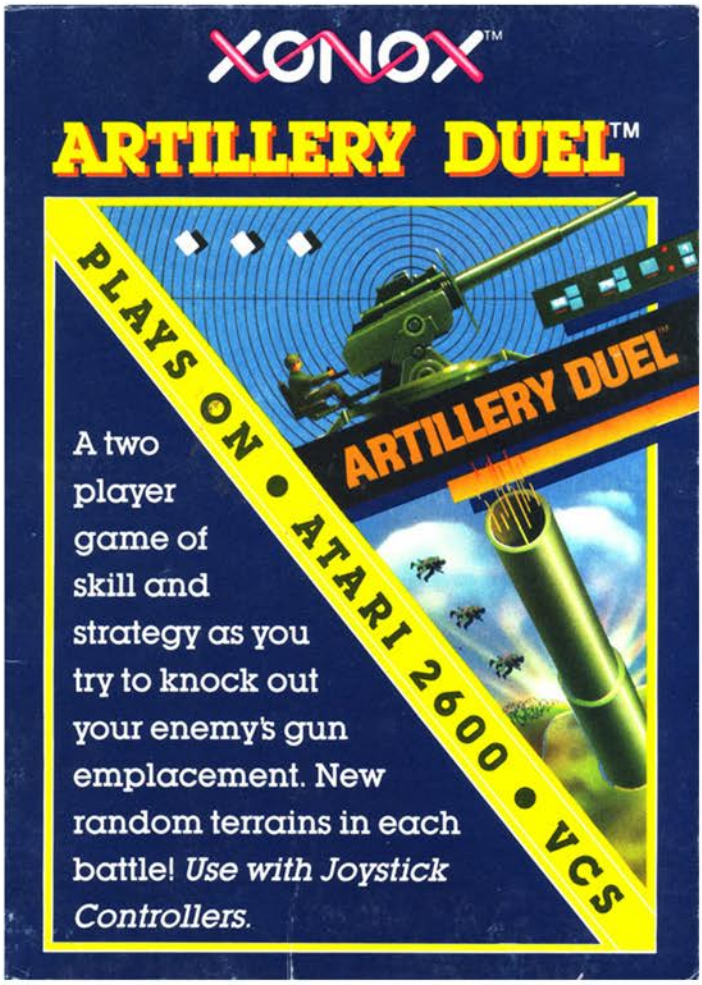
# Artillery Duel

Release Date: 1983
Publisher: Xonox
Controller: Joystick
Players: 1 vs 2
Genre: Shoot'em Up - Artillery

Alternate Title: N/A
Model #: 99004
Rarity: 5
Programmer: John Perkins

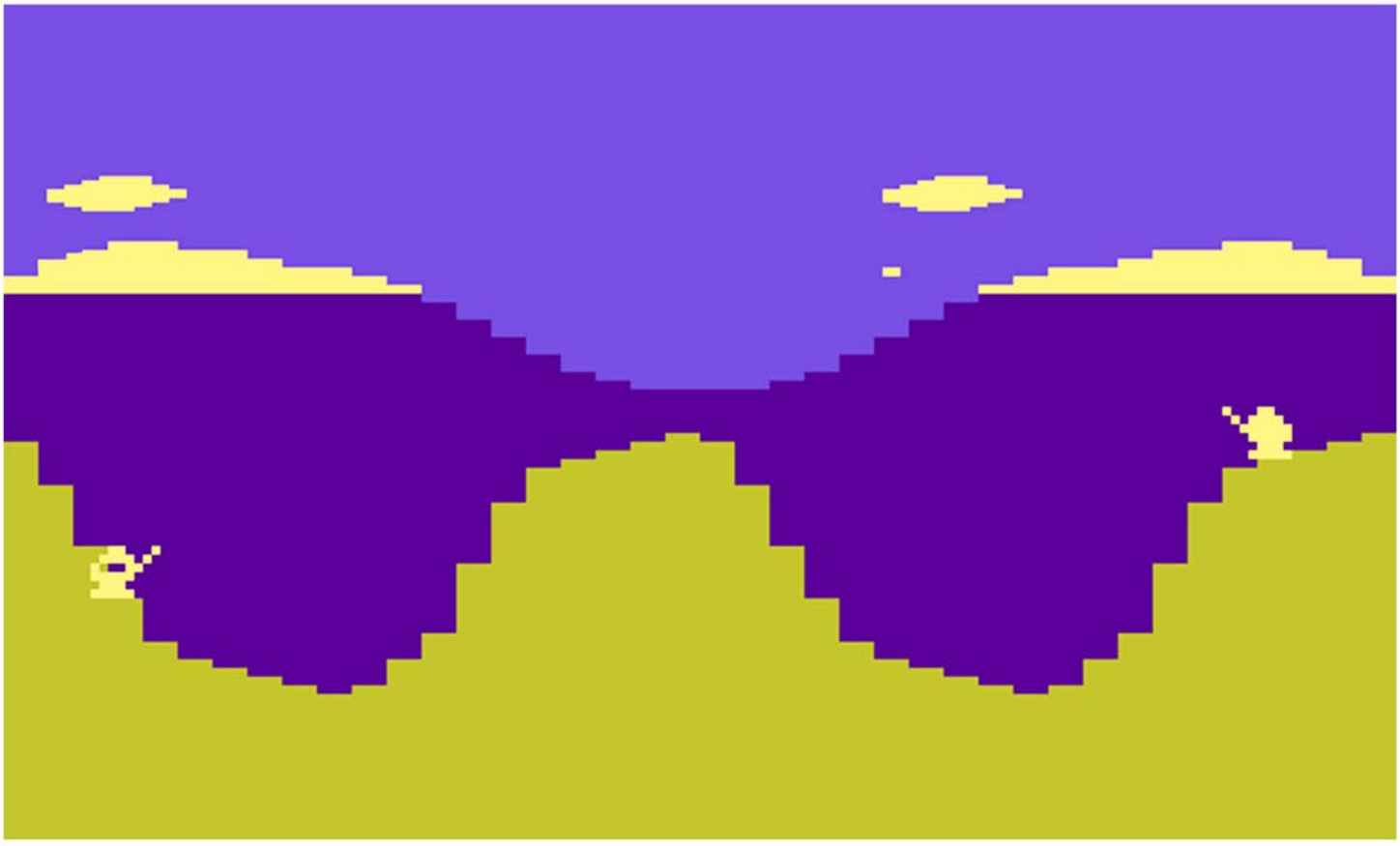
Get ready to bomb you friend into oblivion, provided you are good at geometry.

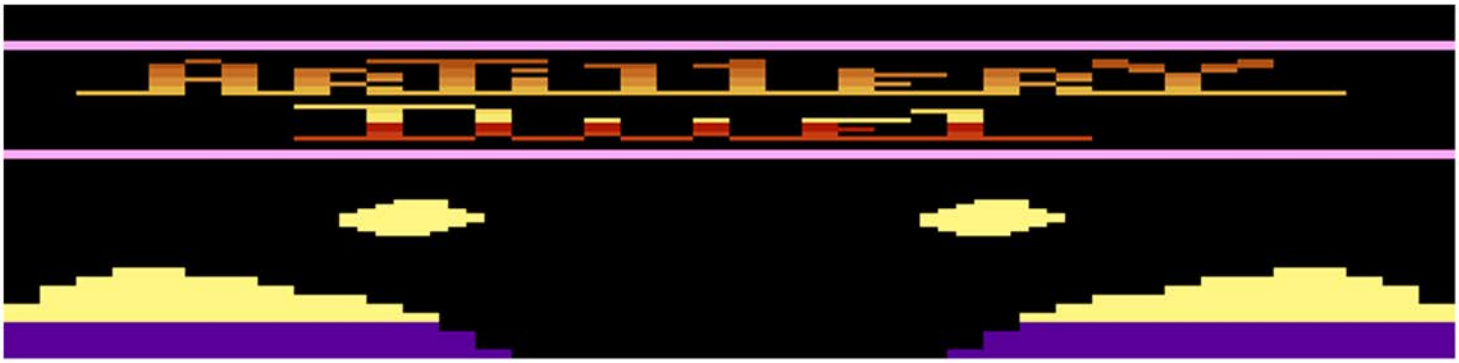


In this two player game you and a buddy are in control of rival Artillery canons that politely take turns firing at each other to see who will become king of the mountain (or plains depending on what sort of terrain you get). While this sounds like a dull concept, it is actually pulled off quite nicely.

When you begin it looks and sounds like your 2600 is having a seizure, with the landscape violently changing at an alarming rate. After about ten seconds of this however the game stabilizes and drops two artillery guns from the sky (one on the left, one on the right). While a lot of the landscapes are similar, they do appear to be randomized. When you also throw in the fact that the guns are never dropped in the same place and are at different elevations, each battle is somewhat unique.

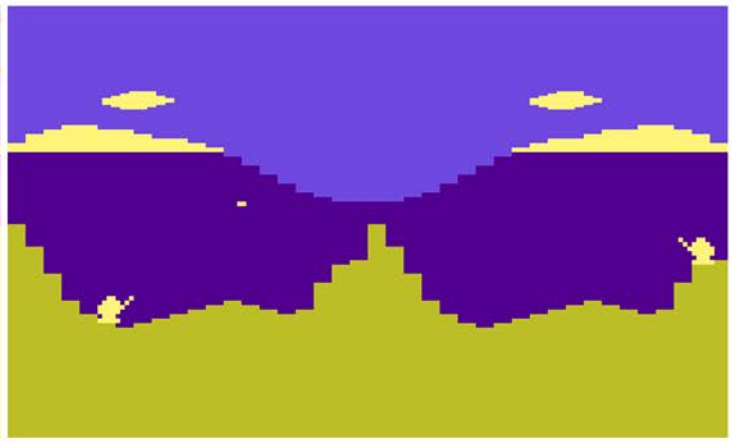




Once the battlefield is set, player one is given thirty seconds to aim and fire their gun. At the top of the screen there will be a wind gauge, as well as two banks of numbers labeled "B" and “P.” The "B" is the angle of your barrel, with the higher the number being the higher the arc of the shot (useful for getting over obstacles). The "P" is your powder level, which determines how much velocity your shot has. Once you have these set, hit the fire button and watch your shot travel in what seems like slow motion across the battlefield. It is important to pay attention to where it lands since if your opponent misses, you will have to adjust your shot before firing again.

The back and forth continues until someone lands a lucky shot, at which point you get to watch with pride as your enemy's gun is destroyed and sent crumbling down to the ground below. You are also rewarded with some victory music as well as two of your soldiers proudly marching across the screen. After the impromptu parade the game goes into another seizure before planting two new artillery guns on a new landscape. The battle continues until one of you gets to five hits.

Artillery Duel is actually a solid title with some decent, albeit slow, gameplay. The only downside is that it is two players only (so no facing off against the computer), so while it might be difficult to get a buddy to join you in combat, this would make an excellent tournament title.



Left: Double Ender Cartridge

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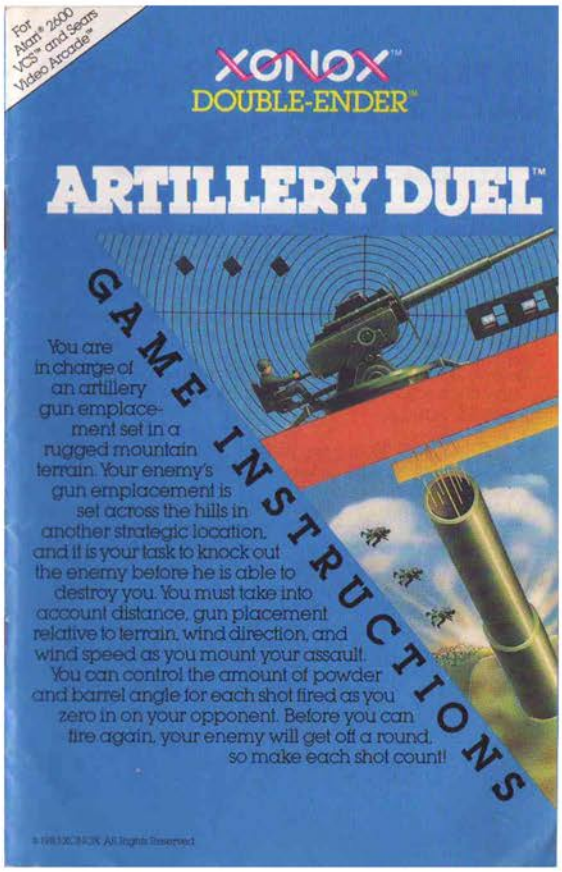
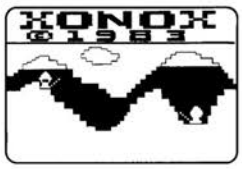


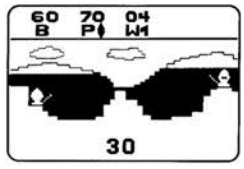

## GAME LAYOUT:

There are several thousand combinations of alpine terrain and gun emplacements, so virtually every game you play will be different from any which you have played before.




**ATTRACT MODE — OPENING SCREEN:** When you first turn on the game the name ARTILLERY DUEL and ©XONOX 1983 will appear in a banner across the top of the screen. The sky will turn dark to show you night has come and a mountain terrain will set up in the foreground. Two artillery guns will appear and will silently commence firing randomly at each other. The gun with the flashing black window has control and is taking aim to fire.

At this time, select the difficulty level that each player wishes to play and press the Game Select switch to start the game.




**ARTILLERY DUEL — THE BATTLE:** An alpine terrain will appear with two guns placed ready to defend their territory. The terrain will be different for each battle (sometimes mountains, sometimes valleys, sometimes several hills and valleys). Across the top of the screen a banner of instruments show barrel angle (B), powder level (P), wind speed (W) and wind direction (white flag and the motion of the clouds). The player whose artillery gun has an opening and closing window is in control. Using the joystick, move left or right to move the flashing arrow to Barrel angle or Powder level. Move joystick up or down to increase or decrease the amount of barrel or powder you want for your shot.

There is an automatic countdown at the bottom of the screen and you must make your adjustments prior to reading "0" or your gun will automatically fire. Once you have fired control goes over to your opponent.

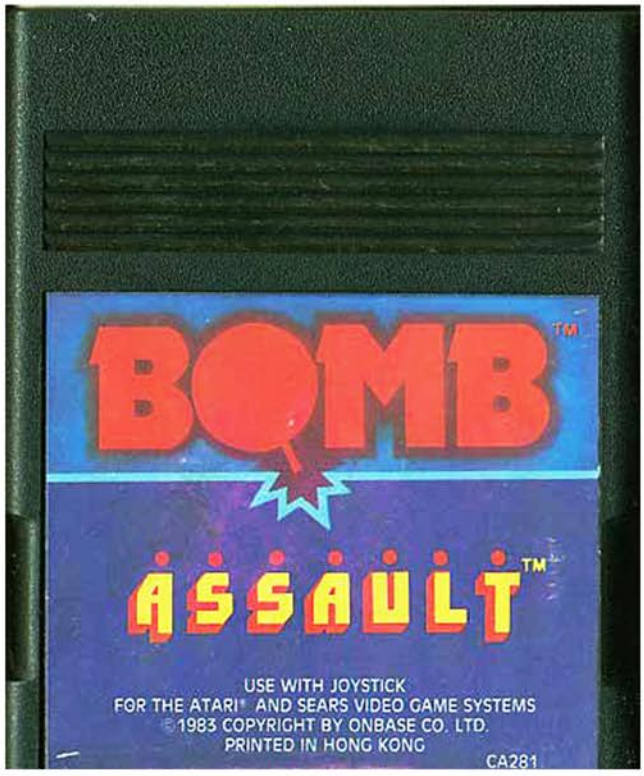
Shots falling short or long of your target explode, but you only score by a direct hit. Wind speed and direction may change between shots so you must take this into account when adjusting your gun as you zero in on your target. When one gun is finally destroyed, a group of your infantry soldiers will march on to the field of battle to a military drum beat to indicate which side has control of the territory. The score will show at the bottom of the screen. After a few seconds, new terrain will appear with guns in new positions and you're ready to continue the war with a new battle.

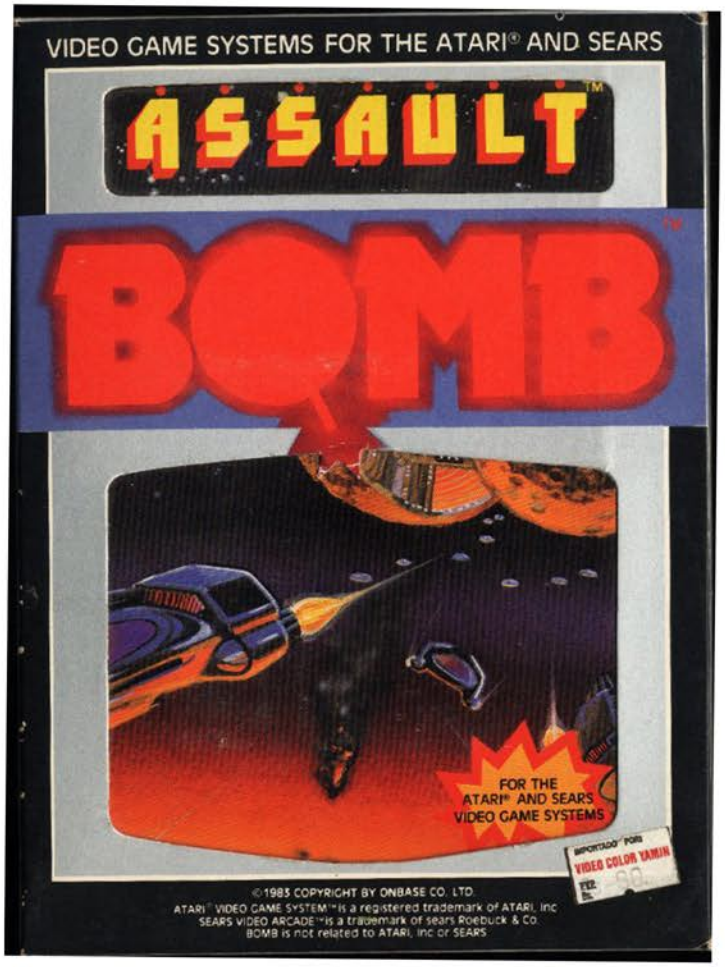
# Assault

Release Date: 1983
Publisher: Bomb
Controller: Joystick
Players: 1
Genre: Shoot'em Up - Space Invaders

Alternate Title: N/A
Model #: CA281
Rarity: 9
Programmer: N/A

While this looks and plays like a carbon copy of the much more popular (and available) Demon Attack, there are a few minor details that set them apart.



The setup is that once again aliens are invading your home planet, and all that stands in their way of total domination is a lone ship piloted by you. An alien mother ship flies at the top of the screen, dispatching ten smaller alien ships during each wave. You are tethered to the bottom of the screen and can only move left to right in order to line up your shots to send them to whatever alien afterlife there is. Once the ten alien ships are destroyed you get a brief victory tune, the mother ship changes color, and you are thrown right back into the fight.

At the start the aliens only fire a single shot as they politely wait for the ship below them to be destroyed before descending upon you. There can be a maximum of three ships on the screen at any given time, and they are forced to stay on their own level. Once they reach the bottom level closest to you they change their firing type, which can range from batches of missiles to a ground based attack. All of enemy vessels enjoy one hit deaths, however there are some varieties later on that split into two smaller ships when struck, which can lead to some major headaches due to some questionable design decisions.

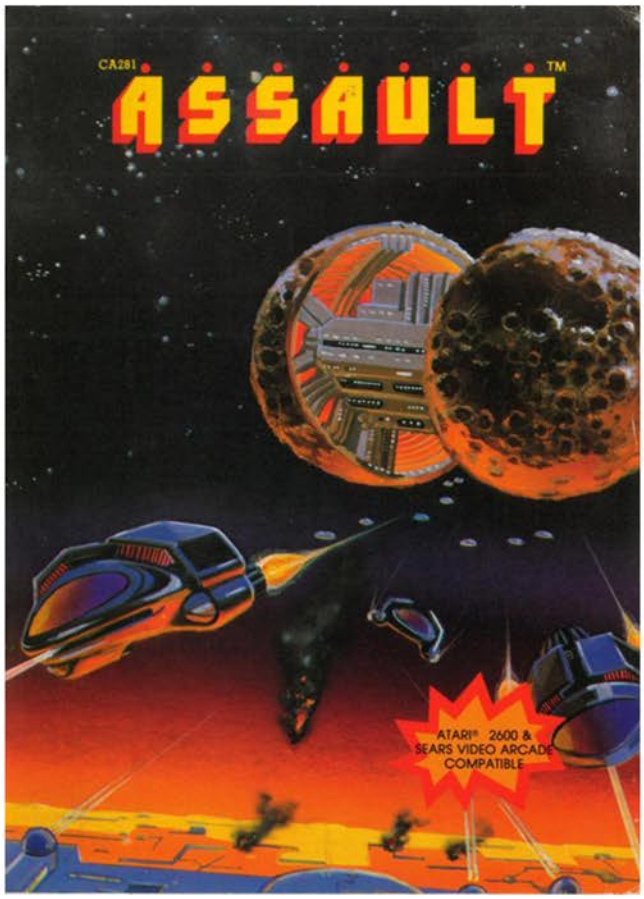
Given that your ship can destroy the enemy in a single shot there is no question it is one of the most powerful instruments of destruction ever conceived by man. However as with all powerful creations there is a weakness, and this ships Achilles' Heel is the fact that if it goes into rapid fire mode it explodes due to overheating. You can squeeze off roughly fifteen shots in rapid succession before exploding, which sounds like a lot until you factor in six small ships raining fire down upon you. The cool down rate is also quite slow and doesn't reset between waves, which means you will often find yourself getting down to the last ship and pacing back and forth across the bottom of the screen waiting for your gun to ease back from critical before taking the last one out.

The controls take a little bit of getting used to as well. Unlike virtually every other game in this genre on the system, the fire button doesn't fire, rather it allows your ship to fire left or right to take out whatever ground based attack the enemy will occasionally throw at you (and even then you have to time your button and joystick press just right to make it happen). For the bulk of the game you will have to press up in order to fire, which can be problematic once the screen is filled with fast moving bad guys that require you to constantly be on the move. It's not game breaking by any stretch, but it does force you to fight against your instincts.

Given the rarity of the game it is highly unlikely you will run across a physical cart, so if you want to try out what is essentially an alternate take on Demon Attack, Emulation is going to be your only realistic bet.

Right: Manual Cover

Below: Manual Page Samples




CA281 ASSAULT™

## DISPLAY

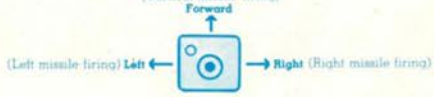
## JOYSTICK CONTROL

(1) Without using the push button

(Vertical missile firing)

(2) With push button pressed

(Vertical missile firing)




**BOMB INTRODUCE A COMPLETE SERIES OF UP-DATED VIDEO GAME CARTRIDGES.**

## BRIEF DESCRIPTION

(1) At first, a mothership that cannot be destroyed moves along the screen
(2) In each page, mothership will lay a total of ten aliens in the space.
(3) In different pages, the aliens will have different ways of movements:
  (i) Horizontal movement with sudden change of direction
  (ii) Up-down + horizontal movement with sudden change of direction
  (iii) Sudden appearance at random locations for a short while
(4) The alien at the lowest region will emit different kinds of weapons at different pages:
  (i) Single missile
  (ii) Groups of missiles
  (iii) Laser
  (iv) Fireballs
(5) There are several kinds of aliens, namely
  (i) Large alien that cannot disintegrate
  (ii) Large alien that can disintegrate into two small aliens
(6) Different aliens & weapons with different speeds & movements in different pages.
(7) Fireballs reaching the base will attack cannon horizontally.

## GAME PLAY

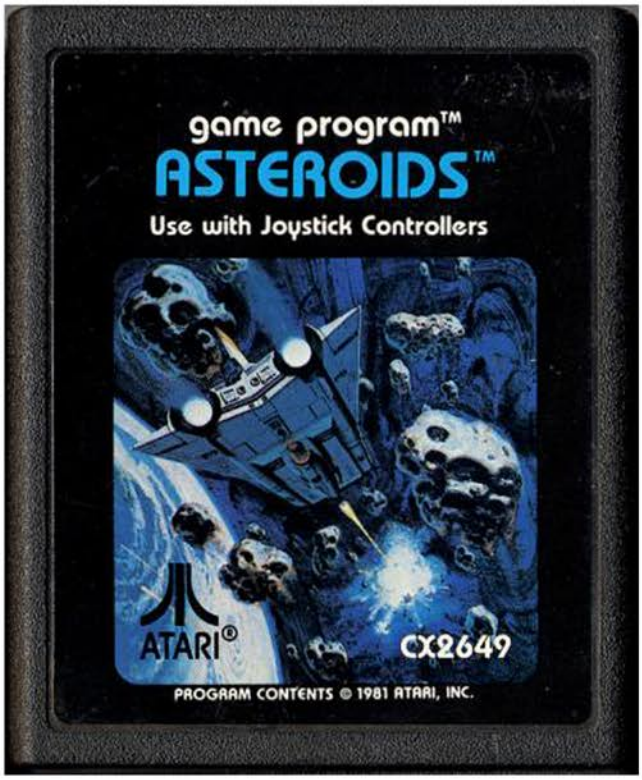
(1) The player can fire at the attacking aliens both vertically or horizontally by means of skilful control of the cannon.
(2) The weapons emitted by the aliens cannot be destroyed, with the exception of the horizontal moving fireballs
(3) The cannon will be destroyed either by
  (i) colliding with the weapons
  or (ii) over heating as indicated by the temperature ball.
(4) Game over in either cases:
  (i) Full score attained (ie. 999999)
  (ii) All cannons are destroyed.
(5) A bonus cannon will be awarded for every 10000 marks, with a maximum of 4 chances

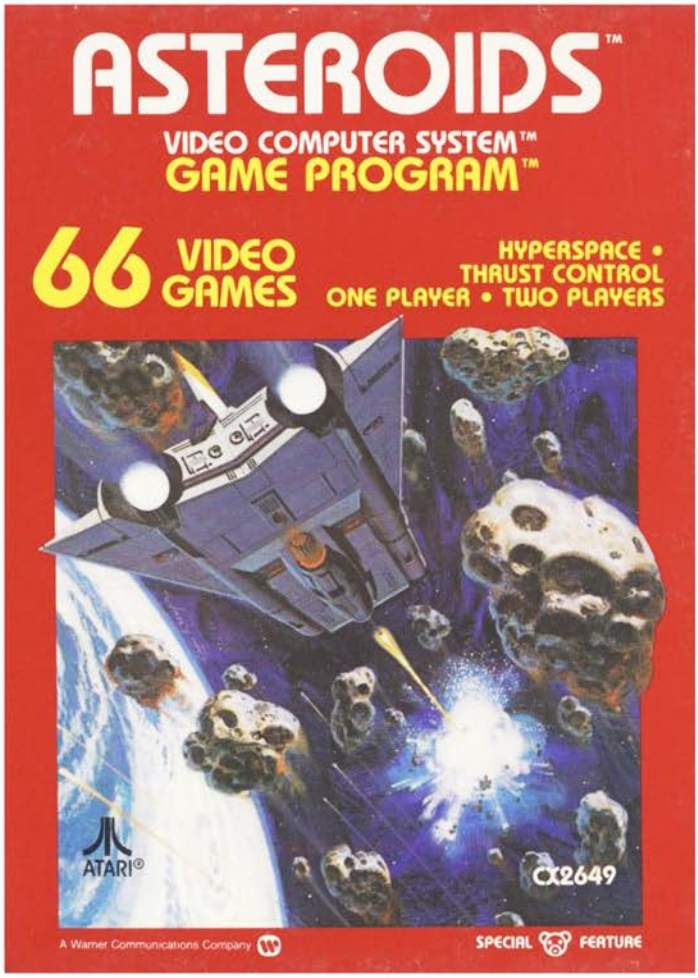
# ASTEROIDS

Release Date: 1981
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up - Asteroids

Alternate Title: N/A
Model #: CX2649
Rarity: 1
Programmer: Brad Stewart

Asteroids is one of the Atari 2600's "Killer Apps," a solid port of the arcade game, and one of the biggest selling titles on the system.

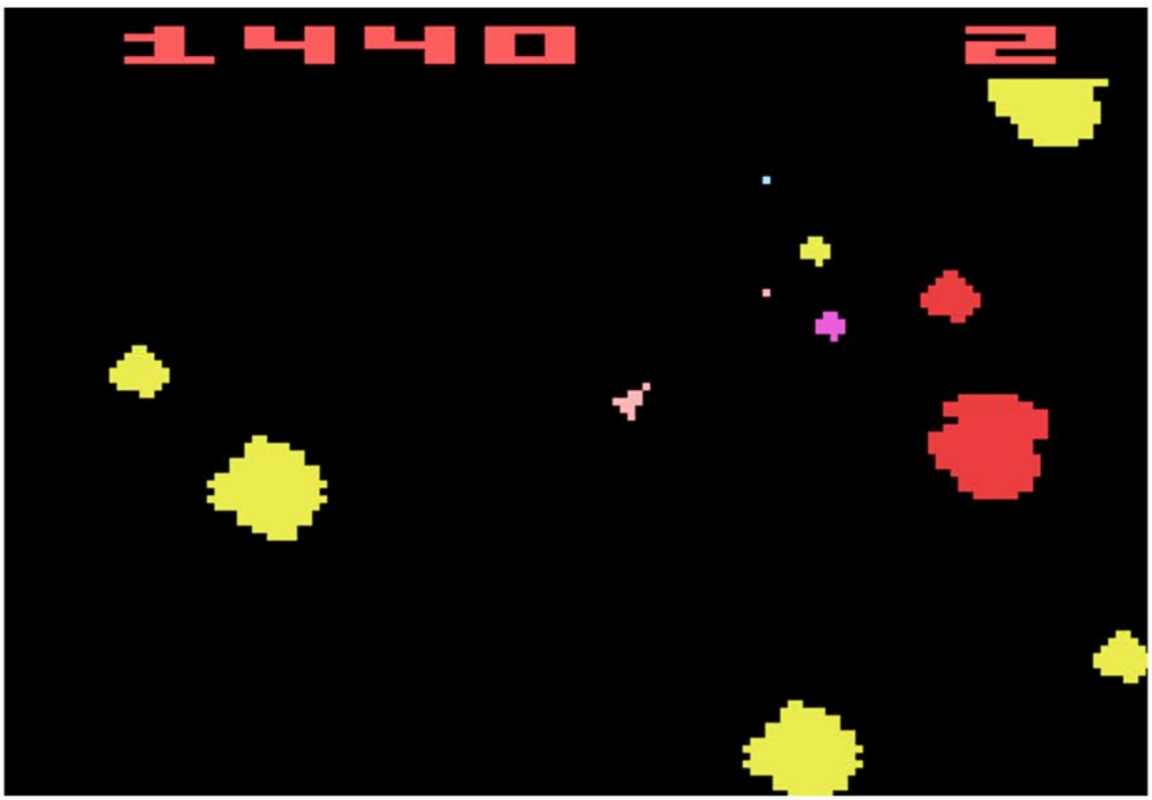


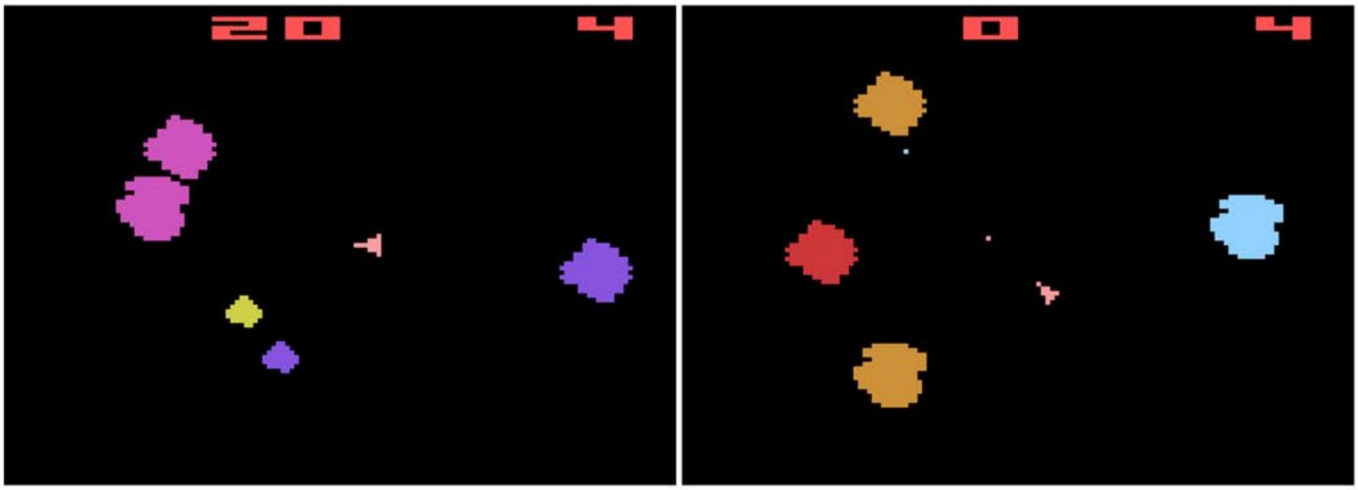



The premise is a simple one, you are the pilot of a lone ship that is stuck in the middle of a giant asteroid field. Your only chance at survival is to vaporize every single rock in sight with your photon torpedoes. Of course if you do manage to clear them all out you are automatically thrown into a new asteroid filled sector, so at the end of the day this is more like a suicide mission where you are tasked with taking out as many of them as you can before your untimely death. On the plus side you do get some fun tools to play with before your imminent destruction.

First up is Hyperspace, which is simultaneously the coolest and most infuriating feature of your ship. By pressing down on the controller you trigger Hyperspace, which causes your ship to vanish into thin air (thin vacuum? It is space after all). A few moments after disappearing you will reappear at a random point on the screen. To put it mildly, this is a double edged sword. It is great to be able to narrowly escape destruction from colliding with an oncoming asteroid, however since you randomly appear in rock filled space there is a better than average chance all your Hyperspace will accomplish is allowing you to be destroyed by a different asteroid. Still though, at least you get to go out magician style.

The most useful of your ship's abilities is a shield that makes you invulnerable to everything on the screen. When activated your ship turns into a round shield icon, which allows you to pass through asteroids.





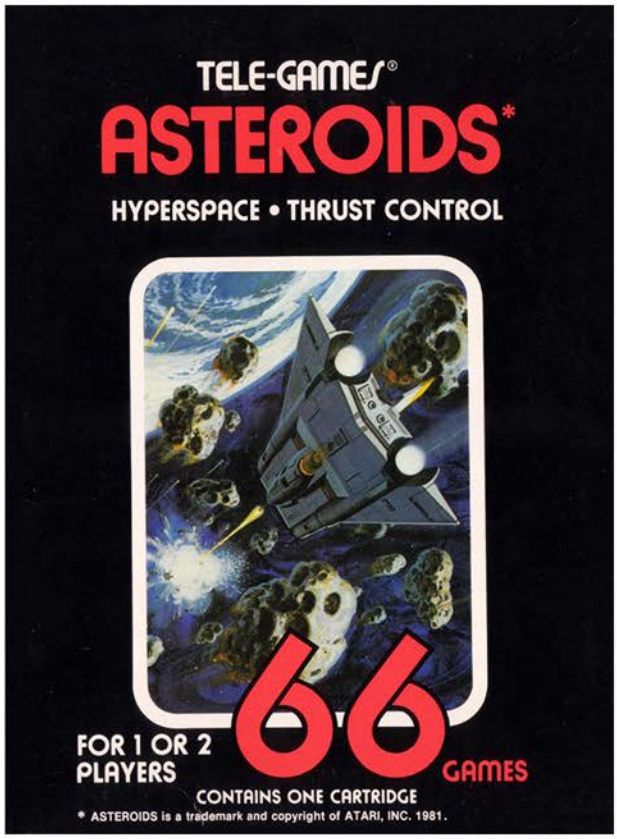

While this is incredibly useful when it comes to dodging a small rock that is about to end your day, it does have limitations. Severe limitations. If you have the shield activated for more than two seconds, your ship explodes. I'm no rocket scientist, but I'm going to go ahead and call that one a design flaw.

By far the least useful ship ability is the Flip. This allows your ship to turn a 180. That's it. You get to turn around. Now this would be a nice feature to have when included with the other two, unfortunately you can only pick one ship attribute for the game.

Once you make your selection you are thrown right into the middle of the asteroid belt. There are three sizes of asteroids, large, medium, and small. Shooting a large one breaks it up into two medium ones, and the medium ones break up into two small ones. They typically travel vertically while slightly drifting across the horizon, which means you either need to be a deadeye shot, or will occasionally have to engage the thrusters to move out of the way. The edges of the screen are connected, meaning something that goes off the screen at the bottom wraps around to the top of the screen and continues on the same trajectory.

Once you clear the screen you will only have a brief moment to yourself before the next batch appears, usually right on top of you if you happen to be anywhere but the center of the screen. On certain difficultly settings a UFO may appear and take a few shots at you once you hit a certain point threshold, which is nice since it gives you something sentient to shoot at.

This is still a solid 2600 title that holds up well today. If you want to see what was at the top of the home gaming world circa 1981, this is a great way to go.



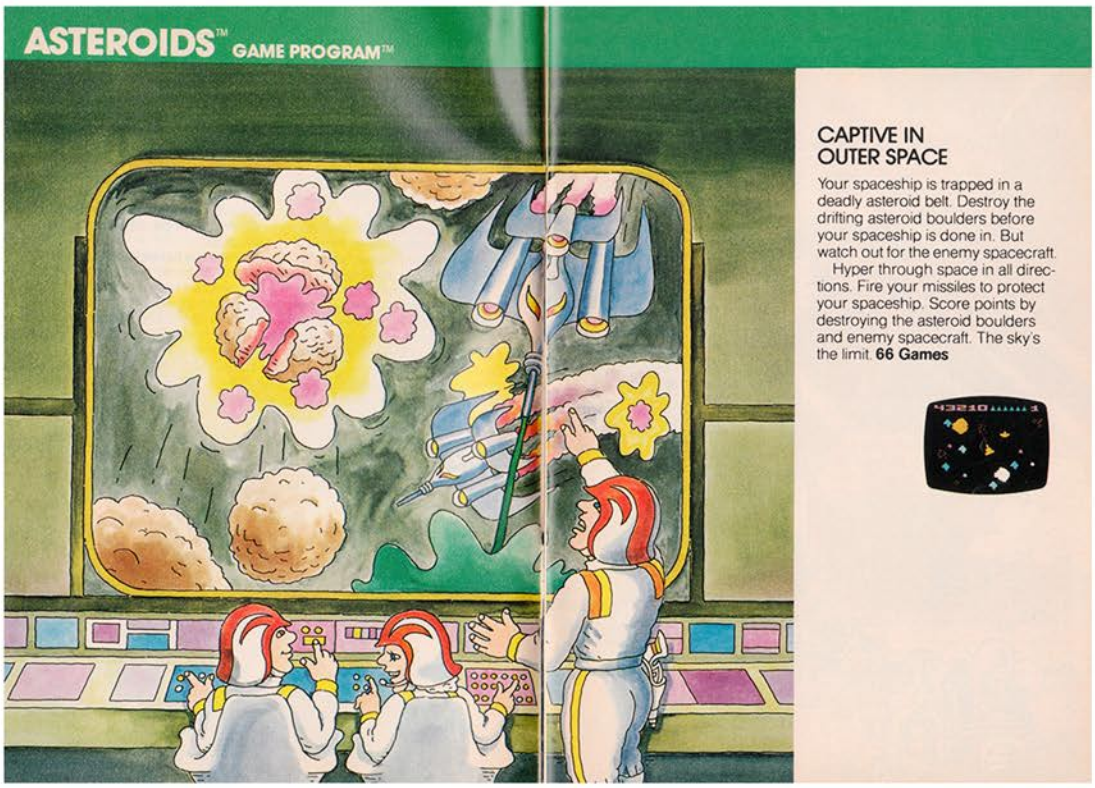
ATARI® GAME PROGRAM™ INSTRUCTIONS

## 1. COSMIC SPACE PATROL

On a quiet serene evening the Cosmic Space Patrol sets out for the usual night cruise through the boulevards of space. This beat was always the same; calm, no action and no excitement. For some reason this night feels different. Shortly before 0200 hours some form of intergalactic material is sighted through the visual particle counter. The material is too large a mass to measure. It's drifting closer. Lookout, it's a giant asteroid boulder and it's headed straight for the Cosmic Spacecraft. The only chance for survival is to dodge the boulder or destroy it. Destroying it doesn't mean just breaking it up, it means vaporizing it. Small asteroid boulders are equally as fatal as large ones.

2

Top Left: Sears Tele-Games Cover
Top Right: Manual Page Sample
Below: Catalog Sample



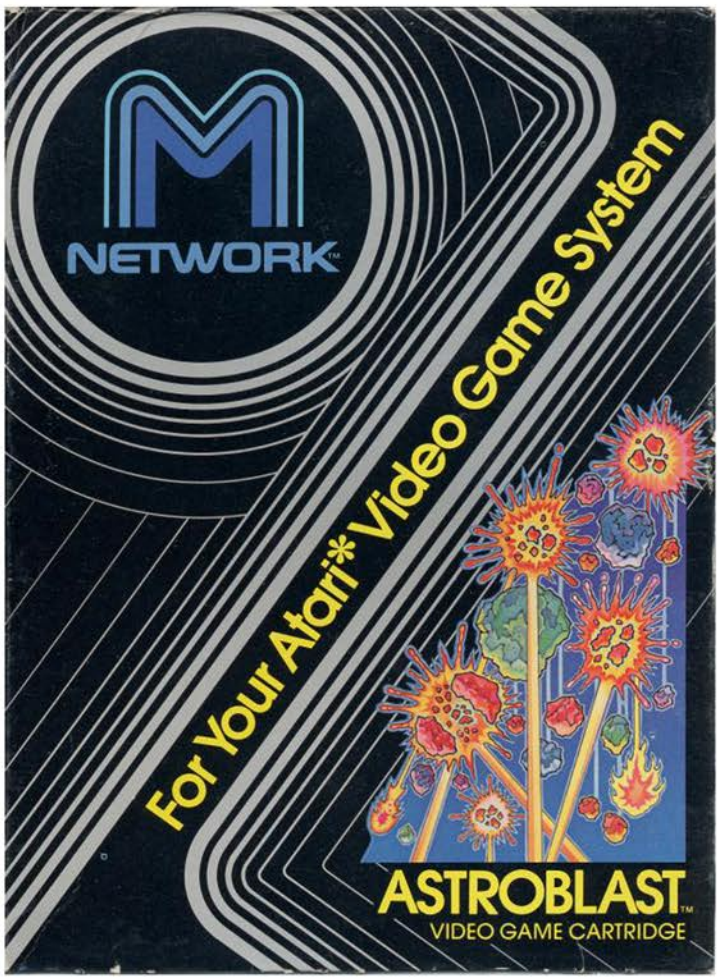

# ASTEROIDS

# ASTROBLAST

Release Date: 1982
Publisher: M Network
Controller: Joystick/Paddles
Players: 1
Genre: Shoot'em Up - Space Invaders

Alternate Title: N/A
Model #: MT5666
Rarity: 2
Programmer: Hal Finney

This may be one of the fastest paced games in history.



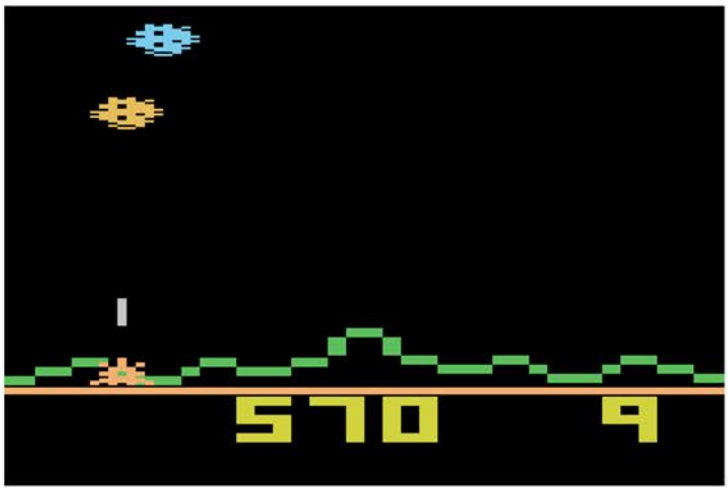
The Earth is under attack from aliens that are using asteroids as weapons and only you can stop them. And no, they aren't the bug aliens from Klendathu. At least I don't think they are. Anyway, you are the pilot of a lone ship (with 9 in reserve) that is patrolling a small stretch of land where the asteroids are coming down, and it's your job to blow as many of them out of the sky before they hit the ground.

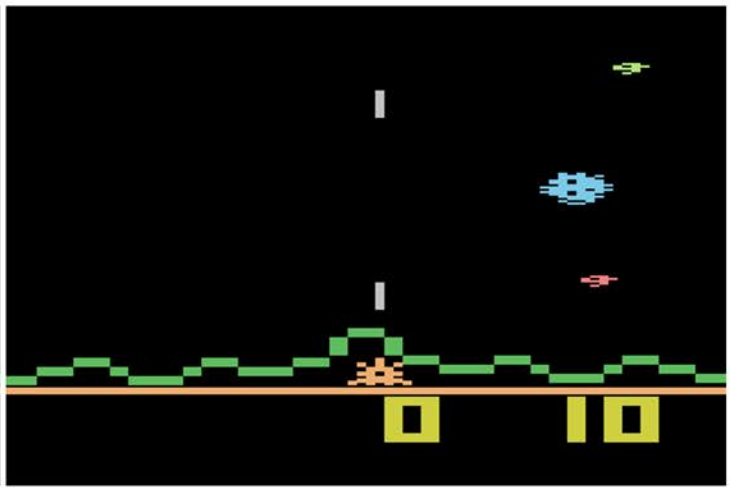
The action starts out at a crawl of a pace, with only a couple of asteroids gently descending from the sky. There are two varieties, small and large, with the large ones breaking into two smaller ones when shot. When you do blast one of the large ones the smaller fragments split at an angle, sending one in each direction, which can easily result in your ship being destroyed if you blow it up too close to the ground. This leisurely pace continues until you hit 1,000 points, which will actually take longer than you think.

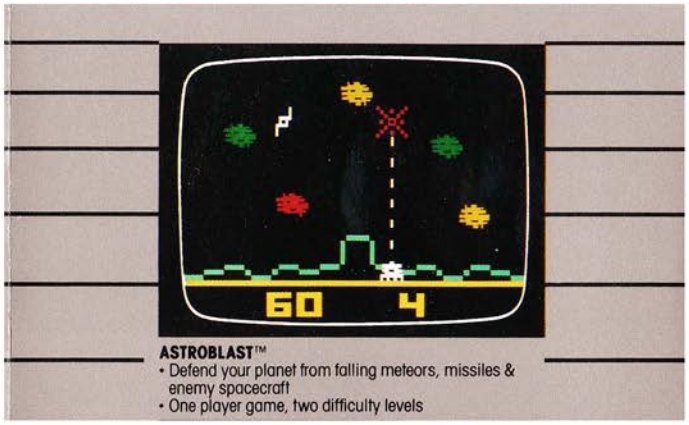
If you aren't able to shoot an asteroid (and you won't thanks to the fact that they will eventually be raining down all across the screen) you lose points when it makes contact with the ground. You also lose points when your ship is blown to pieces thanks to it protecting the ground with it's outer hull. This can make hitting that 1,000 point plateau somewhat difficult to achieve before you get the hang of things. Once you do however life becomes a little more difficult.

Seeing that a barrage of space rocks isn't going to be enough to defeat you, the aliens begin launching fast moving homing missiles and spinners. The homing mines are pretty self explanatory, and despite their homing ability are surprisingly easy to dodge or shoot out of the air. The spinners are the more problematic of the two, since if they hit the ground your ship explodes. So whenever you see them (or hear their annoying sound effect) you have to make a beeline for them, or at least die trying.

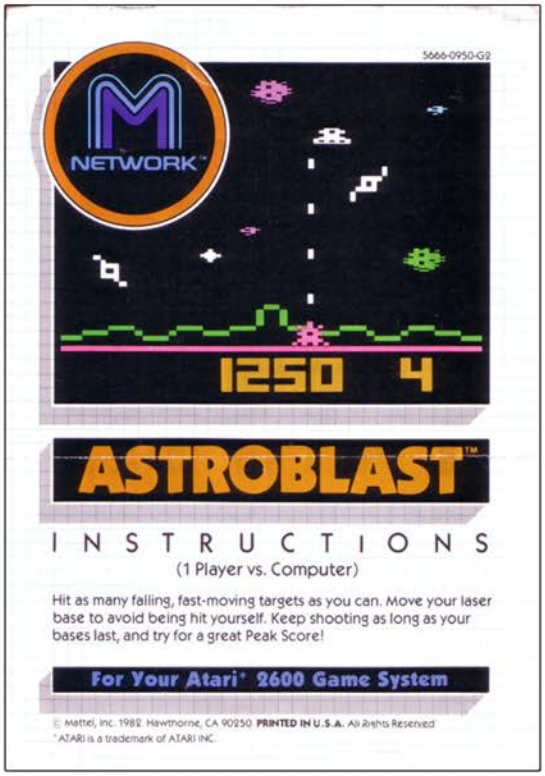
And that's really it, you keep going until your ten ships are depleted and your "peak" score is presented. However if you want to see your Atari 2600 freak out and completely destroy you, play the game on difficult. Just don't expect your ship to last longer than a couple of seconds.






**ASTROBLAST™**
- Defend your planet from falling meteors, missiles & enemy spacecraft
- One player game, two difficulty levels



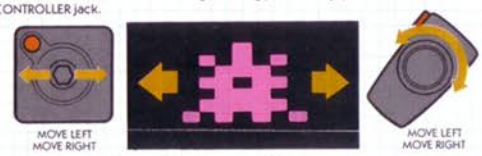

Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

## THE GAME

You start with 10 laser defense bases. Several things fall from the sky: rocks, spinning white bombs, "smart" guided missiles and — when your score goes over 20,000 — UFO bombs. If your active laser is hit OR a spinner lands, you lose that base. You get another base whenever your peak score goes up 1,000 points. As the score goes higher more targets appear — falling faster.

## CONTROLLERS

Use joy sticks or one paddle controller. The paddle moves the base faster, and we recommend it for a better game. Plug paddles or joy stick into LEFT CONTROLLER jack.




Press red button to shoot...hold in for repeat firing.

## DIFFICULTY SWITCHES

RIGHT SWITCH: Set at "B" to play game at regular skill level. Set at "A" to play at accelerated speed (same pace and targets as if score were over 50,000).
LEFT SWITCH: Set at "B" for manual firing mode. Set at "A" for automatic firing.
NOTE: Switches can be changed during the game.

## ACTION!

TO START THE GAME, DEPRESS RESET SWITCH, THEN PRESS CONTROLLER BUTTON.

Move your active laser base to get directly under a target, then fire your laser. Avoid being hit by any falling object.

The number at lower right shows how many laser bases you have. You get a new base whenever your peak score increases 1,000 points.

NOTE: If your score goes down, then rises, you don't get an extra base when you pass your old peak level. You must advance another 1,000 points to win a bonus base.

WHEN ALL BASES ARE LOST, THE GAME ENDS AND YOUR PEAK SCORE APPEARS.

## TARGETS

- **Rocks**... A small rock gives you twice as many points as a big one. And small rocks that land unhit cost you twice as many points. When big rocks are hit they usually split in two.
- **Spinners**...If a spinner lands, it costs you one laser base. Spinners make audible alarm signals.
- **Pulsars**...These guided missiles try to home in on your base, and change course as they fall. You don't lose points if pulsars land, but if you can hit one, it has the value of 8 big rocks. Pulsars make a beeping sound as they attack.
- **UFO's**...When your score is over 20,000, UFOs occasionally fly past, dropping bombs on your active base location. You get no points for hitting the bombs, but each UFO hit is worth 10 large rocks. UFOs make a distinctive sound as they fly across.

IF YOU ARE HIT, WAIT FOR EXPLOSION TO STOP THEN PRESS BUTTON TO CONTINUE.

## SCORING

The number at the lower center of the screen is your current score. It changes when you hit a target, when rocks land, and when you lose a base. **Score increases** when you hit...

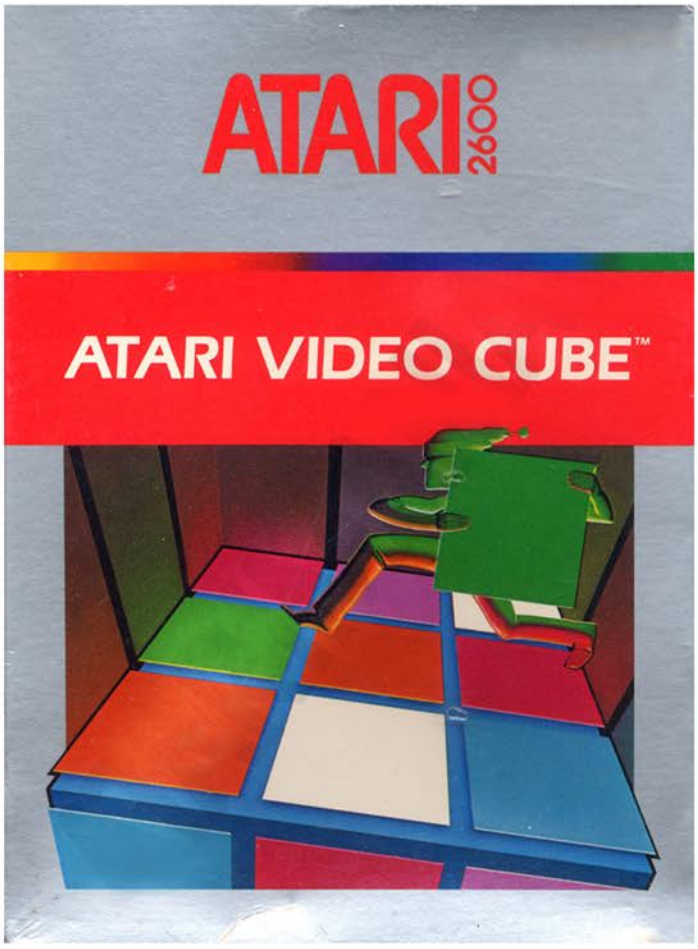
| SCORE RANGE | BIG ROCK | SMALL ROCK | SPINNER | PULSAR | UFO |
|---|---|---|---|---|---|
| 0- 1,000 | 10 | 20 | 40 | 80 | * |
| 1,000- 5,000 | 20 | 40 | 80 | 160 | * |
| 5,000-20,000 | 30 | 60 | 120 | 240 | * |
| 20,000-50,000 | 40 | 80 | 160 | 320 | 400 |
| over 50,000 | 50 | 100 | 200 | 400 | 500 |

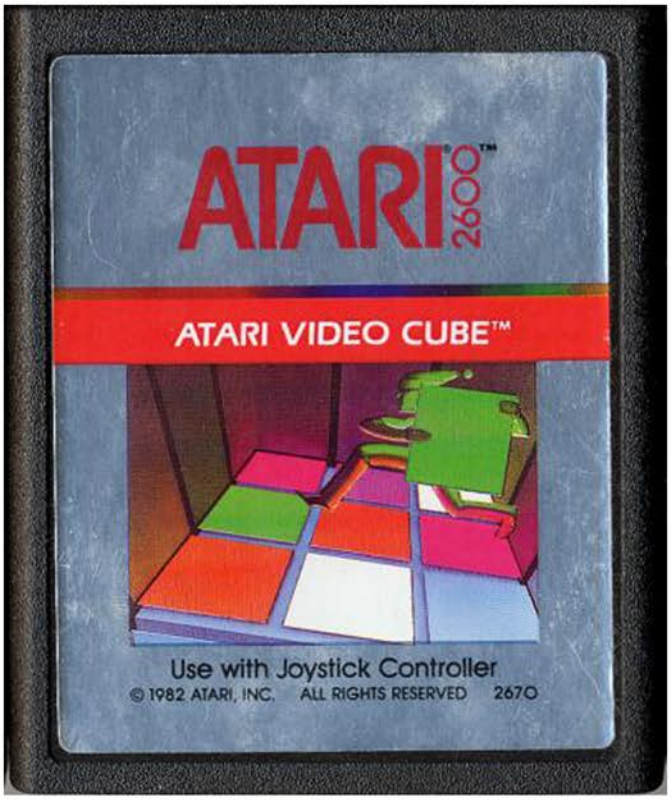
# Atari Video Cube

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Puzzle

Alternate Title: Ruvik's Cube
Model #: CX2670
Rarity: 7
Programmer: N/A

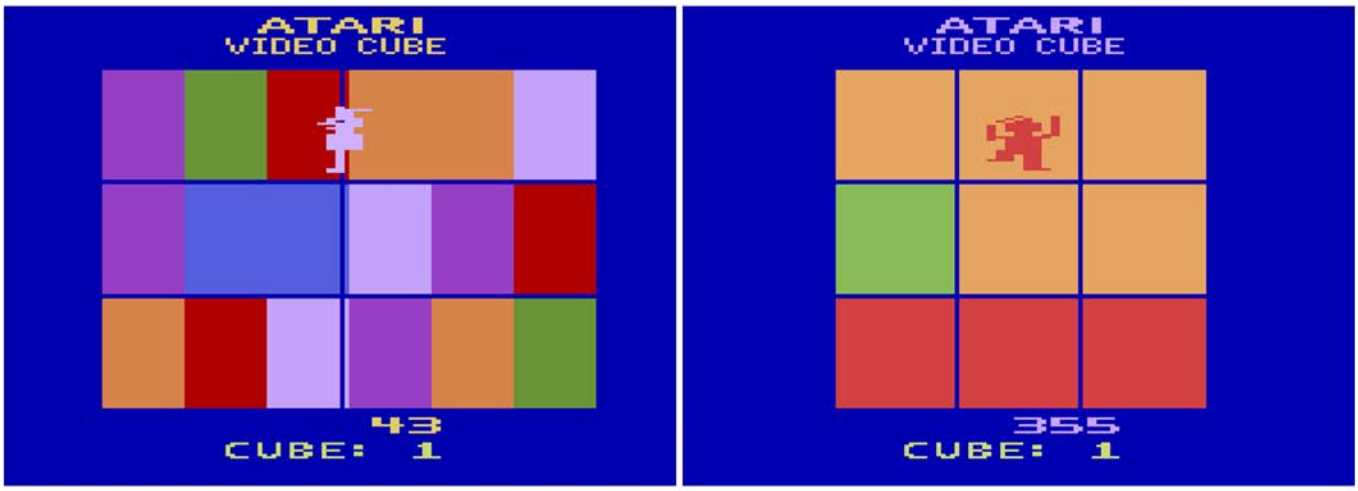
This is a surprisingly robust and challenging puzzle game that will give fits to even the most seasoned of puzzle fans.



Originally released as Rubik's Cube (and later changed to Atari Video Cube to avoid lawsuits), AVC is a variation on the popular ‘80s toy. Instead of rotating the cube horizontally or vertically in order to line up the colors, you instead control Hubie the Cube Master, who has the ability to pick up colors and carry them around the cube to place them wherever he sees fit.

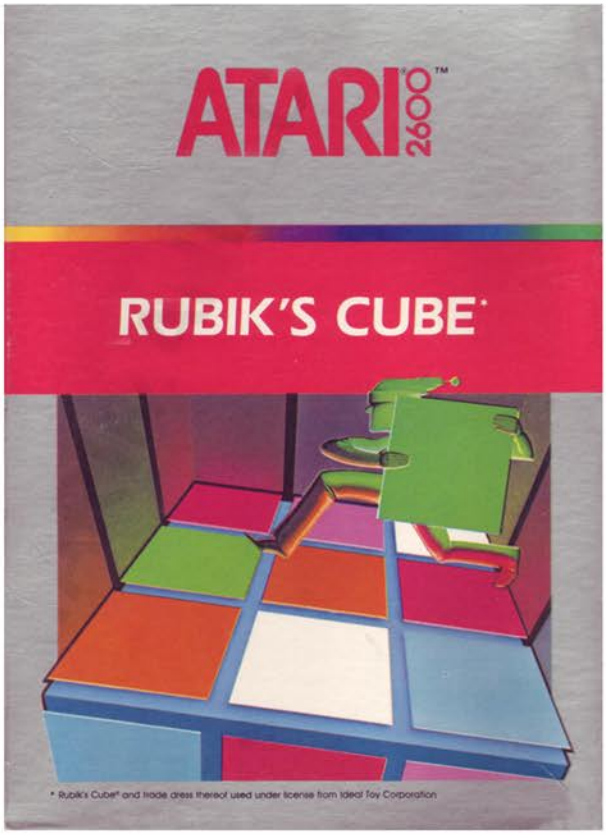
When you start, Hubie is one of six colors (red, blue, green, white, purple, or orange), which represents the color that he is carrying. You can move him to any square and hit the fire button to drop that color and pick up whatever color you were standing on. The goal is to have the entire side of the cube all one color, which is easier said than done. For starters it can take a little getting used to the whole rotation of the cube, and it is somewhat challenging when you add in the fact that you can't cross a cube of the color you are carrying (meaning if you are carrying a blue piece you can't walk onto a blue square). This means that if you are going to achieve your goal you are going to have to plan out your moves in advance, especially once the cube begins to get sorted. Once you get a side completed you are rewarded with some brief victory music.

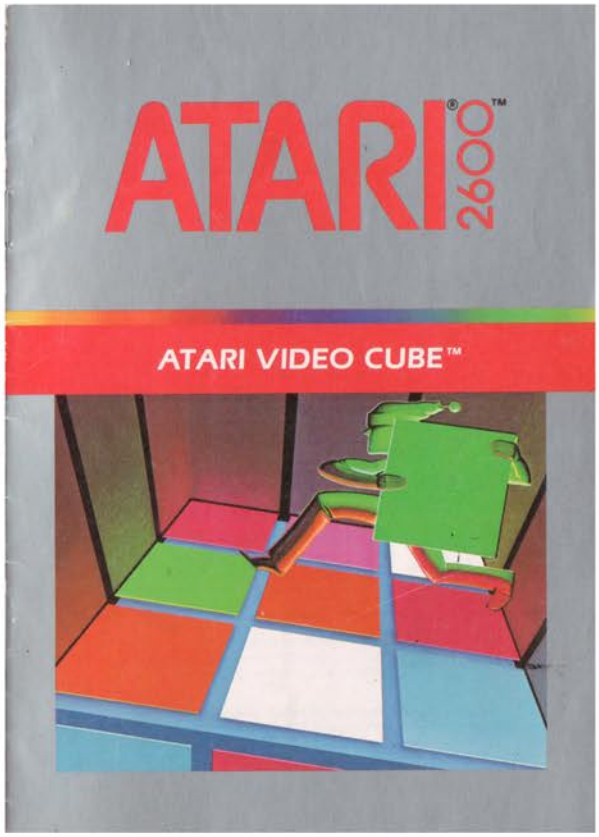



While the core concept is simple, the added variations turn AVC into one of the deepest games in the entire 2600 lineup. The Blacked Out cube is somewhat difficult since you can't see what colors are on the cube unless you move to a new side. Of course it is easy, albeit annoying, to get around this by just constantly moving from side to side to get a good glimpse of the layout. The much more difficult variation however is the restricted movement. In this game you can only move up and to the right, which doesn't sound that bad until you remember that you can't cross cubes of the color you are carrying. This means if you want to win the game you will have to plan out your strategies many moves in advance. Now I know what you are thinking, and no two variations doesn't sound that deep in terms of replay value. That said, there are 50 different cube layouts, which makes this an incredibly robust title by 1982 standards.

The score is kept one of two ways, either by a traditional timer or by the number of moves you have to make in order to win. Those moves add up quickly since you gain a point for every square you walk across and every time you pick up a new color. Once you complete a cube and are feeling good about your achievement, be sure to select the computer play game so that you can be put to shame by 1982 AI. Seriously, it is impressive how quickly it solves this thing.

Given the rarity of the title, one can only assume that a lot of people missed out on this game. If you are a puzzle fan you should check it out.




Top Left: Rubik's Cube Cover
Top Right: Manual Cover
Below: Manual Page Samples

Cube Number

*Figure 5—Cube Number*

After you select a cube, start the game by pressing the red controller button once. You're ready to go!

**TV TYPE SWITCH**

Set this switch to **COLOR** if you're playing on a color television set. Set it to **B-W** to play the game in black and white.

**DIFFICULTY SWITCHES**

If you set the **LEFT DIFFICULTY** switch to the **A** position, a buzzer will sound each time Hubie tries to run on to a square of the same color as he. Set the switch to the **B** position to change the buzzer sound to a "beep."

The **RIGHT DIFFICULTY** switch has no function in this game.

## 5. GAME VARIATIONS

ATARI VIDEO CUBE includes 18 game variations.

**Games 1-10** play at normal speed, and **Games 11-18** play at a faster speed. In **Games 3, 4, 7, 8, 13, 14, 17,** and **18,** the cube is blacked out unless rotating to a different side.

**Games 5-8,** and **Games 15-18** are self-playing, in which Hubie shows you how to solve the cube in the least amount of moves or time. In these variations, all you need to do is press the **GAME RESET** switch. The computer will take control and start the game.

In **Games 9** and **10,** Hubie's movements are restricted and he can only move in two directions: up, or to the right.

Odd-numbered games (**1, 3, 5, 7, 9, 11, 13, 15,** and **17**) are scored by the number of moves and the number of colors that are swapped. Even-numbered games (**2, 4, 6, 8, 10, 12, 14, 16, 18**) are scored by the time it takes to solve the cube.



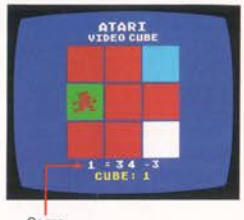
## 6. SCORING

The object of the ATARI VIDEO CUBE game is to get the lowest score possible. If you are playing an odd-numbered game, your score is displayed as a single number on the bottom of the screen. Each time Hubie crosses a new square, picks up a color, or attempts to cross a square of his own color, you score one point. Your score is displayed on the lower center portion of the screen, beneath the cube (*see* **Figure 6**).

Score

*Figure 6—Score in Number of Moves*

If you are playing an even-numbered game, a timer measures the amount of time it takes to finish the game. Games are measured in minutes, seconds, and tenths of a second (*see* **Figure 7**).




Score

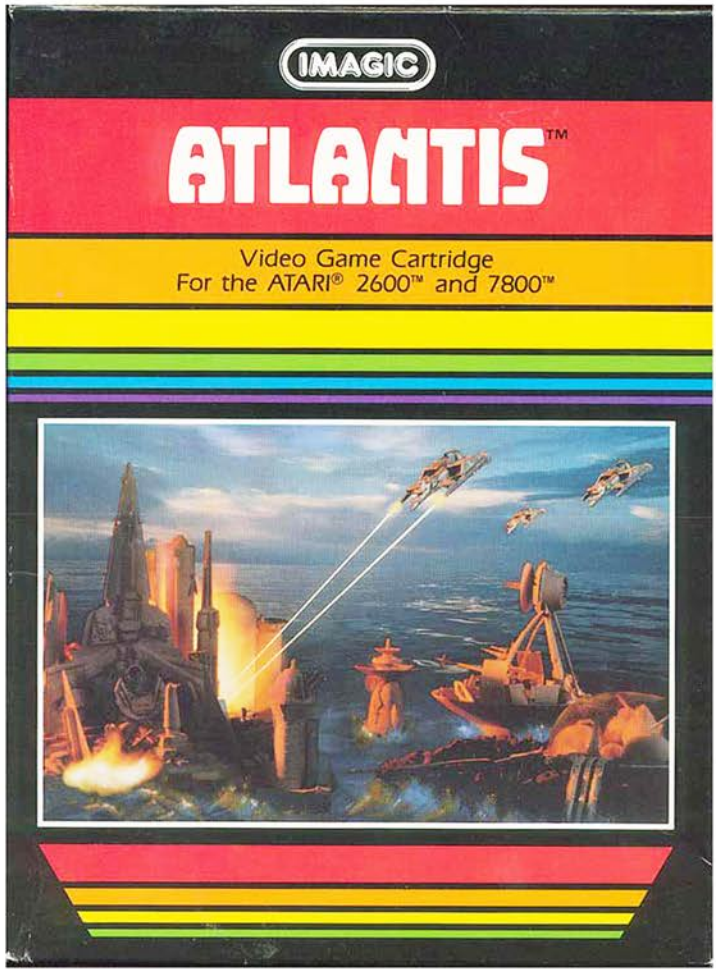
*Figure 7—Score in Elapsed Time*

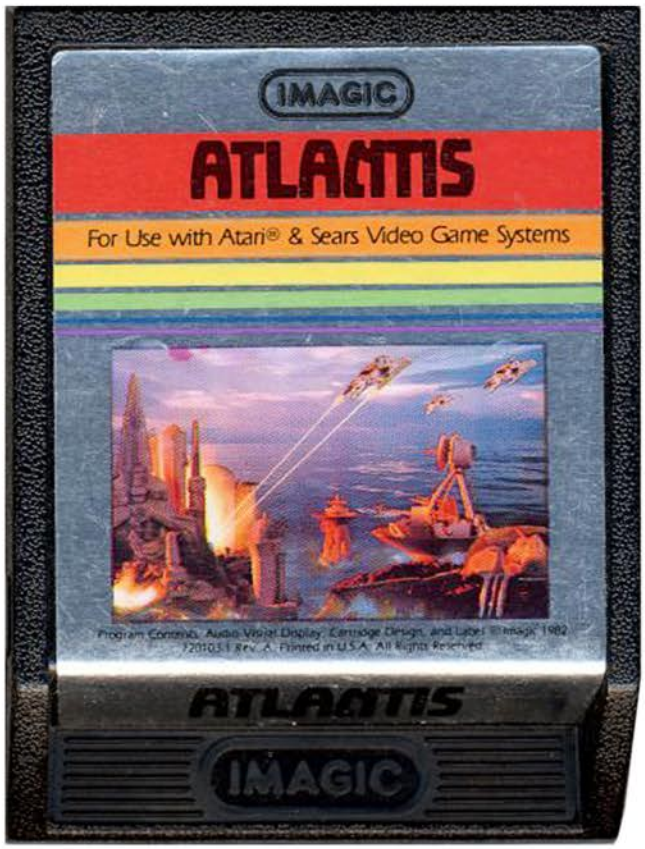
# ATLANTIS

Release Date: 1982
Publisher: Imagic
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up - Misc

Alternate Title: N/A
Model #: IA3203
Rarity: 2
Programmer: Dennis Koble

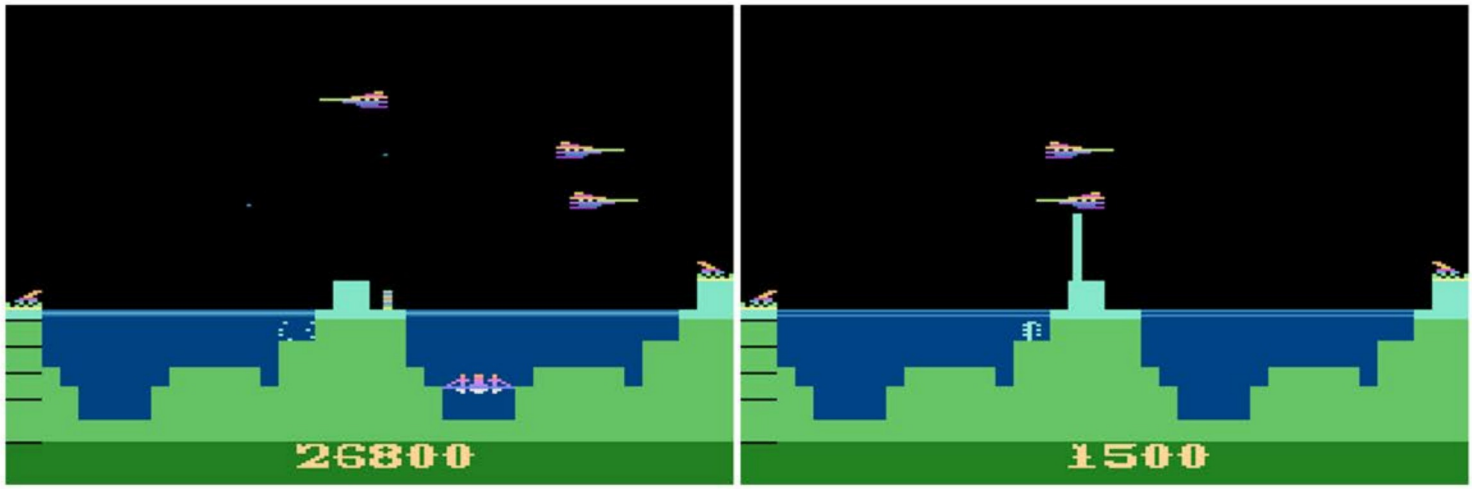
This is one of the finest shooters in the 2600 library.



Behold the legendary city of Atlantis! From the Domed Palace to the Imperial Quarters, the undersea metropolis is truly a sight to behold. Unfortunately for you and the rest of the citizens of Atlantis, the Gorgon Fleet has launched an all out assault, with the only goal being your complete and utter destruction. However given that you have three well placed anti-aircraft guns, the Gorgon Fleet will have to pay a heavy price to achieve their victory.

As with virtually all games of the era in this genre, the invasion is done in an orderly fashion. The Gorgon Fleet ships will appear, slowly move across the screen, descend a level and move back across the screen in the opposite direction, until they reach the fourth and lowest level where they will unleash their devastating death ray. There are three different types of ships (2 standard ones and the Bandit Bomber) that will fly at varying speeds as they make their approach. The standard ships simply blow up when shot, however the Bandit Bomber explodes with such force that it will destroy all other ships that are currently onscreen. This is usually easier said than done since they are about a quarter the size of the other ships and move twice as fast.

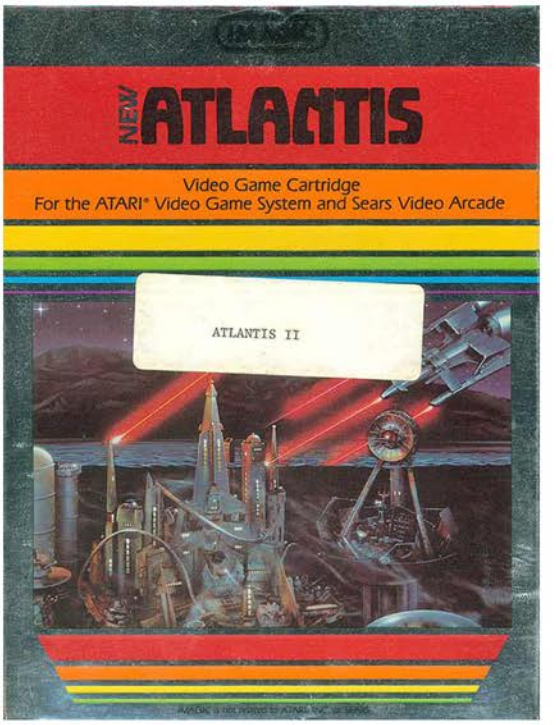



It doesn't matter which of the ships makes it to the bombing run level, as their first target will always be the same. The Acropolis Command Post. This is the single most valuable piece of your defense, since it sits right in the middle of the screen and can fire two shots in rapid succession. Once this is destroyed you are left with two cannons on the far edges of the screen that can only shoot diagonally. While they also have the ability to fire rapidly, it can be tricky to time your shot to hit the enemy. This is especially true on the later levels when some of the enemy ships fly by so quickly that it can be difficult to identify what kind of vessel just destroyed the Domed Palace.

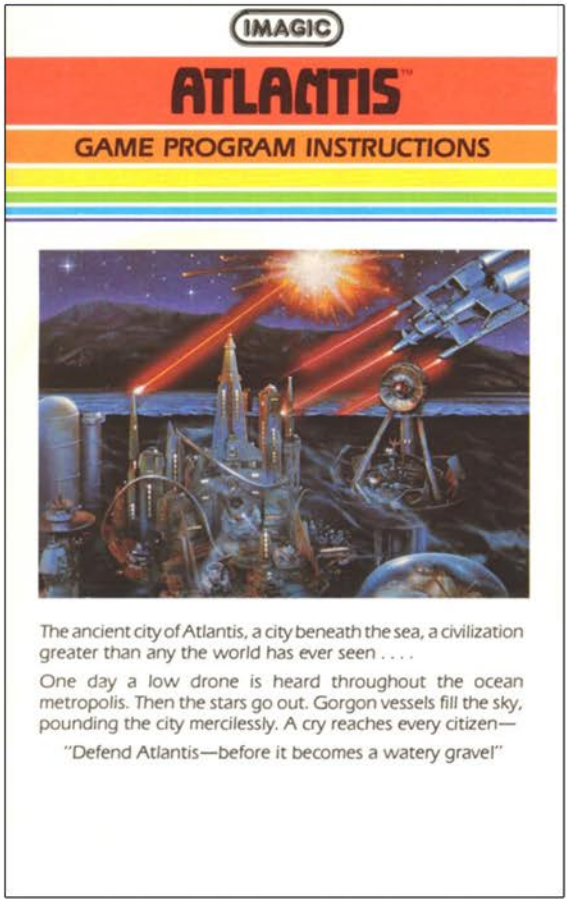
Now all is not lost if you do happen to lose the Acropolis Command Post, as there are a healthy amount of bonus buildings that can be earned. For every 10,000 points you earn a credit which is automatically cashed in at the end of each wave, provided you require it. Thankfully the first few waves are easily survivable, so you can rack up the points and extra credits.

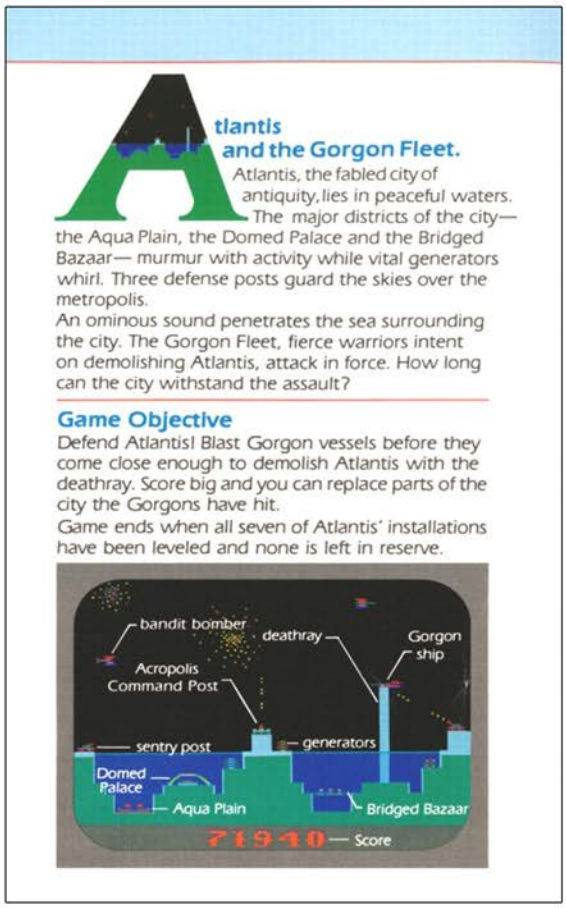
Don't want to face the invading Gorgon Fleet alone? Well by all means bring a friend along for the death and destruction. In the two player game you each take command of one of the sentry guns on the far side of the city. While the shots are trickier, having an extra gunner unleashing hot lead into the sky evens the odds. Sadly nobody is manning the Acropolis Command Post, so the center of the sky is usually a bullet free zone.

No matter how well you defend the city, the Gorgons have an unlimited supply of ships, so Atlantis will fall. The elders of Atlantis apparently knew this because as your once beautiful city is reduced to ash a ship flies off into space. An ark of sorts, a Cosmic Ark. Their story is told later on however….



Top Left: Atlantis II Cover
Top Right: Defend Atlantis Contest Flyer
Below: Manual Cover and Page Sample



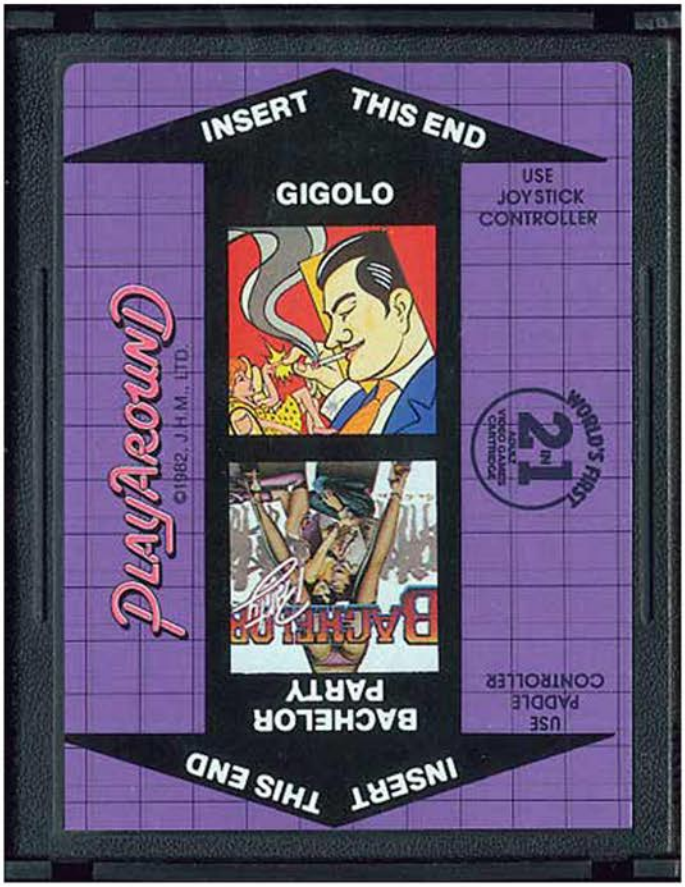



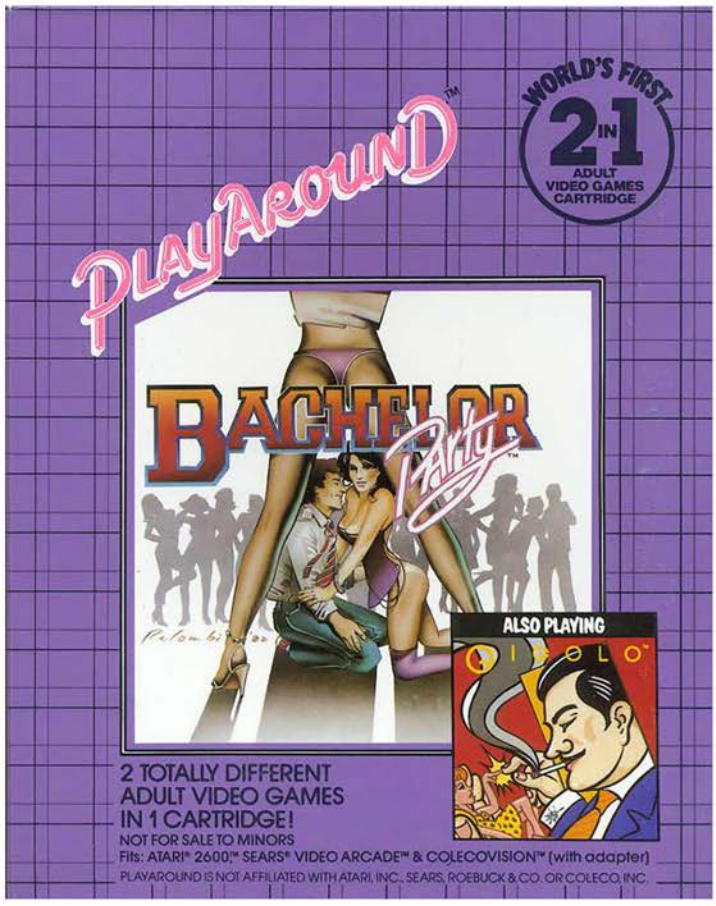
# Bachelor Party/Gigolo

Release Date: 1982
Publisher: Playaround
Controller: Joystick/Paddles
Players: 1
Genre: Adult

Alternate Title: N/A
Model #: 205
Rarity: 5
Programmer: Joel H Martin

This adult title brings lots of laughs, and a surprising amount of gameplay.



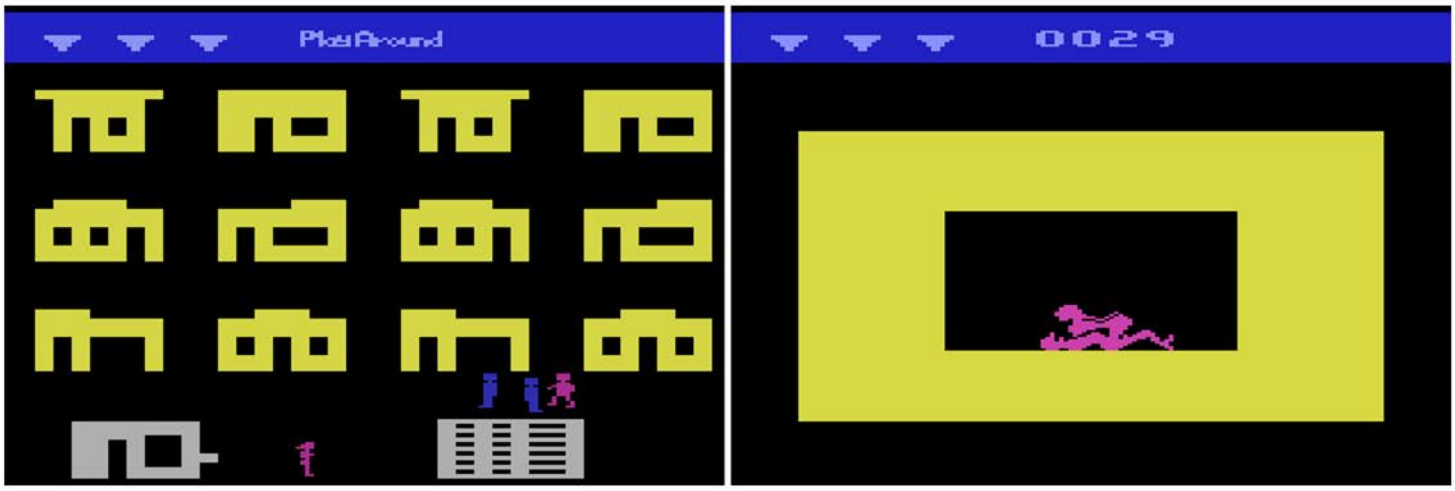
Bachelor Party is a simple Breakout/Pong clone where you control a giant tube of Spanish Fly. Your mission is to constantly give the Flying Bachelor the necessary energy to score repeatedly with a never ending stream of women. And for those of you who are too young to remember the ‘80s, yes, there were some really good drugs back then. And yes, it appears as though whoever came up with this concept had ample access to them.

When you begin the Flying Bachelor floats away from the two rows of women and towards the Spanish Fly. Once he is invigorated he heads back out onto the dance floor to score with one of the multi-colored ladies. I guess the "glass half-full" way to look at this setup is to be proud that a game in the 1980's had a multi-cultural approach to women in games? Yeah I'm stretching, I know.

When the Flying Bachelor hits the back wall or the second row of women he becomes extra energized and moves twice as fast as he normally does. This makes dosing him with Spanish Fly more difficult. The downside is that it means the game will soon be over, but the upside is that you won't be subjected to the poor rendition of "Charge" that plays every single time you score with a lady.

There are two different game setups. The first has two static staggered rows of women, that when cleared make way for a fresh batch of 10. The second has your Flying Bachelor facing off against 2 solid rows of women who slowly advance towards the Spanish Fly.

All in all for an "Adult" title this game is fairly harmless. The same can't be said about the second half of this cartridge, Gigolo.




Gigolo is part memory game, part evasion, part…well there's the scoring phase of the game, and I mean that in multiple ways. When the game begins there are 7 professional gigolos that are released from prison. You must pay attention to which houses they go to because those are the ones that you must visit in order to score. Once that lengthy phase is over it's time to begin your hunt (of sorts).

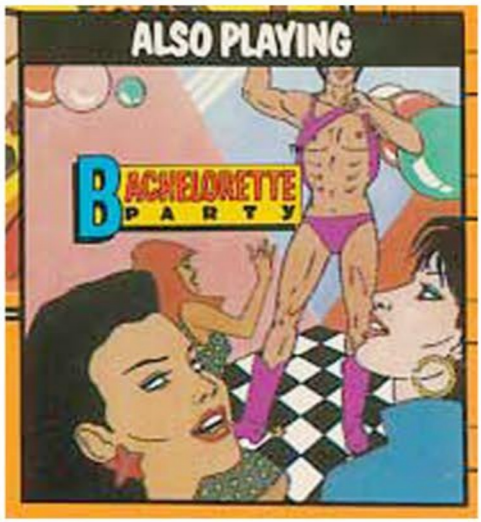
Now if you try to just visit the gigolos right off the bat you will be stunned and the cops will come and haul you off to jail (taking away one of your panties/lives). Like all gigolos worth their salt, they need twenty dollars to make you holler. Wow, I just wrote that sentence, I'm sorry. Anyway, before you can begin your night of gigolo visits you must first go to the bank teller in the lower left hand corner of the screen to withdraw some cash. Once you have a fist full of bills it's time for you to get a something full of something.

(Side Note: I'm trying very hard to remain clean in this review, which as you can imagine is easier said than done)

Make sure you take a leisurely stroll to your selected gigolo's house, because the cops not only arrest you for breaking and entering, but also for running. I'm guessing it's a high crime neighborhood and if you are running it means you must be guilty of something. Thankfully the cops are stupid and have short attention spans since you can hide behind a house and they will eventually wander off in search of donuts or whatever cops did in the ‘80s.

Once you reach the proper house with some money it's time to score, literally and figuratively. When you go through the door you enter their bedroom and find your woman riding the gigolo. The longer the ride, the more points you receive. Once you both….umm…finish, you are back on the street where you are free to move on to the next one. This repeats until you get caught by the cops three times or you feel an overwhelming sense of shame for playing the game for longer than five minutes.

Both of these games can be found with the roles reversed. Bachelor Party is Bachelorette Party, and Gigolo is Cathouse Blues.




Left: Bachelorette Party Cover

Below: Manual Cover and Page Sample

### Foreplay

The object of the game is to use your paddle control to line up the Spanish Fly with the flying bachelor, giving him a shot of energy and causing him to rebound, and "scoring" with one of the lovely young ladies attending his party. When the game starts, the bachelor has four lives. Every time he misses the Spanish Fly he loses one life and a musical theme is played. After each life is lost, you must depress the button again. When all the lives are lost the game is over. Small squares on the stripe at the bottom of the screen show how many lives are remaining in addition to the one then in play. Note that when the bachelor flies toward the women, his private part (P.P.) is in an erect state. As he returns toward the Spanish Fly, it is in a limp condition. Also note that as the bachelor travels around, **The Flight Of The Bumble Bee** is played.

### Scoring

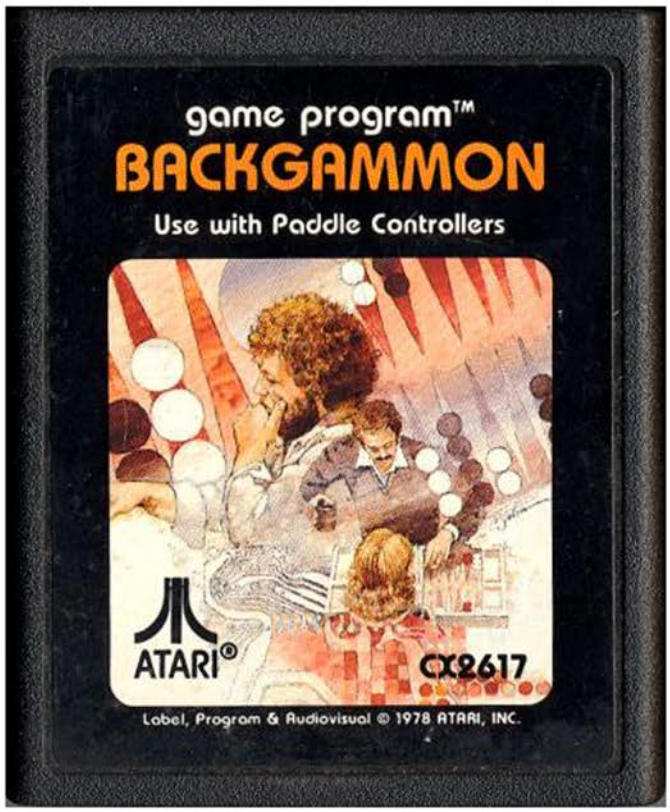
When the bachelor successfully "scores" with a woman you score 5 points and the woman disappears. As the bachelor "scores" a fanfare of **Charge** is played.

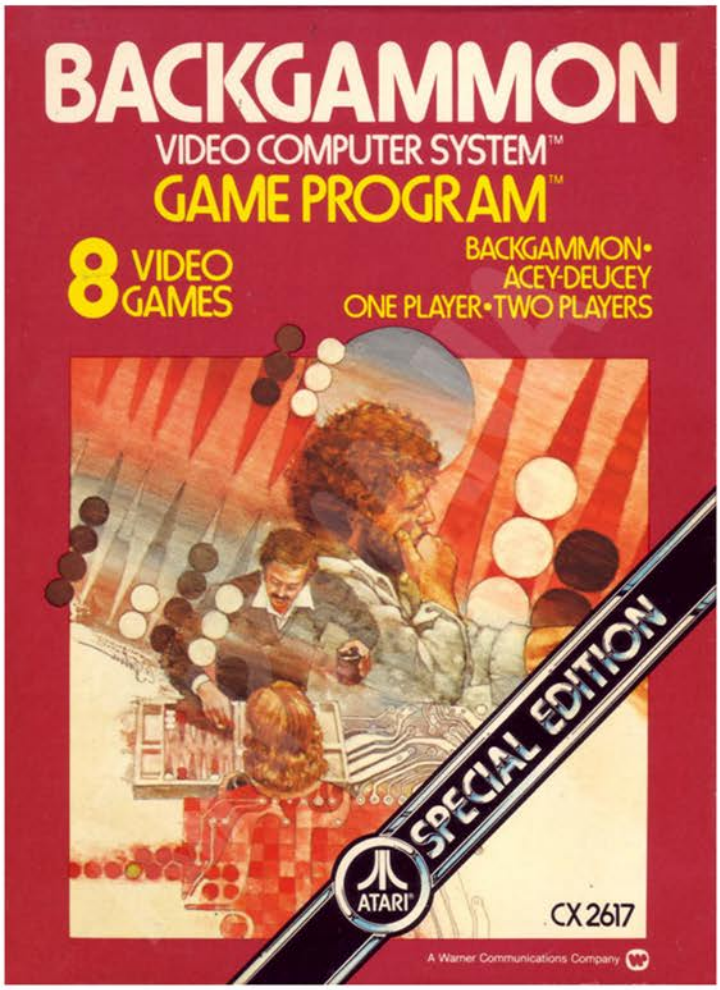
# BACKGAMMON

Release Date: 1979
Publisher: Atari
Controller: Paddles
Players: 1 - 2
Genre: Board Game

Alternate Title: N/A
Model #: CX2617
Rarity: 2
Programmer: Craig Nelson

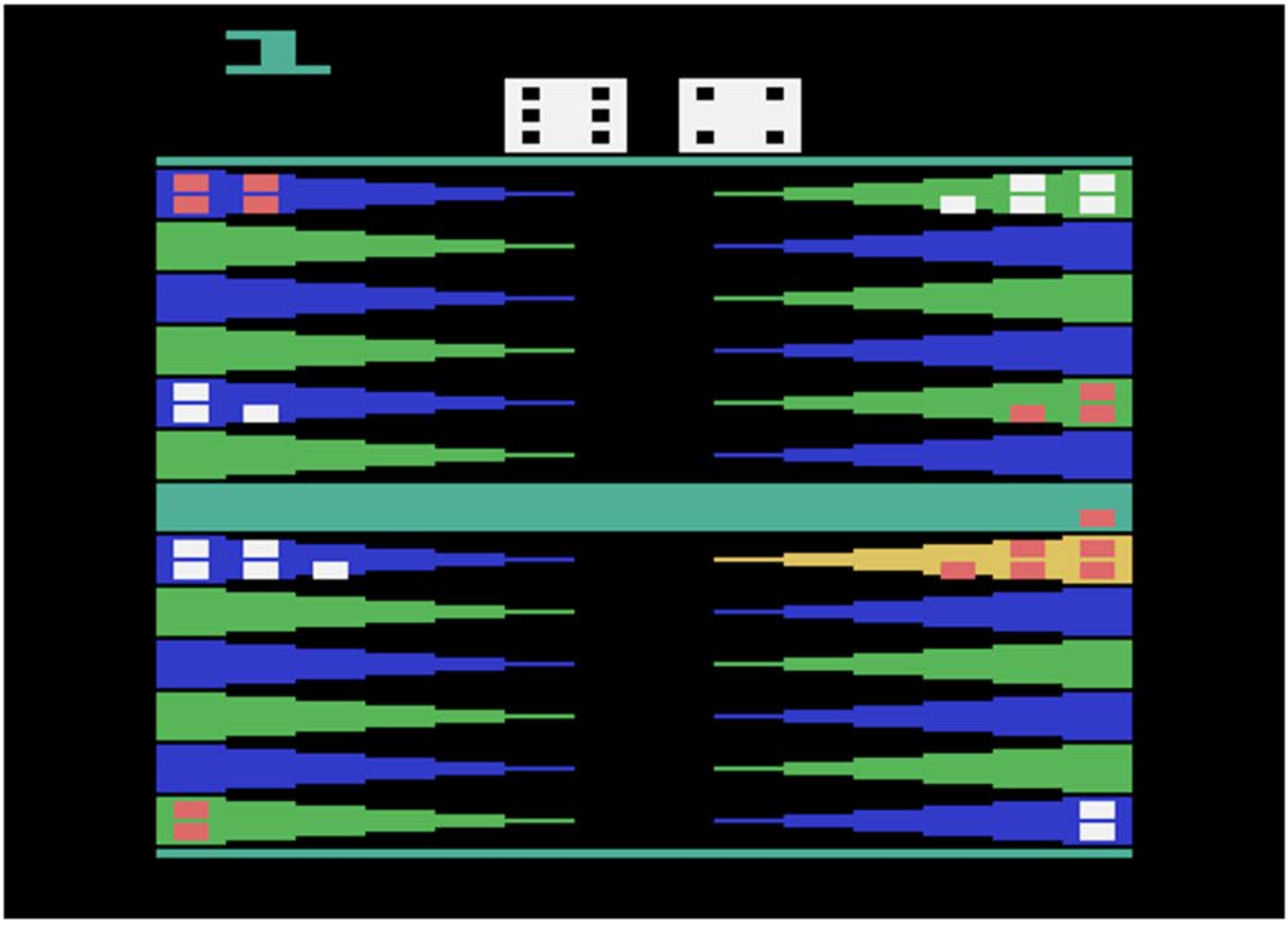
This is a passable version of the classic board game.

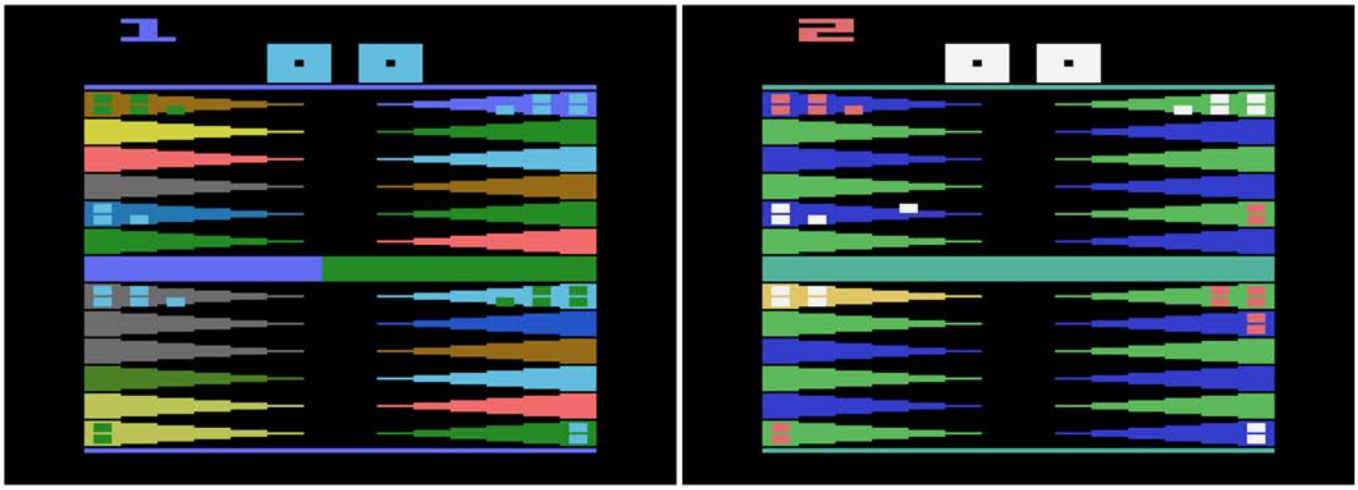


Backgammon is a game that dates back hundreds of years in its current form (and thousands of years with some variations). This Atari 2600 cartridge is just another in a long line of versions of the board game. The concept is simple: move all of your pieces around and off the board before your opponent can. This is accomplished by rolling the dice and moving the pieces.

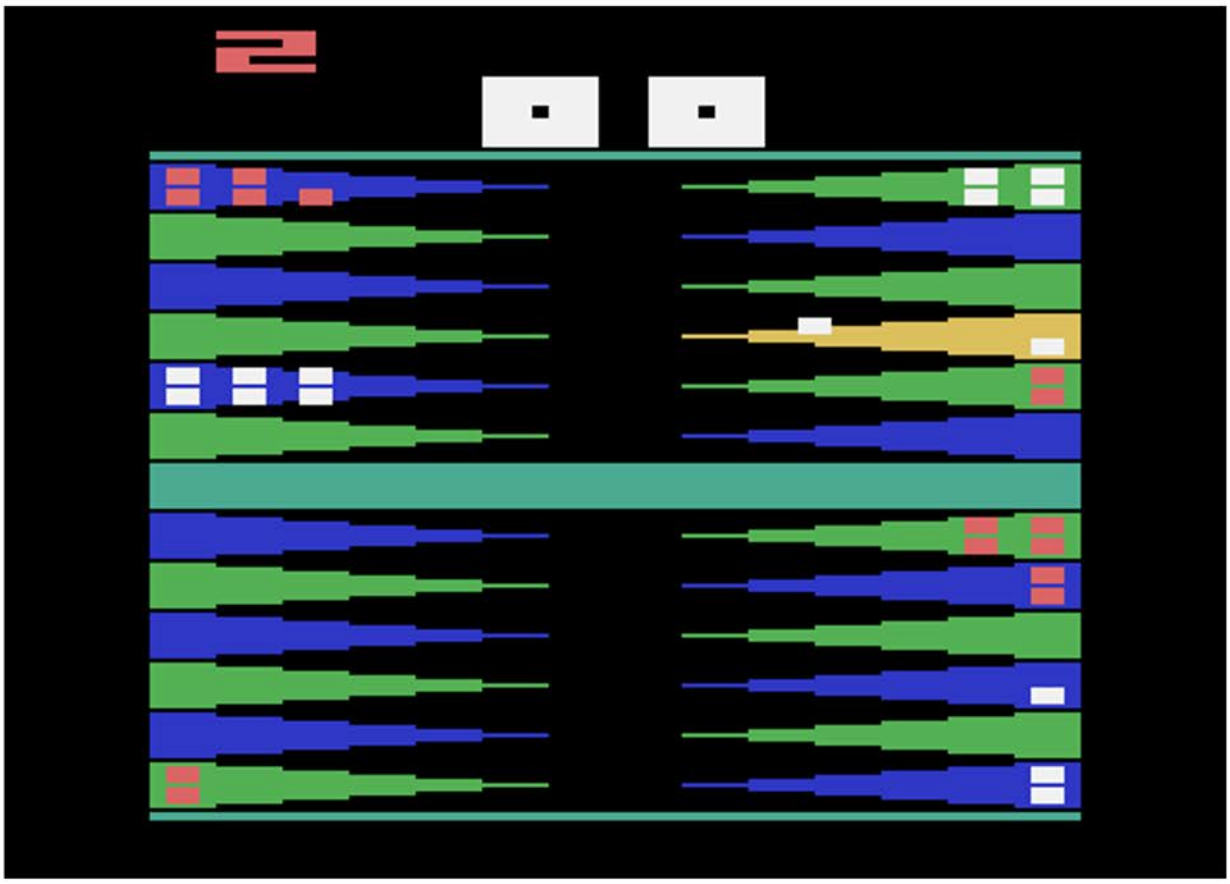
Everything about the game is simple and straightforward. The paddle control interface is well suited for the necessary movements, and the dice are rolled with a simple button press. There are a couple of different game types, but they are essentially the same core game. If you have no friends (which in the 1980's if you owned this game it's a safe bet you didn't), then the computer will play against you.

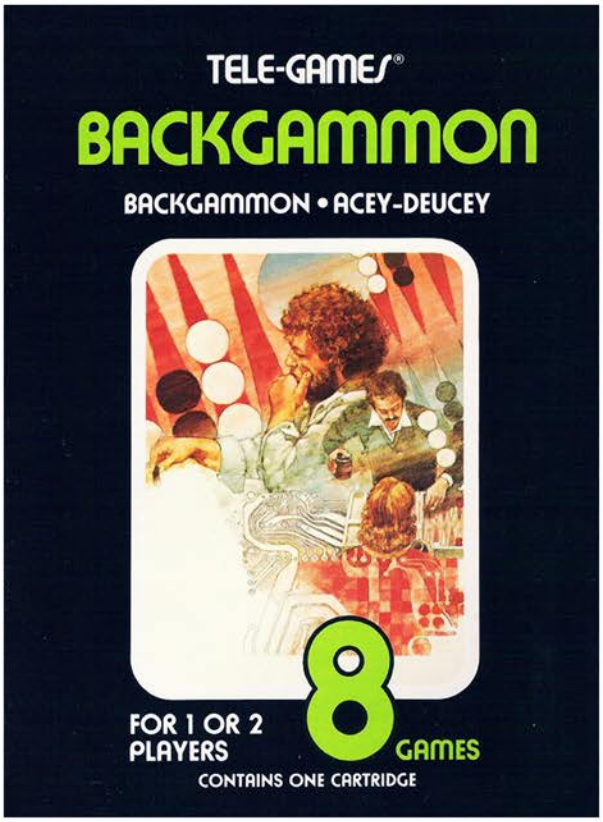




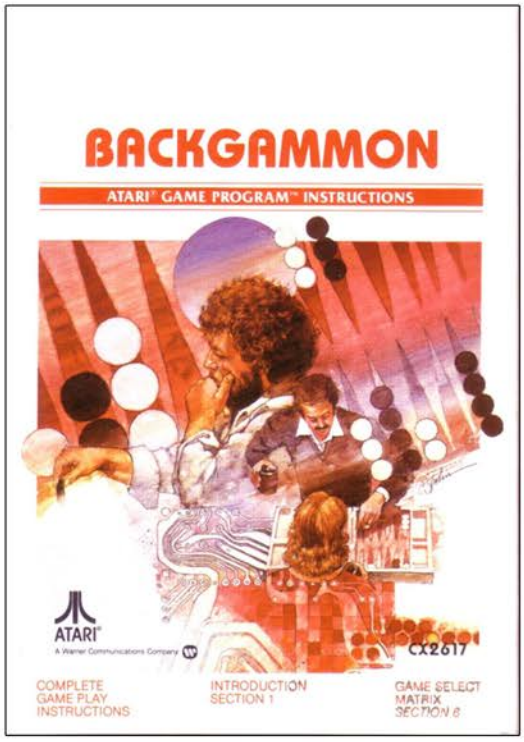
There are two different gameplay varieties, standard Backgammon and Acey-Deucey. Created by members of the U.S. Navy, the rules would vary from ship to ship when they were originally created. For this version they take the main concept, which is if you roll a one or two (i.e. acey-deucey) you'll be rewarded with another roll of the dice. There are a few more rules that come into play that are laid out by the manual.

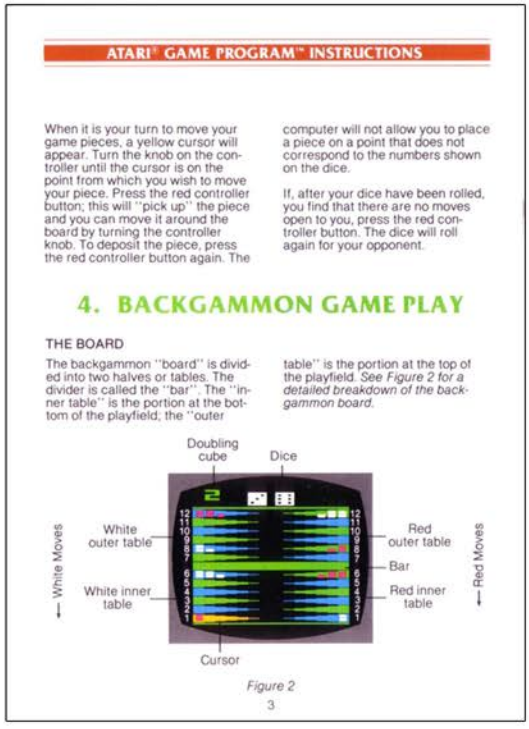
There isn't anything wrong with this port of the board game, it's just not very interesting unless you are a diehard Backgammon fan.





Top Left: Sears Tele-Games Cover
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



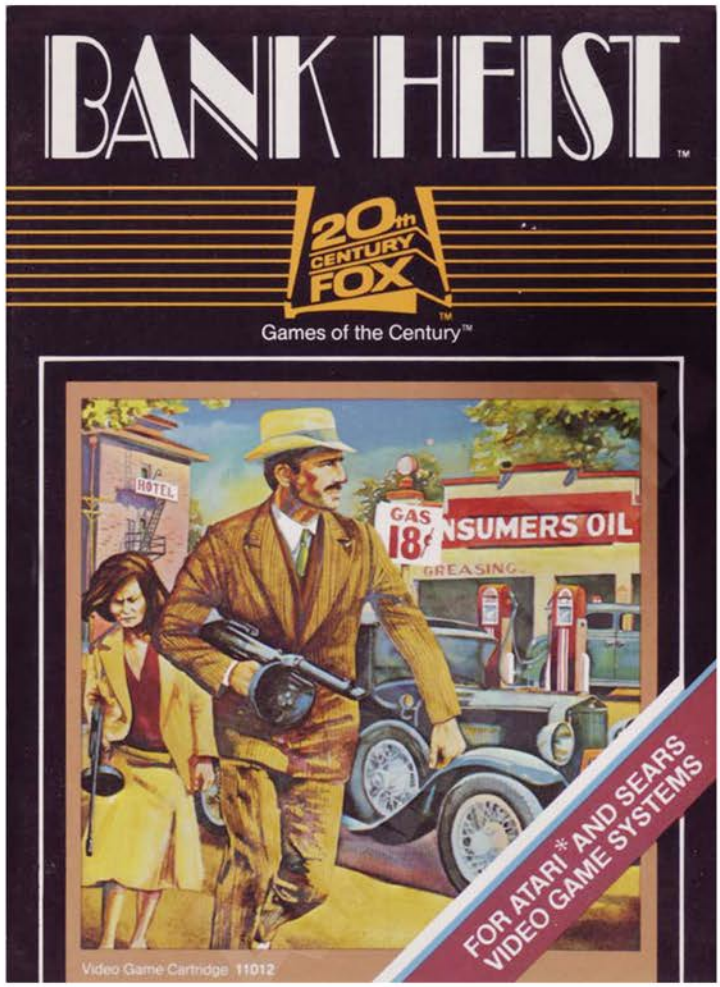



# Bank Heist

Release Date: 1983
Publisher: 20th Century Fox
Controller: Joystick
Players: 1
Genre: Arcade - Maze

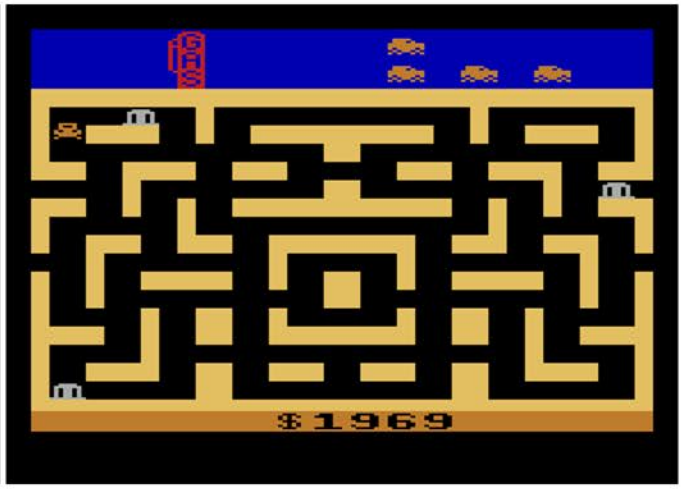
Alternate Title: N/A
Model #: 11012
Rarity: 5
Programmer: Bill Aspromonte

This fast paced heist title really captures the spirit of running from the cops.



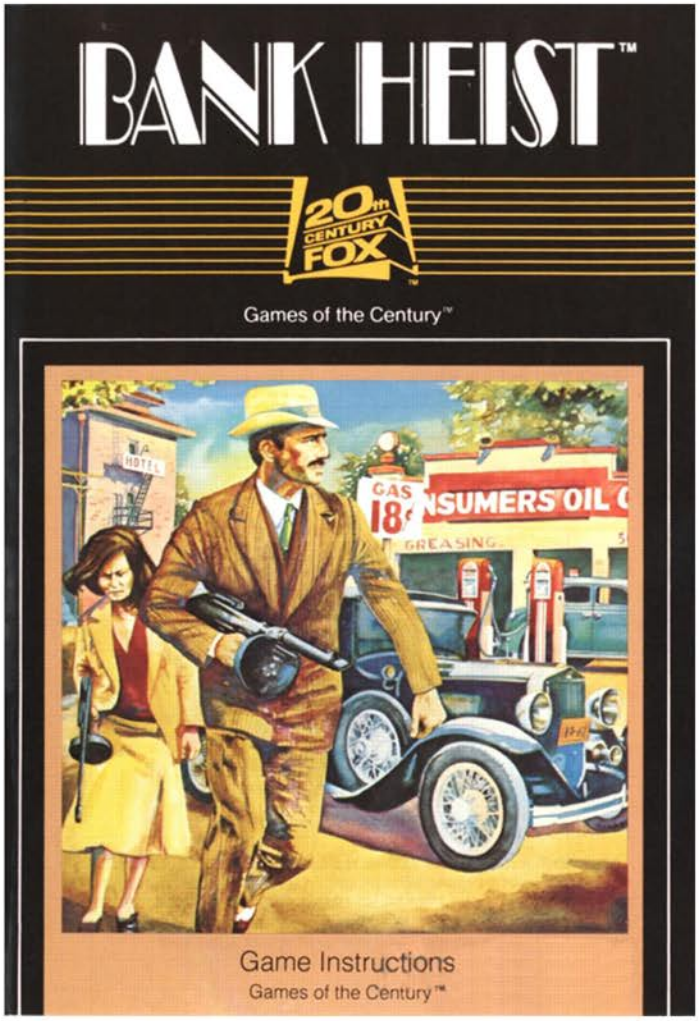
The good news is, you have a full tank of gas in your vintage car and there is a full case of dynamite in the back seat. The bad news is that you are flat broke. All is not lost however, since in addition to having no money you apparently have no morals, so robbing banks is a viable option.

Bank Heist is a nice twist on the tried and true Pac-Man maze evasion formula. You are in a small maze that is filled with three lightly guarded banks. Much like real life, this changes immediately after you rob the first one. Each time you rob a bank a cop car appears and begins pursuit. While this can get annoying, especially when they get you trapped in a corner, it is a necessary step towards robbing more banks. With each button press you drop a stick of dynamite behind your car, which if timed properly will result in one destroyed cop car. For every cop you kill, another bank for you to rob appears, which when robbed causes another cop for you to blow up to appear, which will lead to more banks to rob. It's the circle of bank robbery life.




The cops aren't the only nemesis you face in your pursuit of riches. While your car is without a doubt a classic, it is also a gas guzzling machine. Since there are no gas stations in town, the only way to fill up is to rob banks and escape to the next town (I guess you can only fill up when the fuzz isn't on your tail). With every successful bank robbery the refill line on the right side of your gas meter goes up a notch, reaching the top after nine robberies. Whenever you leave town your gas tank is refilled to wherever that line is. This is a nice play mechanic as it forces you to change your strategy on the fly in order to achieve your goal of multiple bank robberies. There are some hidden pathways that can help you get to the other side of town in a flash, but even without them it's possible to hit all nine banks on a single tank. Oh and be careful, because if the cops catch you (or you blow yourself up with your own dynamite) you not only lose a spare car, but you start over with the same amount of fuel in the tank.

The robbing and evading gameplay still holds up pretty well today. Plus you can't go wrong checking out a game that made blowing up cop cars a central focus of gameplay decades before Grand Theft Auto made it cool.




## SCORING:

Money received for robbing Banks and disabling Cop Cars is shown for a short time on the screen where the Bank or Cop Car was located. The total amount of money you have earned is displayed at the bottom of the screen. Bonus cash is awarded when you leave a town after robbing nine or more Banks.

**Bank Values:**

| | | | |
|---|---|---|---|
| First Bank | = $10.00 | Sixth Bank | = $60.00 |
| Second Bank | = $20.00 | Seventh Bank | = $70.00 |
| Third Bank | = $30.00 | Eighth Bank | = $80.00 |
| Fourth Bank | = $40.00 | Ninth Bank | = $90.00 |
| Fifth Bank | = $50.00 | | |

**Cop Car Values:**

| | | | |
|---|---|---|---|
| One Cop Car in pursuit | = $10.00 | Three Cop Cars in pursuit | = $50.00 |
| Two Cop Cars in pursuit | = $30.00 | | |

**Bonus Points For Level 1:**

| | | | |
|---|---|---|---|
| Bankersfield | = $ 93.00 | Flat Broke | = $279.00 |
| Silver Dollar | = $186.00 | Heistown | = $372.00 |

Add $372.00 per level to these values for the other seven levels.

HEISTOWN, ILLINOIS

## PLAY LEVELS/DIFFICULTY SWITCHES:

Each of the eight play levels contain four towns. After leaving the fourth town, you will automatically be advanced to the next level of play. As the levels get higher, the pursuit gets faster. This causes your Getaway Car to burn fuel at a faster rate, allowing you less time to rob Banks. Use the Game Select lever to start a new game at a different play level.

LEFT DIFFICULTY SWITCH A: The cops are smart and will always find you.
LEFT DIFFICULTY SWITCH B: The cops are not as smart and go in a more set pattern.
RIGHT DIFFICULTY SWITCH A: Banks appear in a random order.
RIGHT DIFFICULTY SWITCH B: Banks appear in a set order.

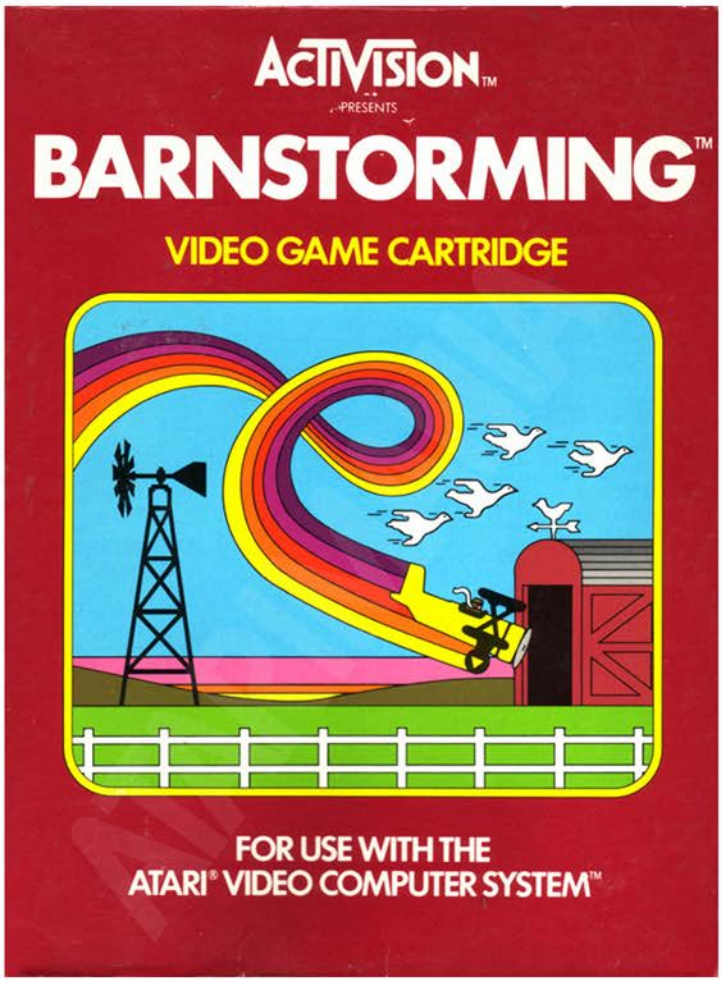
Above: Manual Cover and Page Sample
Right: Coupon Book Sample

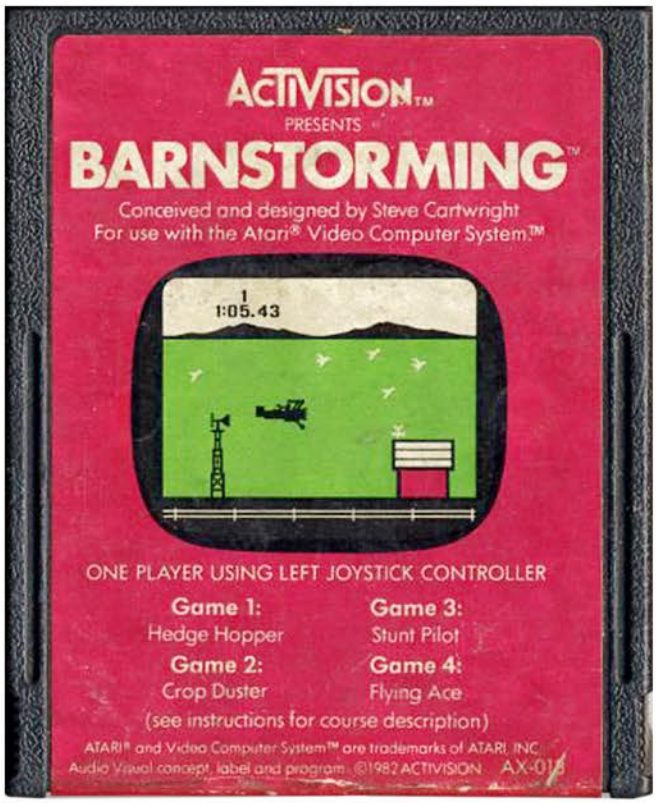
# BARNSTORMING

Release Date: 1982
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Arcade - Avoid'em

Alternate Title: N/A
Model #: AZ-013
Rarity: 2
Programmer: Steve Cartwright

This daredevil flying title is short but packed full of fun.

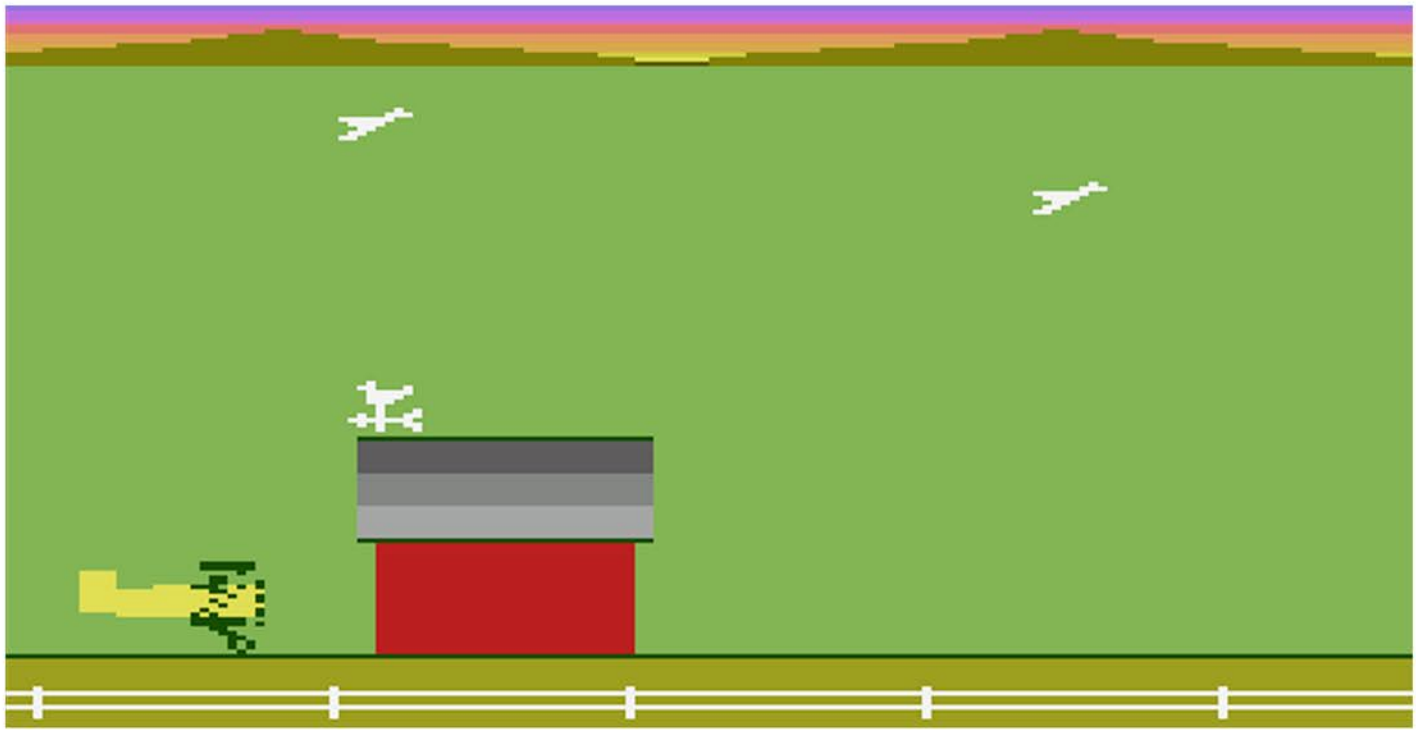


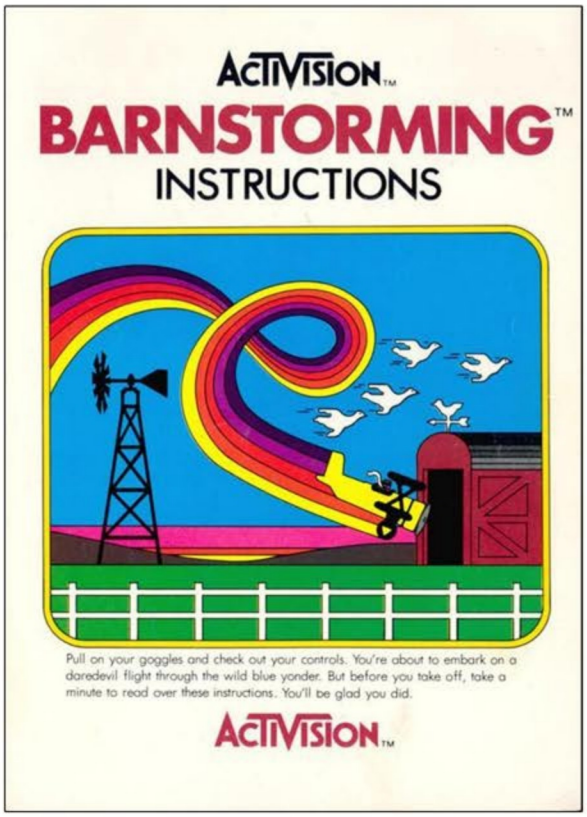



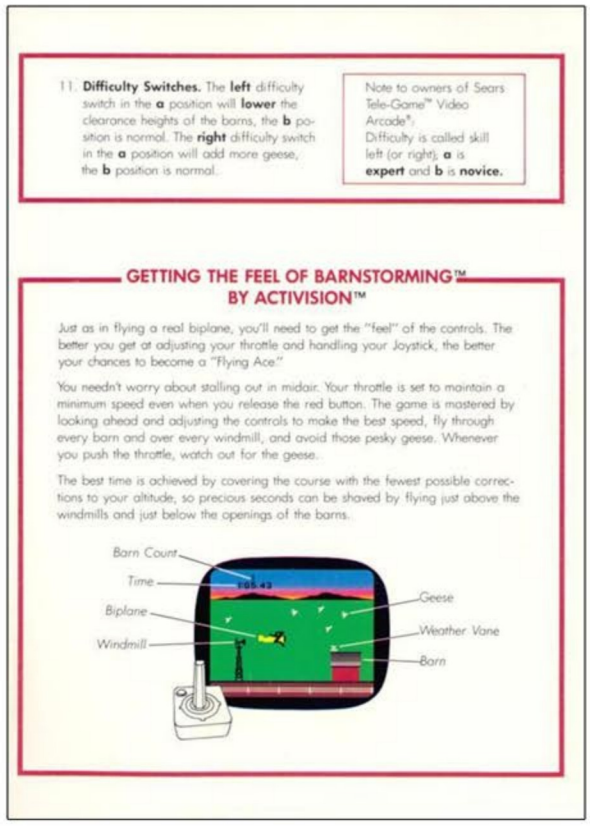
Have you ever wanted to be a thrill seeking stunt flying crop duster pilot? No? Are you sure? Because this is totally a spot on stunt flying crop duster simulation. OK, maybe not stunts in the sense you are doing barrel rolls and giant loops, but more the "ultra dangerous one mistake and you will die in a fiery crash while simultaneously devastating a family farm since you burned down their only barn" type of stunts. Oh, wait, did I say fiery crash? It's actually more like you are flying a bumper plane since if you smack into anything you bounce off of it before continuing your route.

The concept is that you must fly your plane over the windmills and dip down to the ground so that you fly through barns, all while dodging flocks of geese. This is easier said than done since the geese are plentiful and the gaps between the windmills and barns are incredibly short if you are going at full speed. Until you have played the game enough times to memorize the level layout, expect to spend a lot of time bouncing your plane off of windmills, geese, and the tops of the barns.

There are four courses available for you to pick from, each one increasing in both difficulty and number of barns you must pass through. Now in most games from this era you would have a certain time limit to fly through the required number of barns before either moving on to the next level or having your game continue. Unfortunately in this case once you hit the predetermined number of barns the timer stops and the game ends. This take a lot of the fun out of the game since the better you get at the game, the shorter it becomes. If you are looking for a quick game to add to an Atari 2600 Battle Royale, this is a good option.

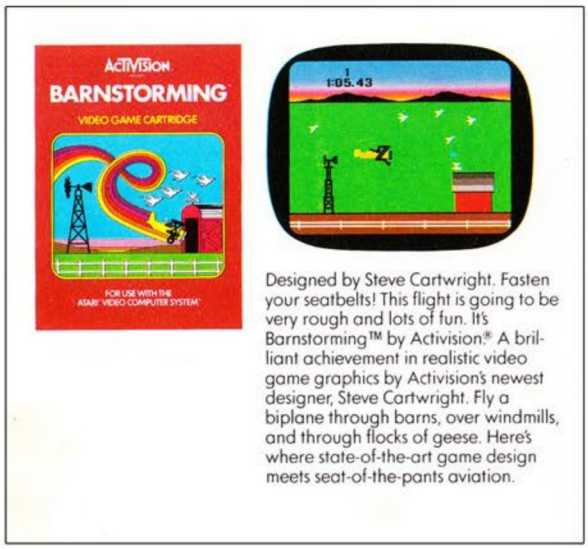





Above: Manual Cover and Page Sample
Bottom Left: Catalog Sample
Bottom Right: Patch

Patch Requirements:
33.3 Seconds on Game 1
51 Seconds on Game 2
54 Seconds on Game 3



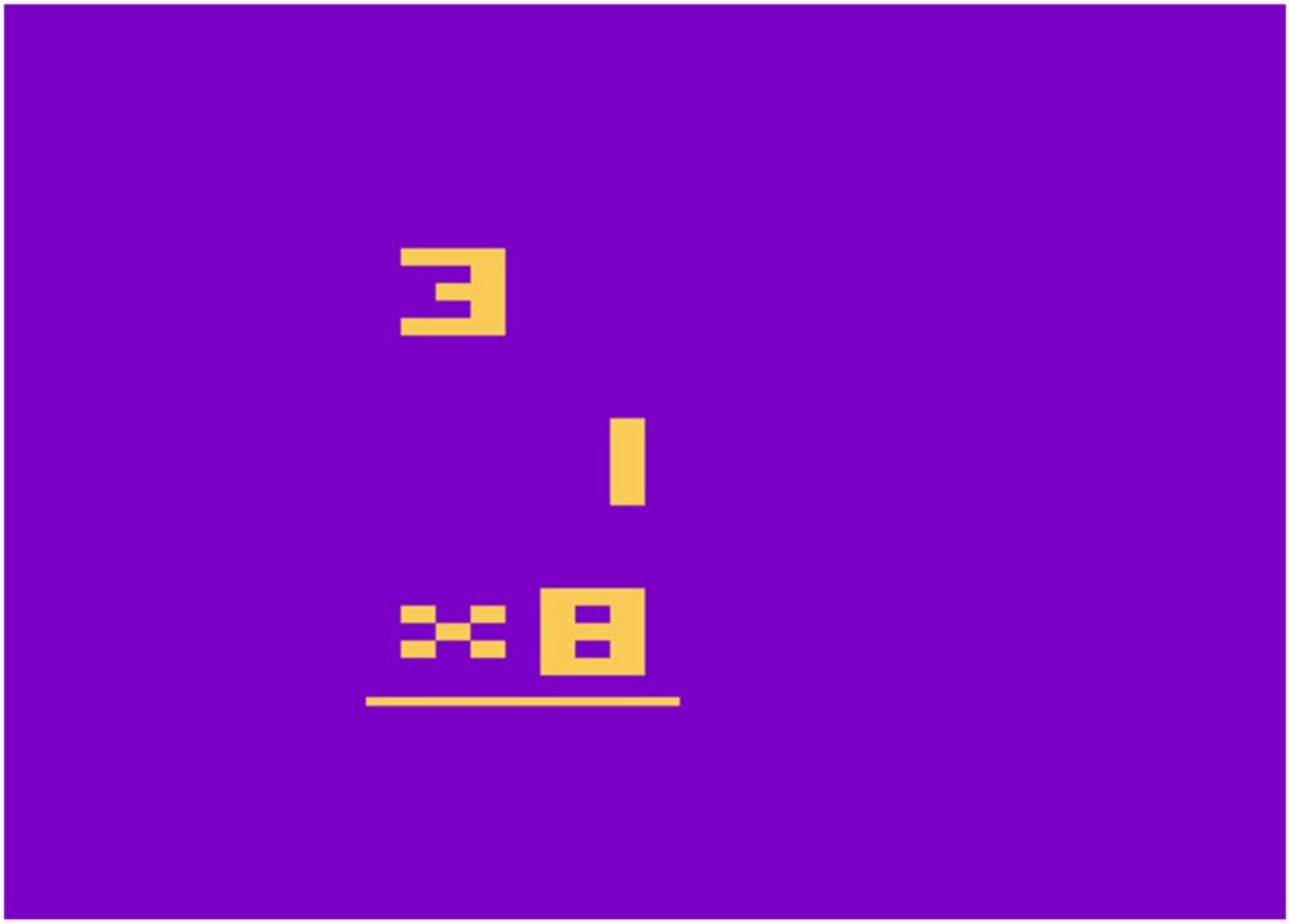
# Basic Math

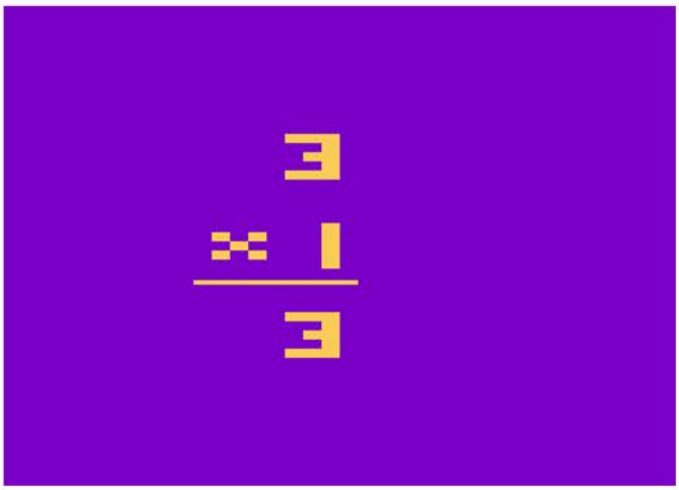
Release Date: 1977
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Education

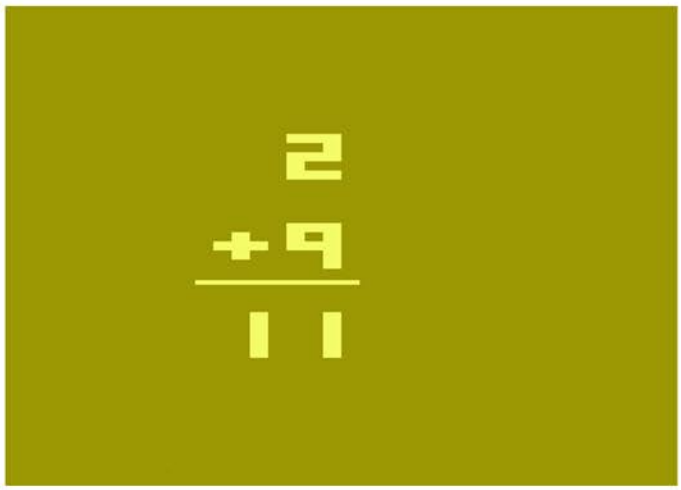
Alternate Title: Fun with Numbers
Model #: CX2611
Rarity: 3
Programmer: Gary Palmer

This early example of "edutainment" surely ruined many a Christmas back in the day.

This is nothing more than a batch of simplistic interactive flash cards. That said, for youngsters who are just starting out on their quest to learn math this is a decent way for them to practice. Now if you born after 1985 you are probably wondering why they just don't use a computer to do some math problems. Back in the dark technological days of the 1970's/early 1980's, this wasn't an option. If you wanted to practice math problems you either had to write the problems out by hand, do them then check them yourself, or you had to have an involved parent who was willing to do flash cards. In some small way Basic Math was the first step towards parents delegating responsibility to technology.

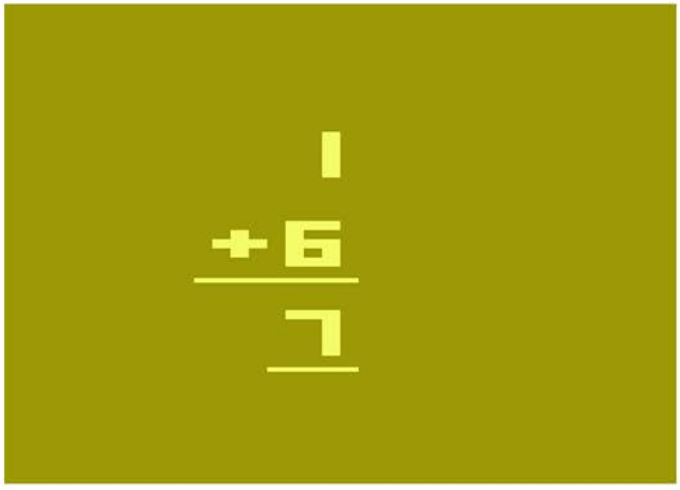


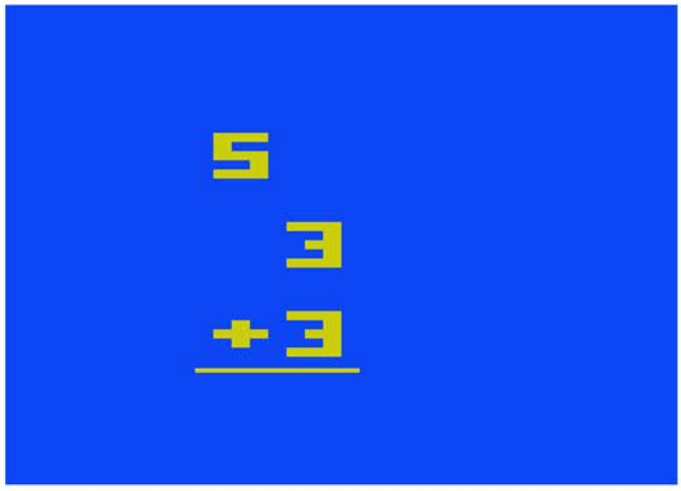


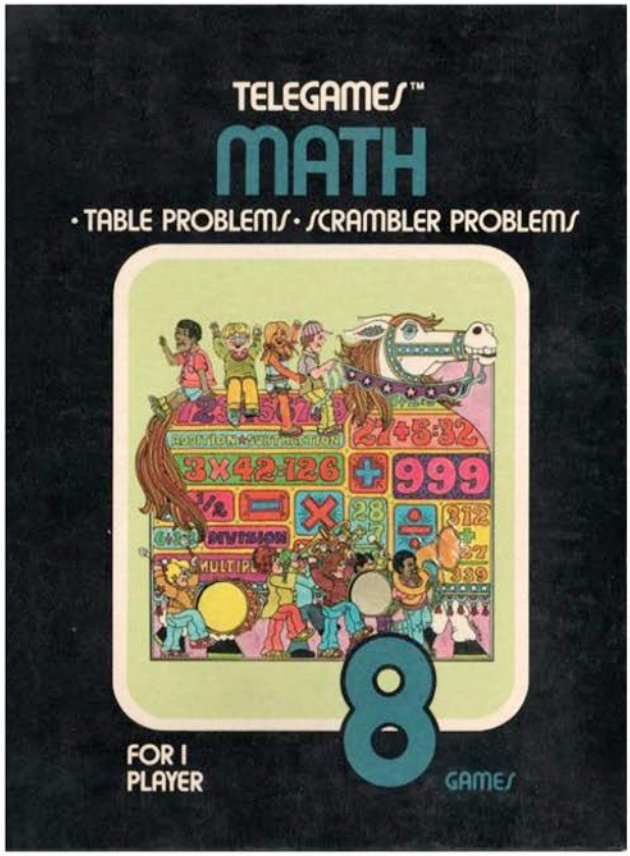




There are two "gameplay" settings here, tables and random problems. On the tables section once you select your desired discipline (addition, subtraction, multiplication, division) you get the chance to select a base number (1-9). Every problem in this set will have the number you select, allowing you to focus on one subset of numbers. Once you complete all ten problems you will be given your score before being forced to reset and begin the process over. The random selection is just what it sounds like, a completely random set of problems. Once you decide on the types of problems, you are presented with an ever changing set of math problems. Complete the set, get your score and move on to another set.

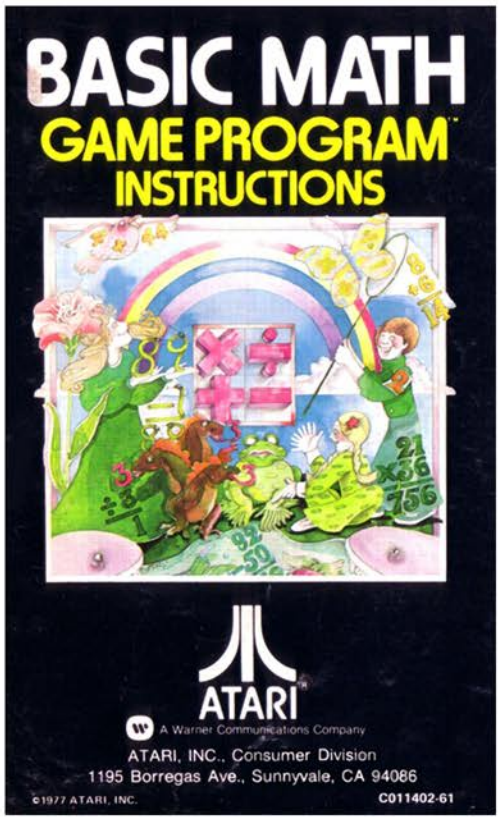
The only other thing of note here is that unless you are the type of person who enjoys having their eardrums shattered, it might be best to put the game on mute. When you use the controller to count up to the correct answer, the game decides it would be best to play a series of dings that gets louder the higher the number goes, and ends with a celebratory jingle when you get the correct answer.

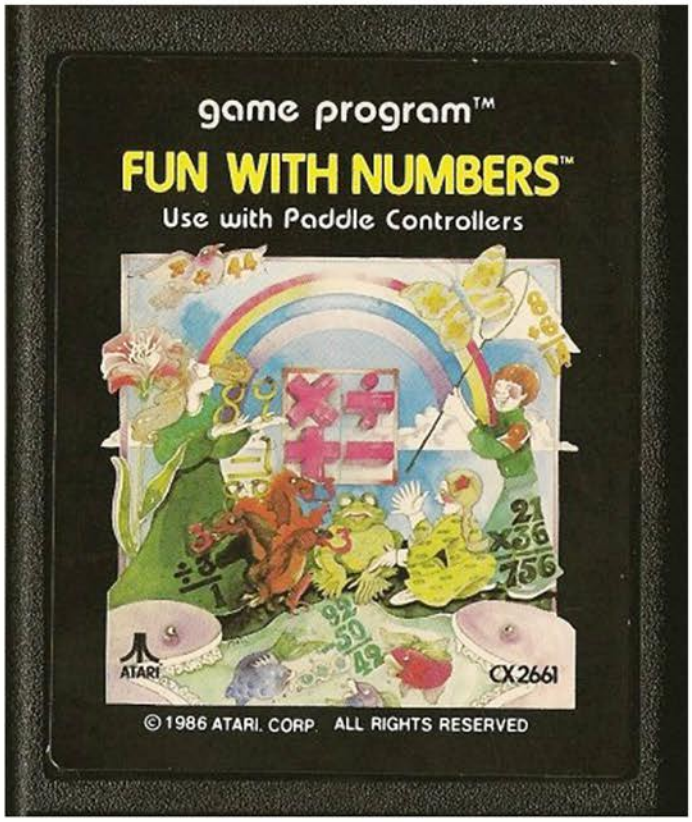




Top Left: Sears Tele-Games Cover
TopRight: Catalog Sample
Bottom Left: Manual Cover
Bottom Right: Alternate Title Cartridge



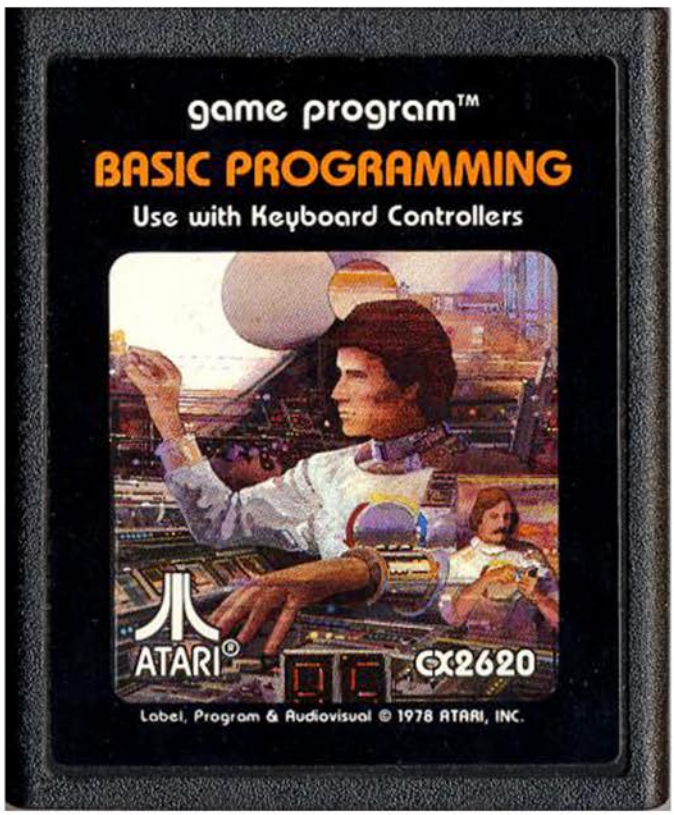

# Basic Math

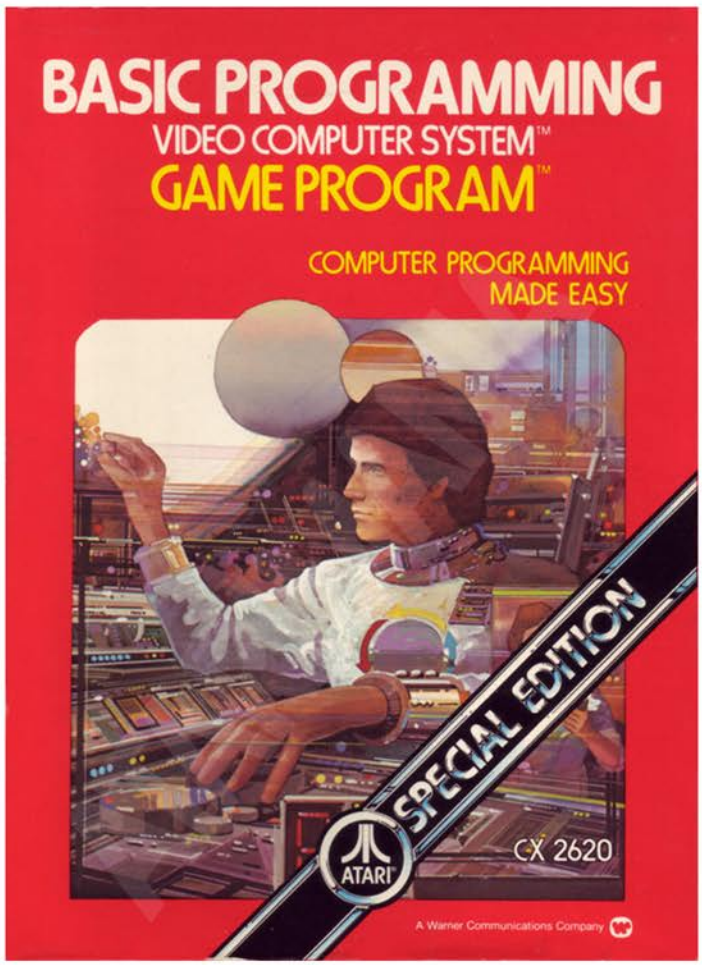
# Basic Programming

Release Date: 1979
Publisher: Atari
Controller: Keyboard Controller
Players: 1
Genre: Education

Alternate Title: N/A
Model #: CX2620
Rarity: 1
Programmer: Warren Robinett

This ancient programming relic has limited interest today.



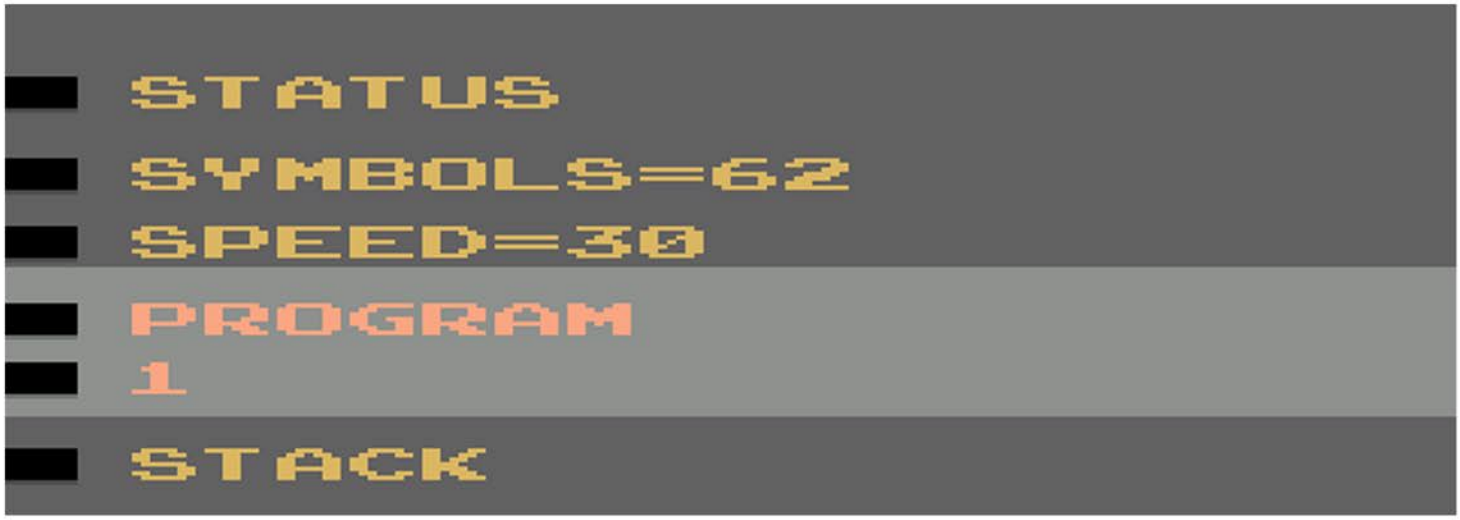



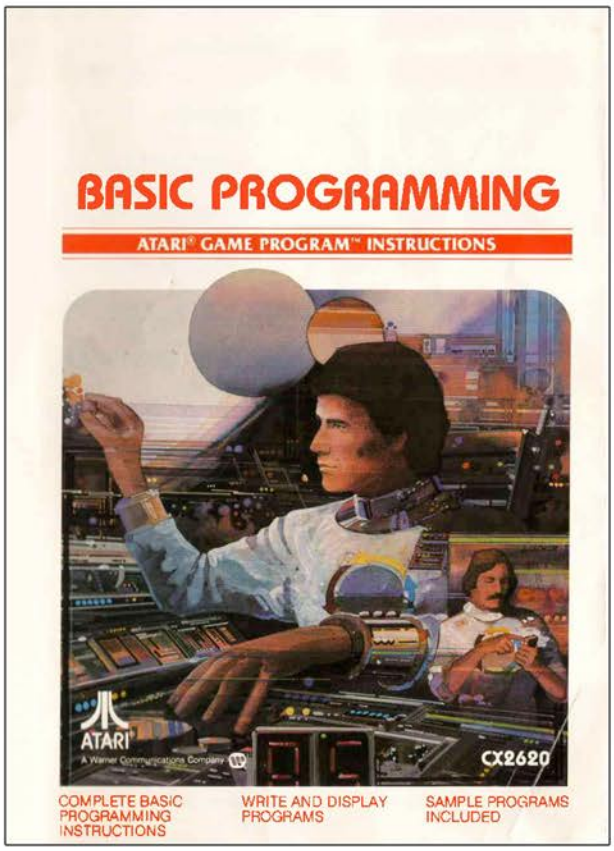
Have you ever wanted to make your own video game? Well if you were a kid in the early 1980's and wanted to make your own games you either had to have a rich parent who could buy you a computer, or you had to drive yourself insane with the Basic Programming cart for the 2600.

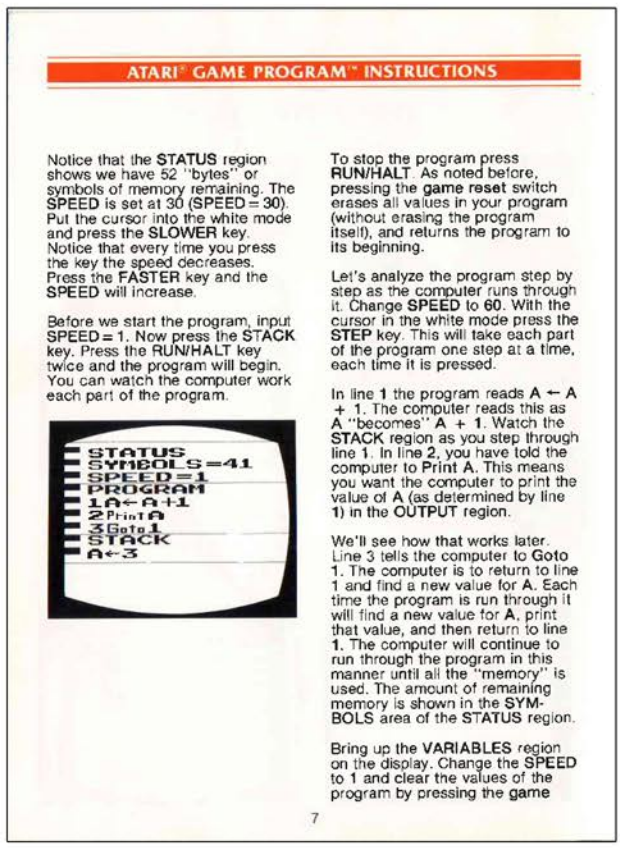
Basic is the beginner programming language for computers, and is capable of creating simplistic programs. With it you can create things like a simple clock program, or a pong game with no sound. All you have to do is enter in complex code into your 2600. Now this might not have been so bad if you had a keyboard and could type out what was required, however back in the day that would have been far too expensive. The solution? The keyboard controllers!

These controllers had 12 buttons that were laid out like a phone keypad. Obviously not enough for a full keyboard, so they made it possible to connect two of them together to form a larger keypad area. Of course we are still short two letters, which is why in order to properly use the game you have to use the 2600 console itself in order to access all of the features. And even then it's a chore that requires you to sit right in front of the TV.

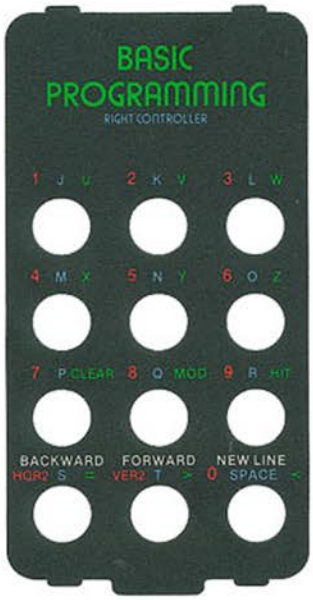
While a lot of the Atari 2600 catalog can still be fully experienced and enjoyed today, Basic Programming is one that is relegated to the dustbin of history. The only people who should bother digging this out and messing with it are those who are computer programmers who want to experience what budding programers in the early ‘80s had to make do with. That said, if you are interested in Basic as a language, there are several websites that emulate Basic, which would be a much better option than this.

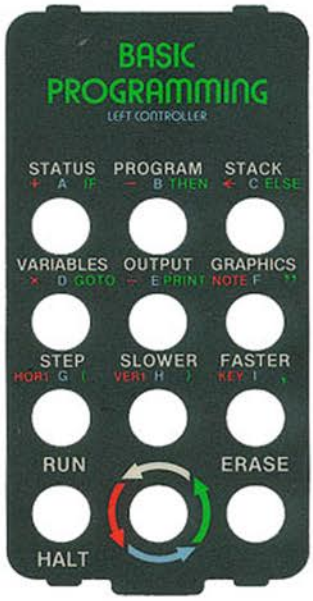





Above: Manual Cover and Page Sample
Bottom Left: Catalog Sample
Bottom Right: Controller Overlays



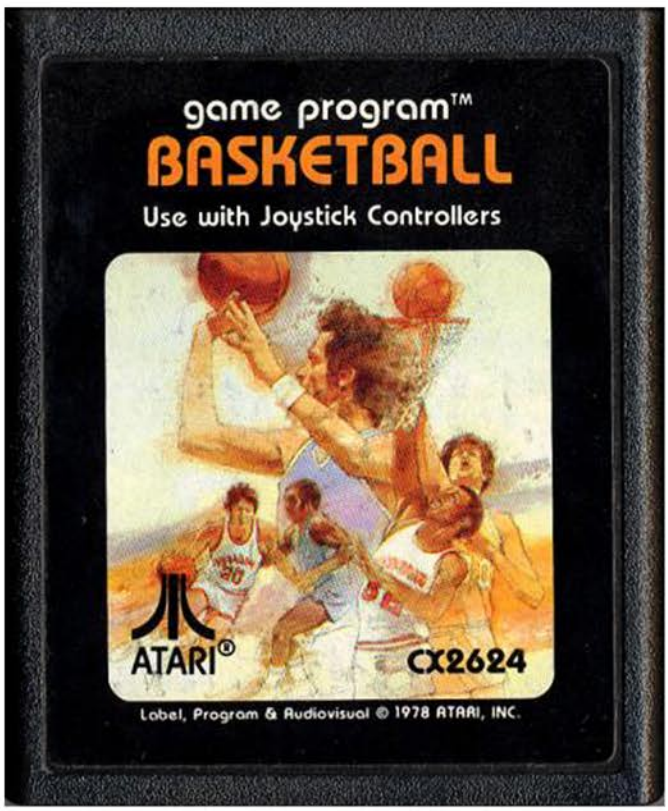



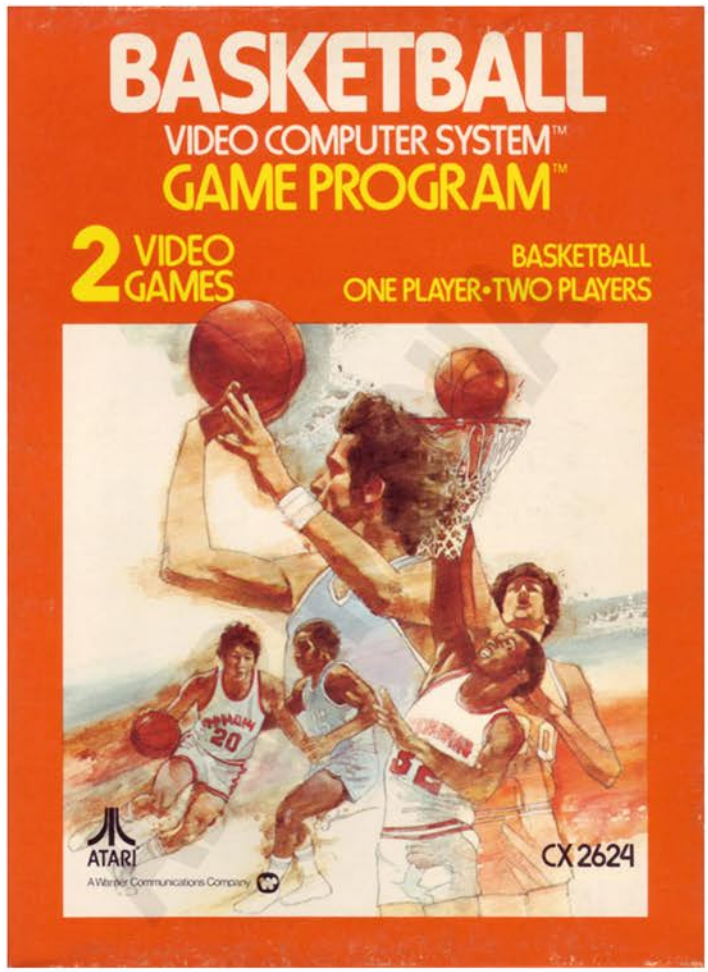
# BASKETBALL

Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: CX2624
Rarity: 2
Programmer: Alan Miller

This one-on-one basketball duel is a flawed but entertaining take on the sport.



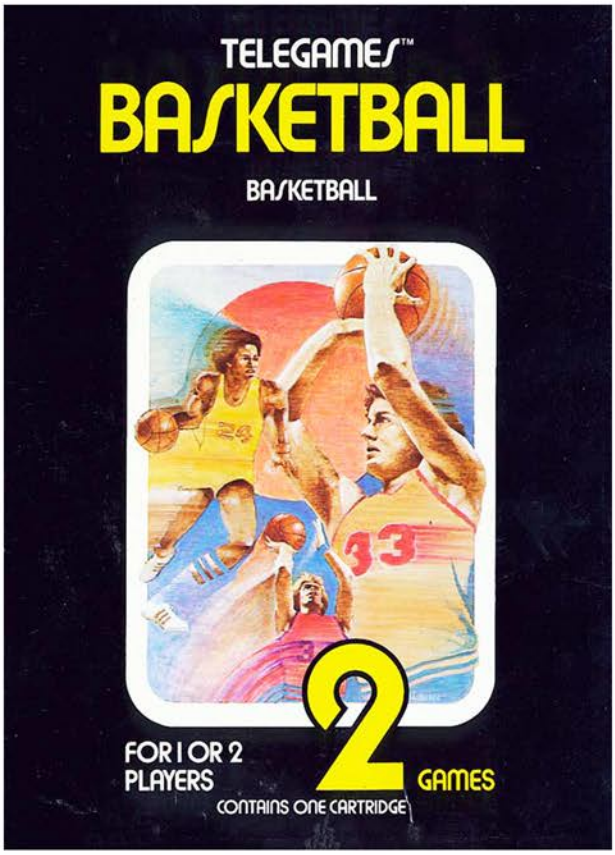



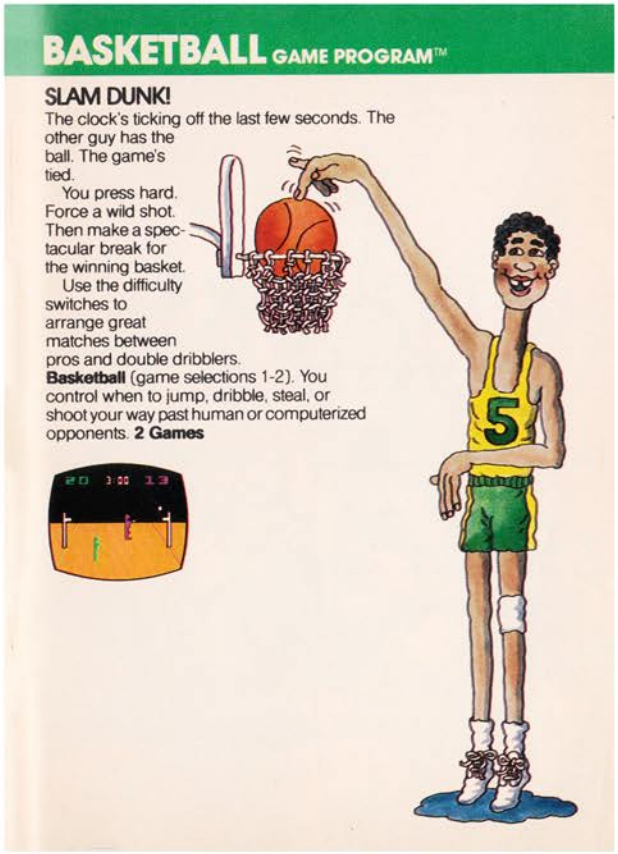
This is about as rudimentary of a basketball game as you can get while still being able to classify it as basketball. Forget set plays, teammates, three pointers, fouls, free throws, crowds, timeouts, and pretty much everything that makes basketball what it is. Instead all you get is a ball, a court, and a single opponent.

When you start the ball is tossed in the air and it's a mad scramble to pick it up. If you end up with it the only thing left to do is make a beeline to the goal and fire up a shot. Normally you would line up your player and execute a perfectly timed press and release of the button to launch an arcing shot that will hit nothing but the bottom of the net. Here however you are better off running directly under the basket and tapping the button, which will cause the ball to bounce off the post, fly straight up through the hoop and gracefully fall back through for two points. While it doesn't exactly capture the realism of the game, it is an effective way to score.

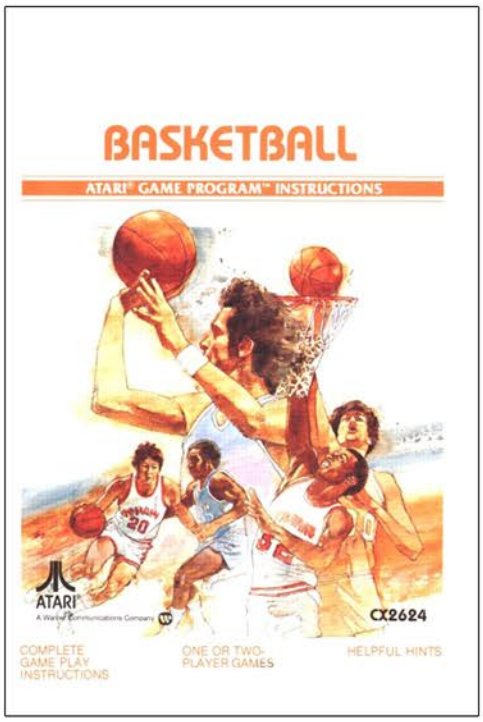
The downside to the easy scoring is that the computer can do the same thing. To make that more of a problem the computer can also hit shots from pretty much anywhere on the court at any time, which means if you want to win the game you are going to have to play some defense. This is accomplished by getting on the other side of the ball the computer is dribbling, which gives you a fifty-fifty chance of a steal. If you time it right you will be on your way to a fast break through the hoop layup, and if you don't you'll watch helplessly as the computer puts another two points on you.

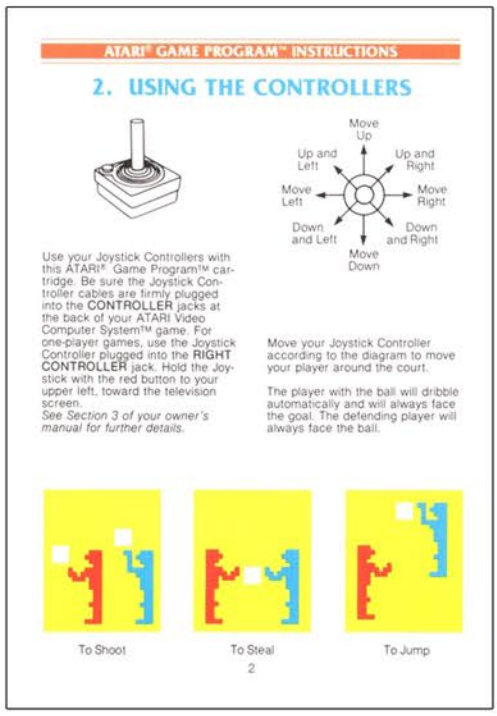
The game lasts for four minutes and stops as soon as the timer hits zero (meaning no half court heaves to win the game). While this is an overly simplistic version of basketball it can be forgiven since this is one of the earliest 2600 games.




Top Left: Sears Tele-Games Cover
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



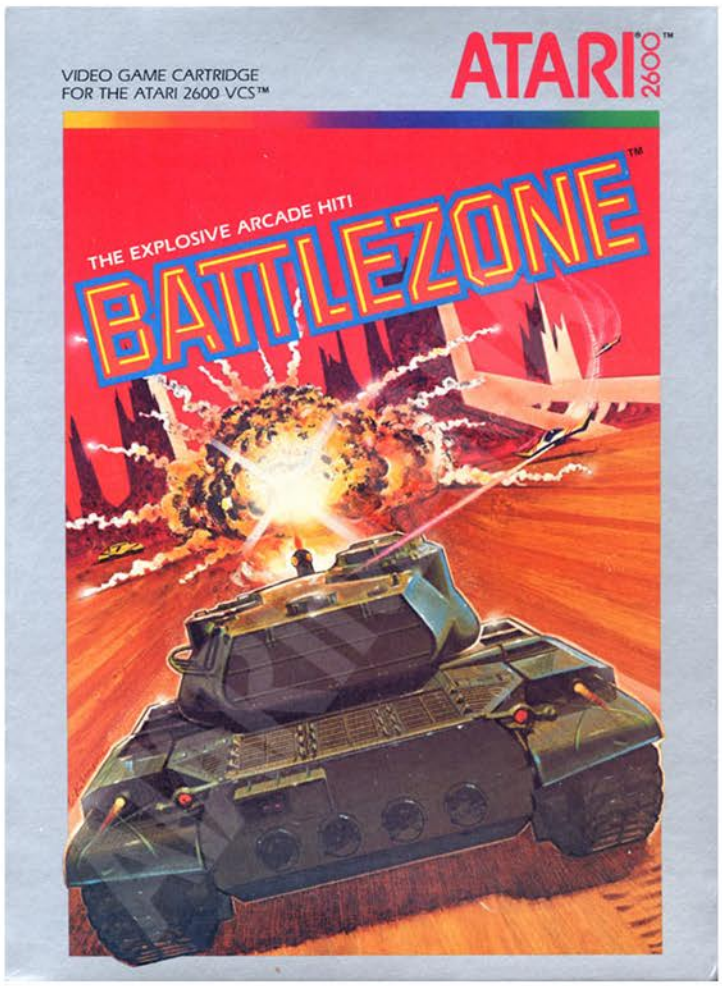

# BASKETBALL

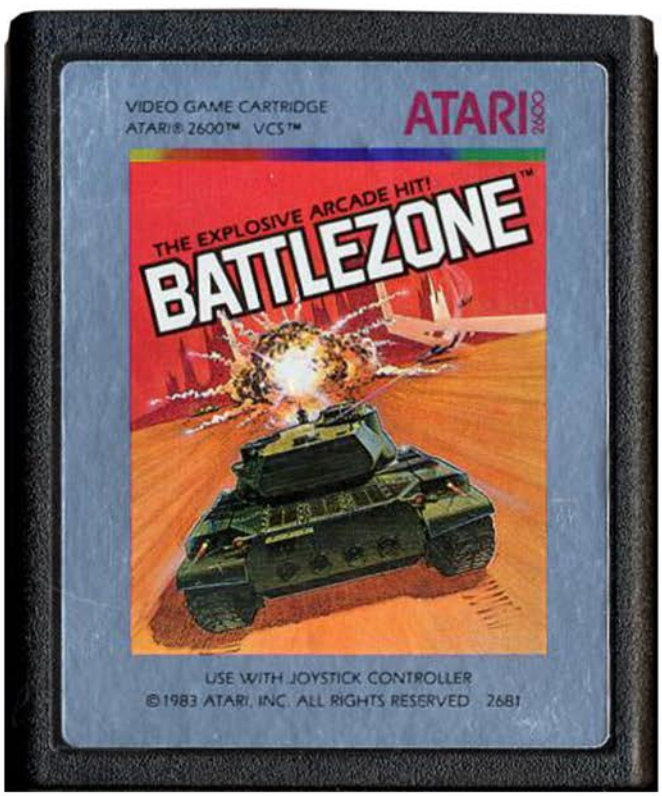
# BATTLEZONE

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Shoot'em Up - 3D

Alternate Title: N/A
Model #: CX2681
Rarity: 3
Programmer: Michael Feinstein

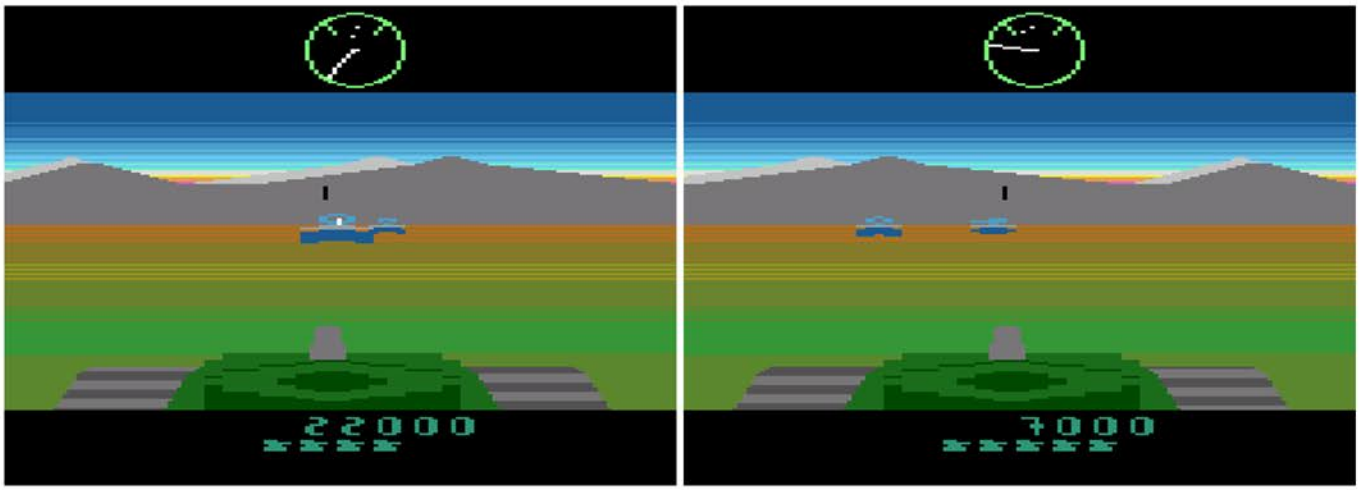
This is one of the more technically impressive games in the 2600 catalog.



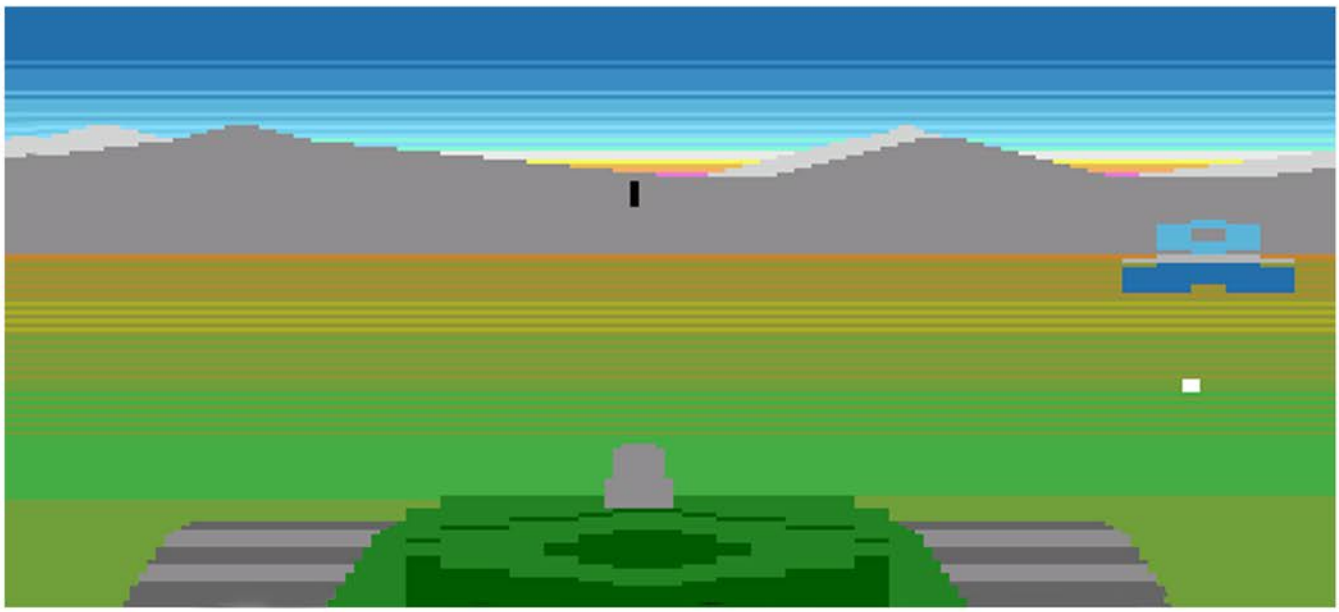
The year is 1999 and the nations of the world have created a world wide peace plan. Unfortunately there is a cabal of military commanders who don't take too kindly to peace, so they have unleashed a hoard of unmanned tanks and aircraft upon the now peaceful masses. The only hope to preserve the peace is you and your museum quality tank (seriously, you found the tank in a museum). And I know what you are thinking, and no you aren't controlling John Connor. I mean sure, you are one man standing up and fighting against an army of robotic military weaponry to protect the human race, but you are in a tank so it's totally different. Plus Judgement Day was in 1997, so totally different thing here. Anyway, once you have your giant metal death machine up and rolling, it's time to hit the open plains and hunt down some automated instruments of war.

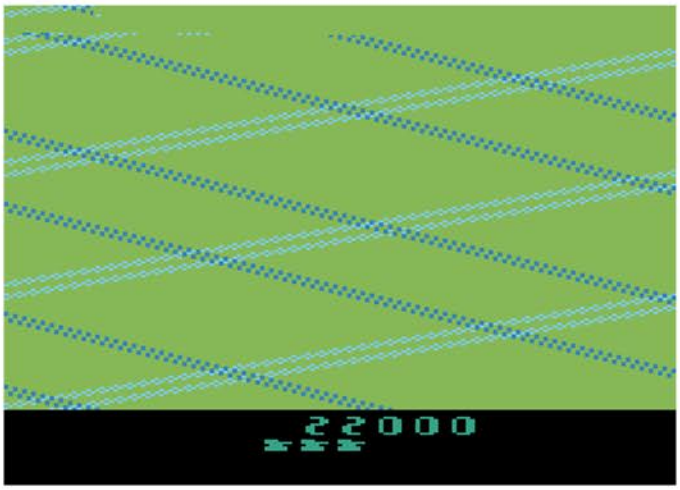
The field of play is a complete 360 degrees, which means you are going to have to rely on your radar if you have any hope of surviving the day. Whenever an enemy appears you will get an audio notification and a white dot will show up representing where it is. If you aren't currently blowing up an enemy tank it is vital that you turn your attention to the new threat since it can shoot and kill you even if you never see it. This also means that you should never stop moving your tank, unless you have your heart set on seeing the nifty scrambled digital screen that represents your tank going up in flames.

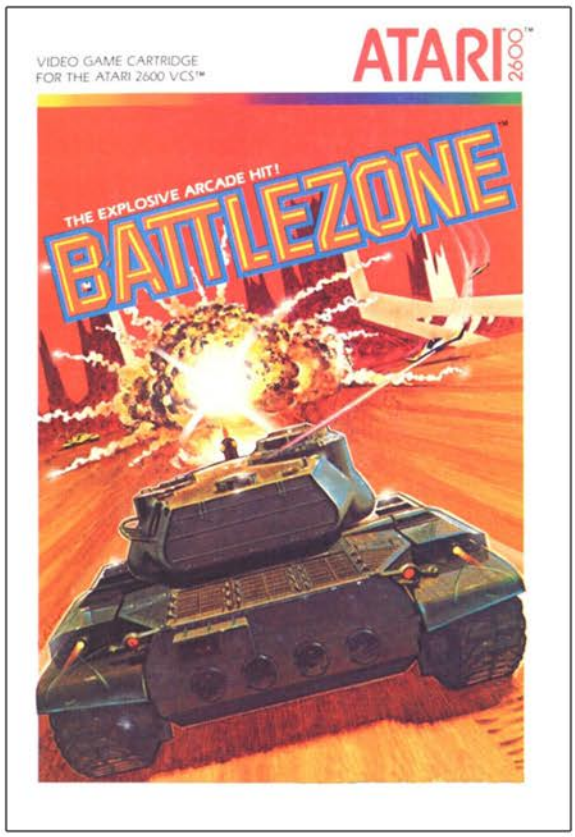


Early on you will only be facing off against slow blue tanks and the occasional non-firing flying saucer, but it isn't long until deadlier enemies show up. The deadliest of these are the fighters, which dart across the landscape in a zig zag pattern and shoot you from point blank range. Unlike the other enemies you encounter, you can't dodge the bullets, so unless you have an itchy trigger finger (and haven't fired a shot recently since you can't fire again until there is a bullet impact) start mentally preparing yourself for the afterlife.

Despite being released a full decade before Doom, Battlezone does an amazing job at capturing the first person shooter experience. The game moves with a fast paced smoothness not found with many games of the era, and since death can come from any angle at any time, it is incredibly tense gameplay. So if you want to look deep into the future/past of 1999 and be the only thing standing between a peaceful world and complete destruction at the hands of robotic killing machines, and get a glimpse at a fantastic example of an early FPS, this is the game for you.





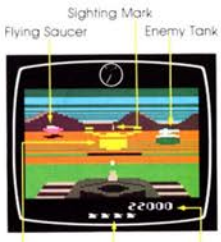

Top Left: Death Screen
Top Right: Manual Cover
Below: Manual Page Samples

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

## GAME OBJECTIVE

The year is 1999, and the nations of the earth have declared a world-wide peace plan. But there is a problem with the proposed truce. A council of military commanders has unleashed battalions of automated weapons into the countryside. These aerial fighters, flying saucers, tanks, and supertanks will turn the world into a lifeless landscape unless you can stop them.

Luckily, you've discovered an old military tank hidden inside a museum. Use your Joystick to steer the tank as you search for enemy automatons. Since your electronic periscope only gives you a front view from the tank, you'll have to rely heavily on your radar screen to detect the enemy. If you see a blip on the radar, you need to move fast! Use your Joystick to turn your tank until the enemy appears on the screen; press the red controller button to fire your turret gun.




## GAME PLAY

You have five tanks to complete your mission. Your tank will be destroyed each time it is hit by enemy fire.

The enemies you'll encounter are:

**TANKS**
Tanks are your most common enemy. They move a bit slower than your tank, and can be identified by their blue turrets.

**SUPERTANKS**
These look like regular tanks, but have yellow turrets and can move faster than your tank.

**FIGHTERS**
Fighters always appear directly in front of you, then zigzag toward your tank. When a fighter reaches point-blank range, it will veer to the side and fire an anti-tank shell directly at you. You can identify a fighter by the "buzz" sound it makes as it flies.

**FLYING SAUCERS**
Flying saucers do not fire at you, but are hard to hit and can distract you when a tank, a fighter, or a supertank is firing at you.

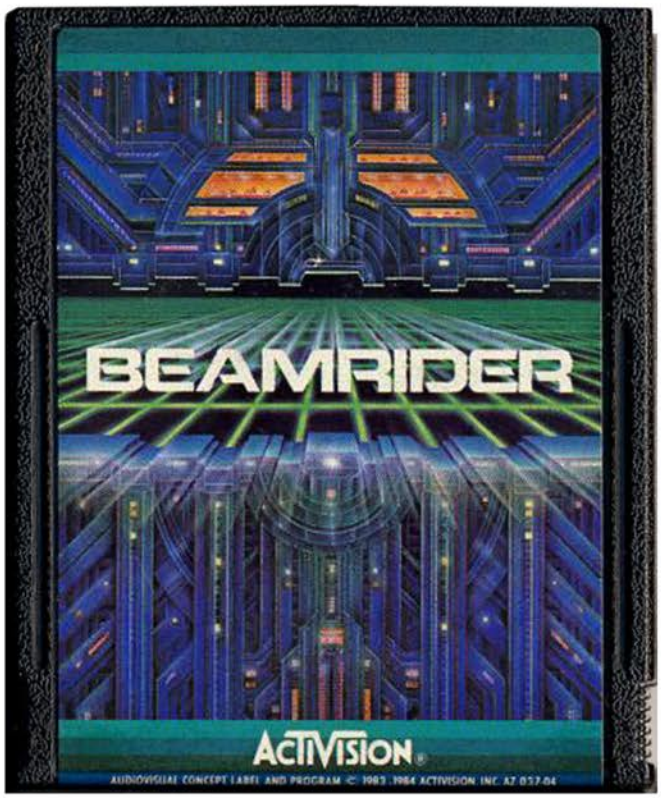
(Note: Colors may vary with different television sets.)

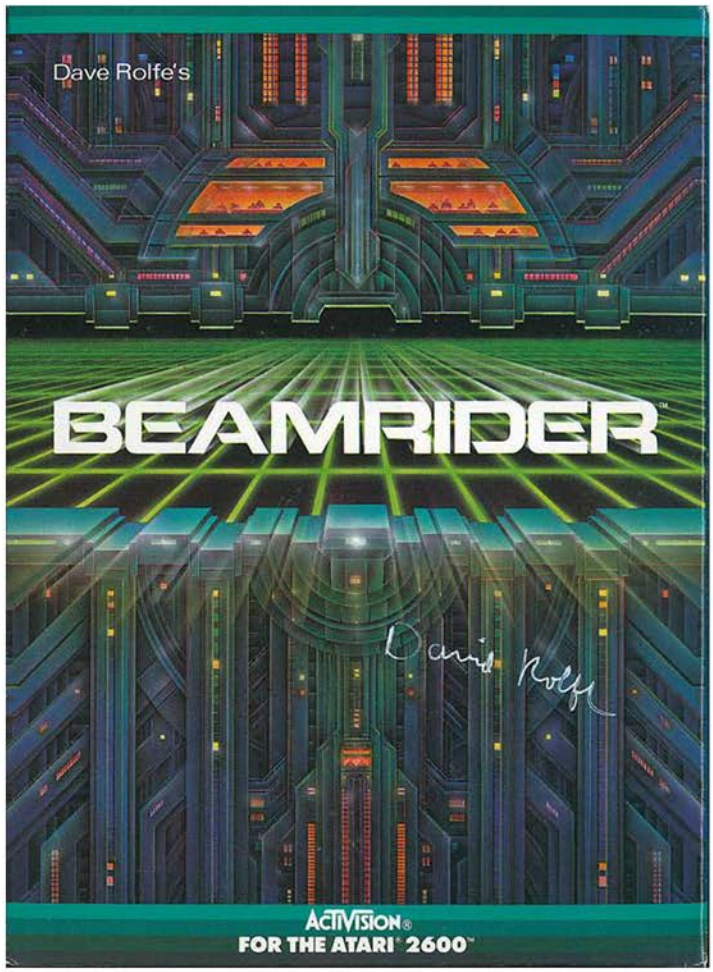
# BEAMRIDER

Release Date: 1984
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Shoot'em Up - 3D

Alternate Title: N/A
Model #: AZ-037
Rarity: 5
Programmer: David Rolfe

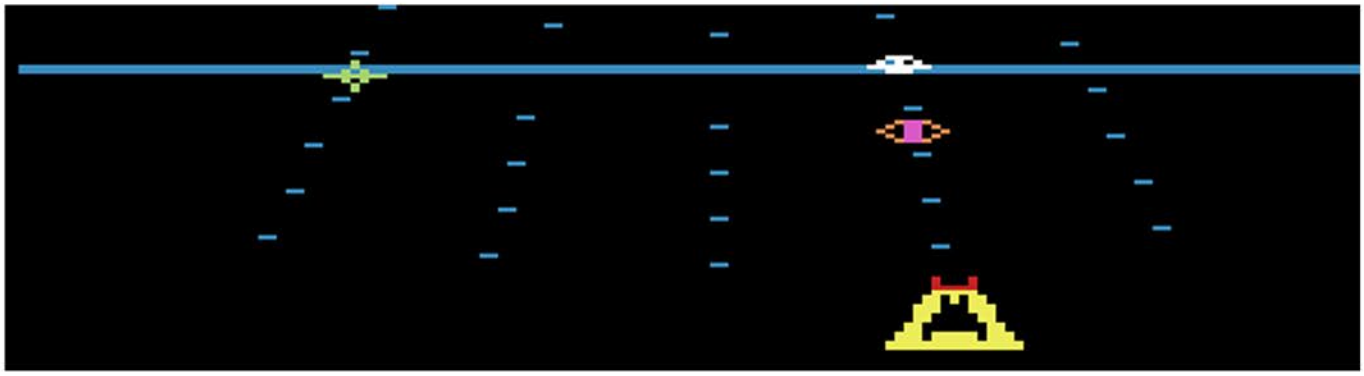
This difficult shooter is a ride worth taking.



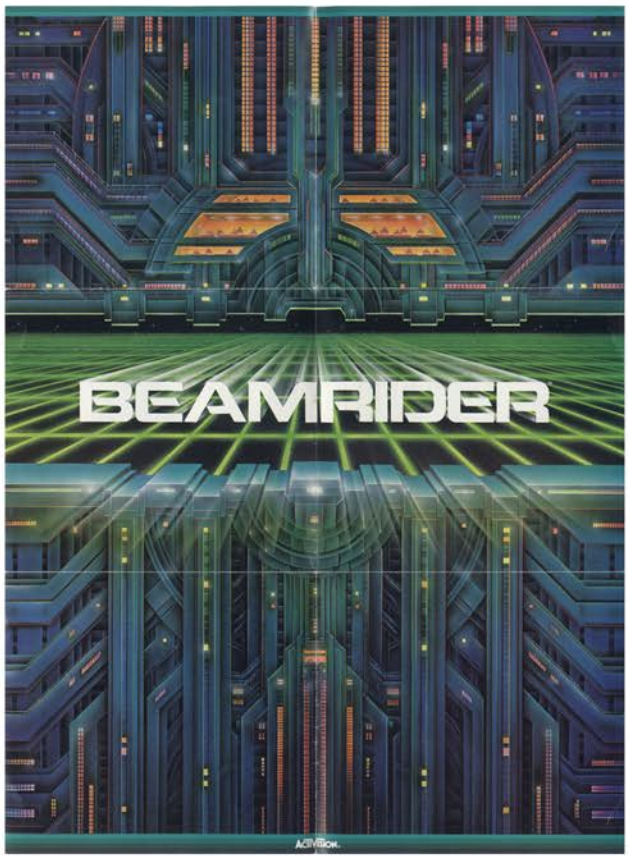
You are the Beamrider, humanity's last hope against the alien invaders. These evil intruders from another world have entangled the entire planet in a Restrictor Shield, and you must ride the beams through all 99 sectors in order to clear it piece by piece. As usual, this is easier said than done.

Your ship glides along the Restrictor Shield on a series of five beams that run parallel across the entirety of it. Each sector has fifteen enemy ships that will descend from the top of the screen, take a pot shot at you, then fly back to safety. Once you eliminate all fifteen enemy vessels a barrage of homing mines will be launched at you as you try (usually in vain) to take out the Sector Sentinel with a torpedo. Destroying the Sentinel is usually more luck than skill, as a homing mine will typically get in the way of your slow moving torpedo well before it reaches its intended target. Assuming you survive the onslaught you will get a few moments to collect yourself before heading off to the next sector. If you were successful in taking out the Sentinel then you get a variety of bonus points, if the Sentinel survived then you get nothing.



The first three sectors do a nice job of easing you into combat. The alien ships take it easy with you, and there is only the occasional piece of space junk that gets in your way (and even then you can destroy it with one of your torpedoes). The fourth sector adds in a harmless UFO that gives you a great opportunity to rack up points (which is important, well was important). All is well until you reach sector six and they decide to ramp up the difficulty by a thousand percent by not only throwing homing mines at you, but replacing the mostly passive enemy pilots with hardened vets who don't take too kindly to you riding their beams. Oh, and there is a lot more space debris, so expect to do a lot of nimble flying or be prepared to see a fireball where your ship used to be. If by some miracle you continue to survive, more obstacles are added at sector eight, ten, and twelve, so by then I doubt there will be many places for you to move at all.

Normally when a game throws that much stuff at you there is a lot of real estate to operate in, but thanks to the game's gimmick being "riding the beams" you only have five places you can be. While this isn't a game killer, it does make it incredibly difficult. Adjusting to the difficulty wasn't without its rewards however, since this was one of the Activision games that you could get a patch for performing at a high level. If you made it to Sector 20 with a score of at least 60,000 points (and sent in a photo of the score) then you would be a proud member of the Activision Beamriders.




## SCORING

Points are scored each time an enemy saucer, chirper ship or Sector Sentinel is destroyed. Point values increase as you progress to higher sectors.

The exact point value for each hit appears in red, briefly replacing your score the moment an enemy craft is destroyed (on Coleco version only).

Also, if you manage to destroy the Sector Sentinel, you'll receive an additional bonus for each ship in your fleet.

## JOIN THE ACTIVISION "BEAMRIDERS"

Beamriders are a breed all their own. Part warrior, part astronaut and part daredevil. If that sounds like you, and if you've made it to sector 14 with a score of 40,000 points or more, join the club. Send us a photo of your TV screen showing your sector and score, along with your name and address, and we'll send you the emblem that will identify you as an official Beamrider. Be sure to write "Beamrider" and your score on the bottom corner of the envelope. Indicate Coleco or 2600.

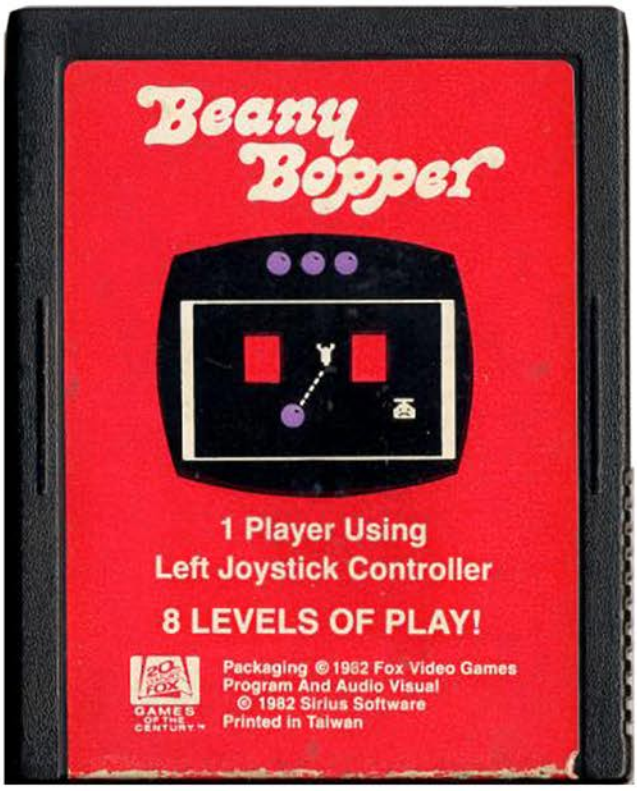
Above: Manual Foldout and Page Sample
Bottom Left: Catalog Cample
Bottom Right: Patch

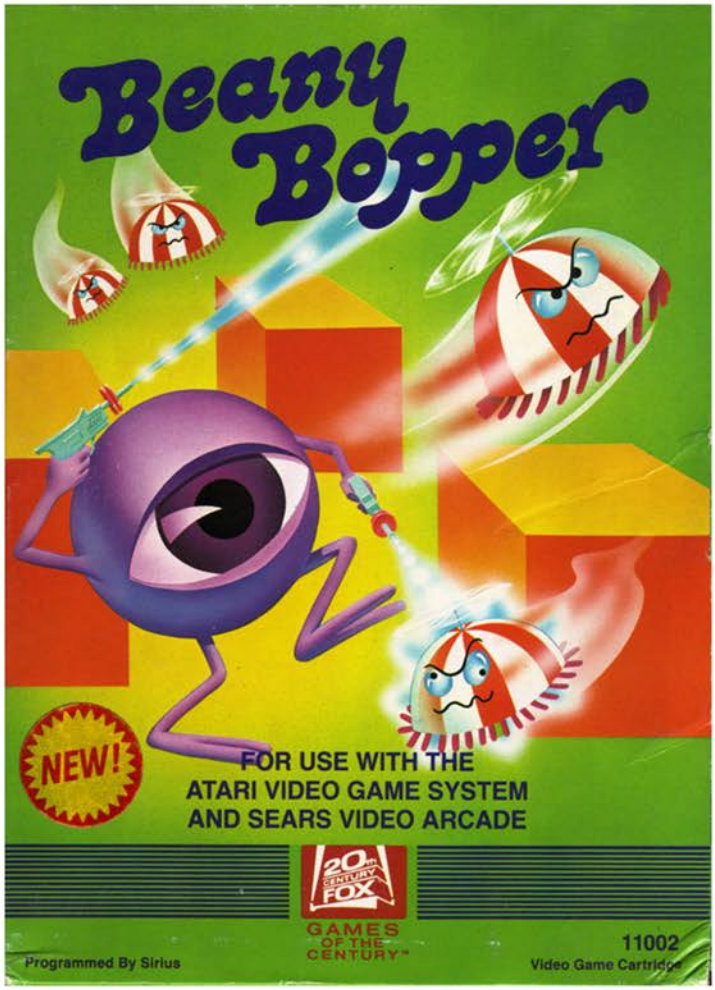
# Beany Bopper

Release Date: 1982
Publisher: 20th Century Fox
Controller: Joystick
Players: 1
Genre: Shoot'em Up - Scrolling

Alternate Title: N/A
Model #: 11002
Rarity: 4
Programmer: Grady Ward

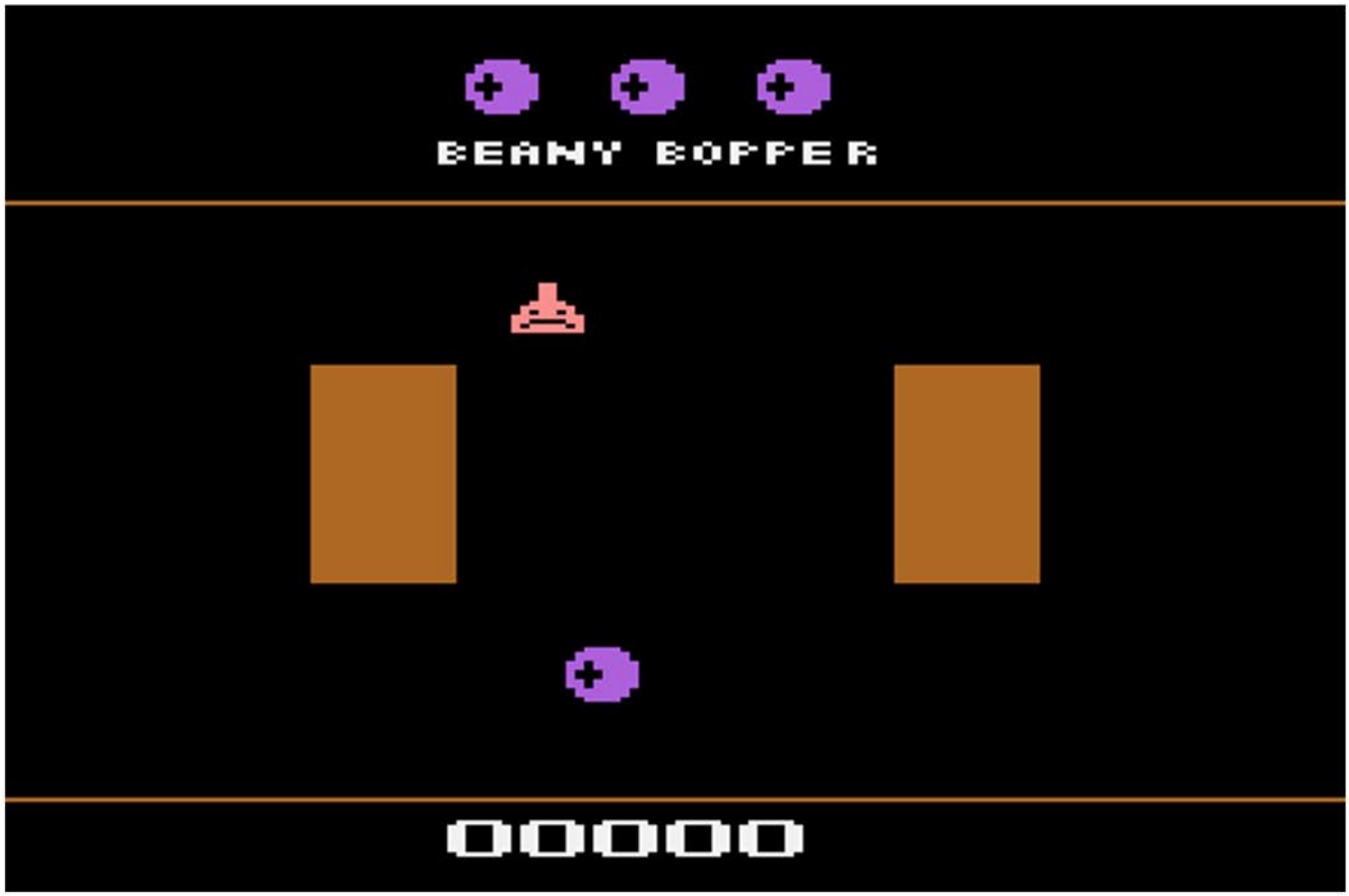
This odd title leaves a lot ot be desired.

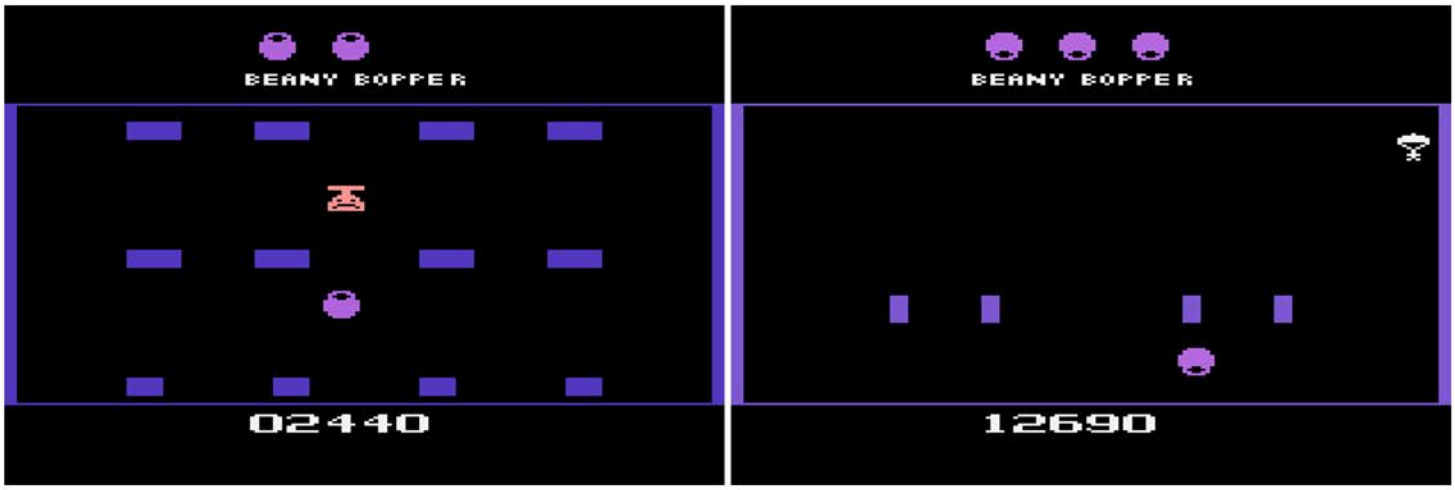


Even by Atari 2600 standards, this is a strange game. You are in control of what looks like a giant purple eye that shoots a stun ray at severed heads wearing beanies while navigating a constantly moving maze and occasionally catching falling planes and parachute men. It's almost like the designers ran through a round of Mad Libs to come up with the concept.

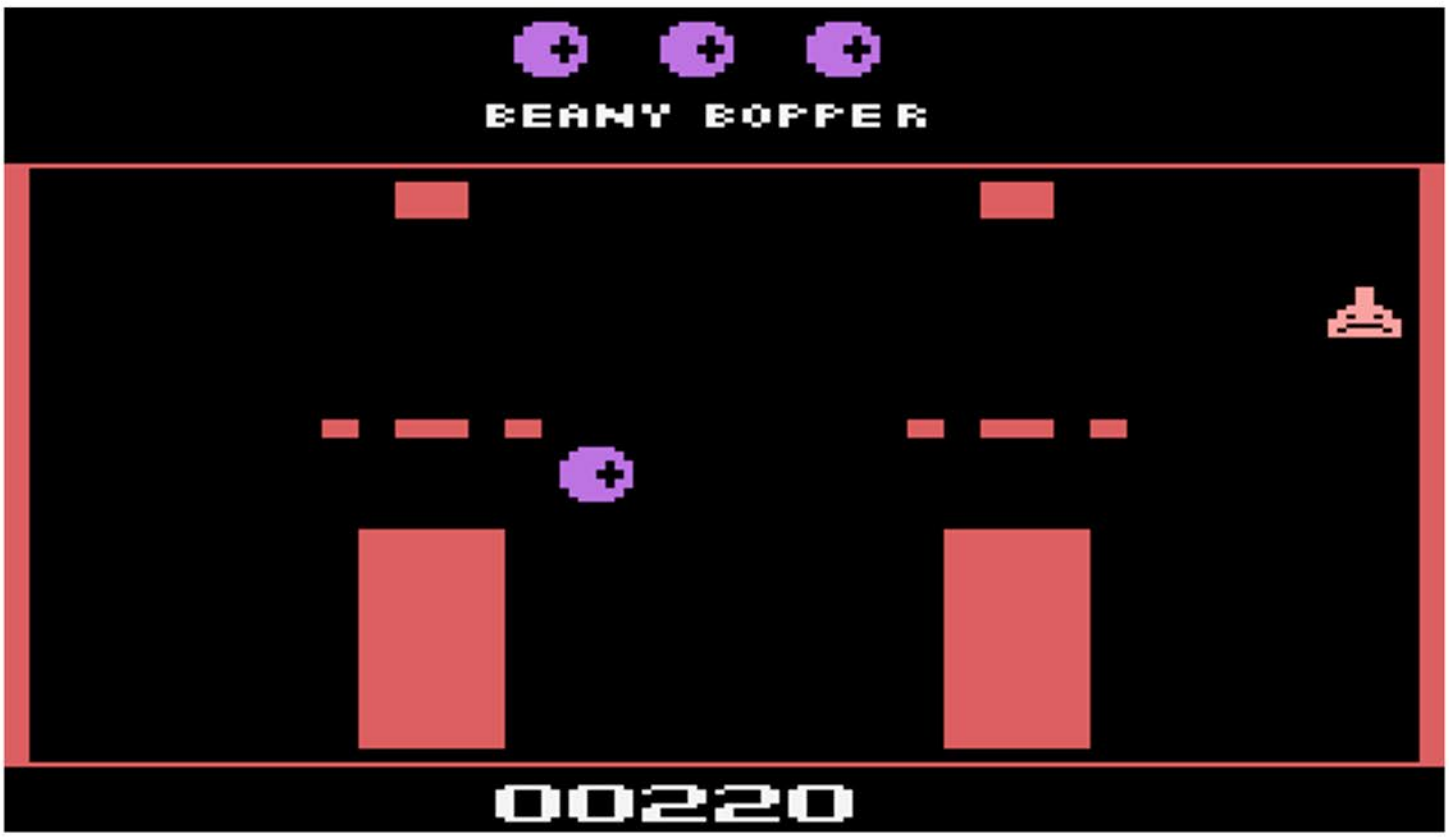
When you begin your quest there are two slow moving Beanies that make their way down from the top of the screen. Depending on which game mode you selected they will either bounce off of every surface or they will pass right through them. Regardless of what you pick, your goal is still the same, shoot them with your stun ray and capture them. Every time you round one up an item will fall from the sky that will grant you bonus points if it is caught before hitting the ground. The airplanes and parachute men will come down on either side of the screen or right down the middle, and they can be shot to hold them in place to give you time to make it to them. The bonus point bounty will continue until you miss one, which will cause another evil Beany to appear. If you happen to secure four Beanies in a row, everything (including Beanies) will turn into giant orange eyes that are worth even more bonus points. These will move just as fast as the Beanies, and will turn into them if they hit the ground, so make every effort to capture them.

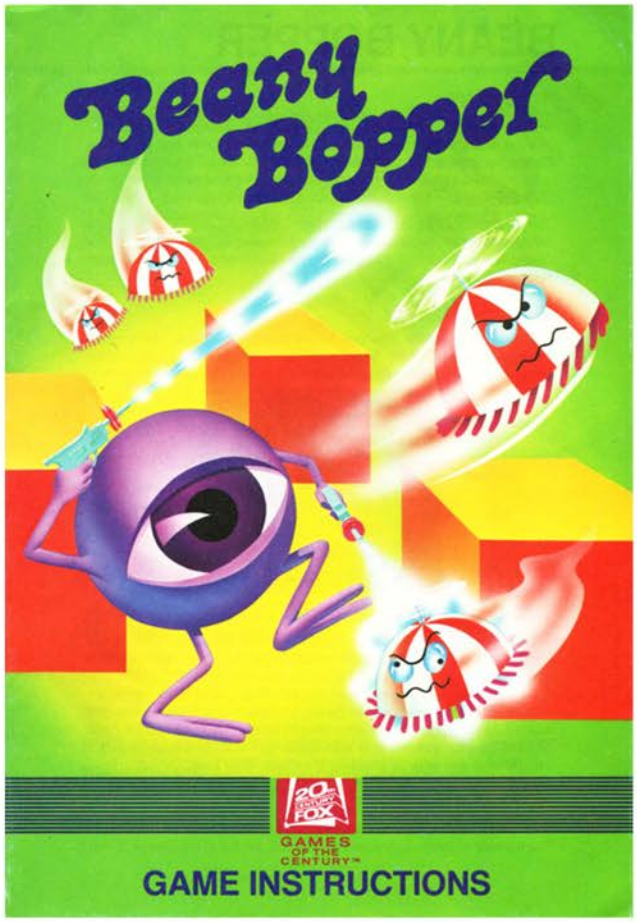





The other reward for capturing four Beanies in a row without dying is an extra life, although you can only have three in reserve at any given time. While this sounds like it would make the game go on forever, it really doesn't impact gameplay that much since the Beanies begin to move at lightening speed once you rack up a decent score. When you combine their insane speed with the fact you not only move slow but can't really aim that well, your floating purple eye will be disintegrating at an alarming rate.

Outside of the complete and total randomness that is present with the characters and items, there really isn't much else of note here. The action is slow and repetitive, and frankly there are much better options for this genre on the Atari 2600.






# BEANY BOPPER

## TO SET UP:

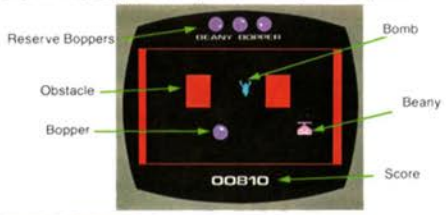
Set up your video game system and left joystick controller as instructed in your manufacturer's manual. Turn the power OFF and insert the Beany Bopper game cartridge.

## TO BEGIN:

Turn the power ON and choose the Play Option you wish. (The difficulty switches are not used in Beany Bopper.) Press the joystick button or the Game Reset lever to leave the "Demo Mode" and get ready to start Boppin'!

## THE OBJECTIVE:

Your job is to capture Beanies, Bouncing Orange Eyes, and a crazy variety of Falling Objects. Beanies are devious and deadly and must be shot with the Bopper's stun gun before they can be captured.



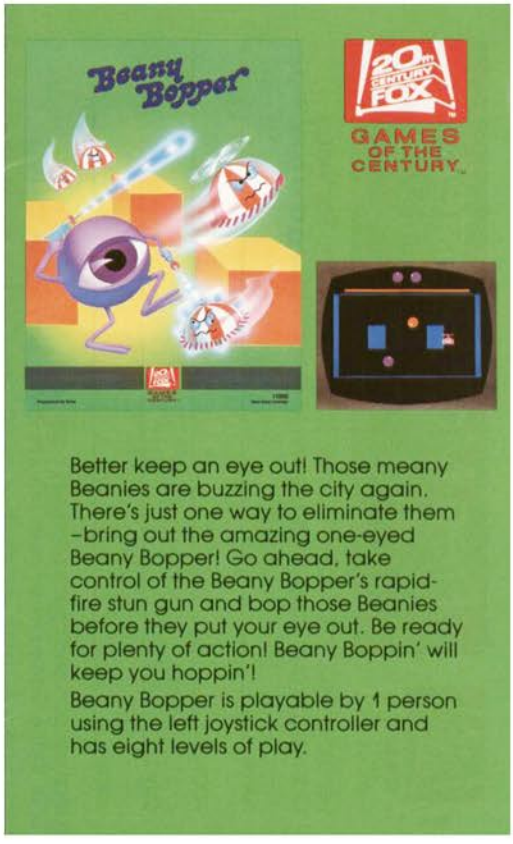

## THE CONTROLS:

Tilt the joystick to zoom your Bopper around the screen. Press the joystick button to fire the Bopper's amazing stun gun. Press once for a single long range blast or hold the button down for short range rapid fire. A hit from the stun gun will stun a mean Beany and allow him to be caught. To capture the stunned Beany, just zoom your Bopper over and touch it. None of the other objects have to be stunned to be caught, but a hit from the stun gun will slow them down too! You can pause and start the game at any time by pressing the Color- B/W lever.

## BOPPERS:

Each game begins with four Boppers, one in play and three in reserve. The number of reserve Boppers is shown at the top of the screen. If you

Above: Manual Cover and Page Sample
Right: Catalog Sample

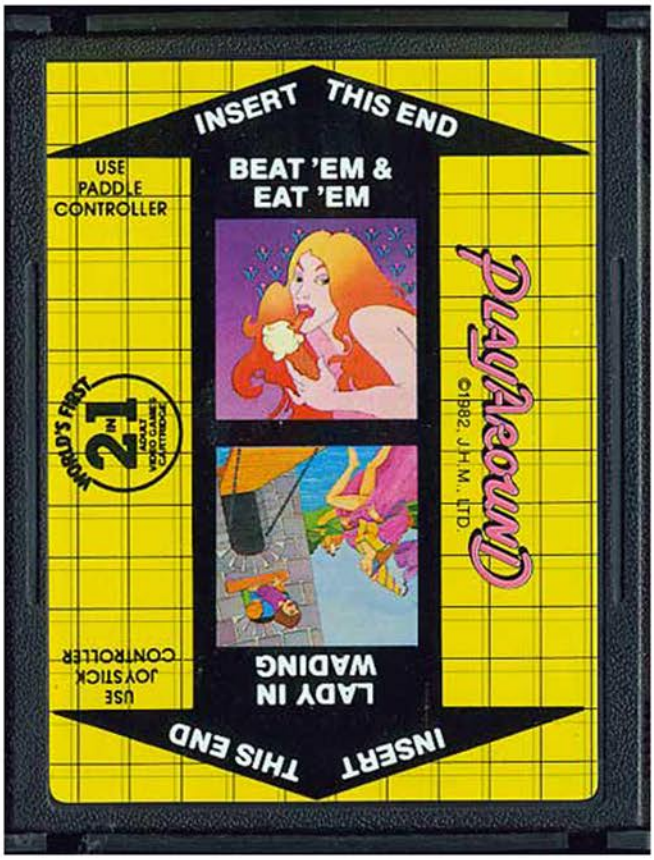


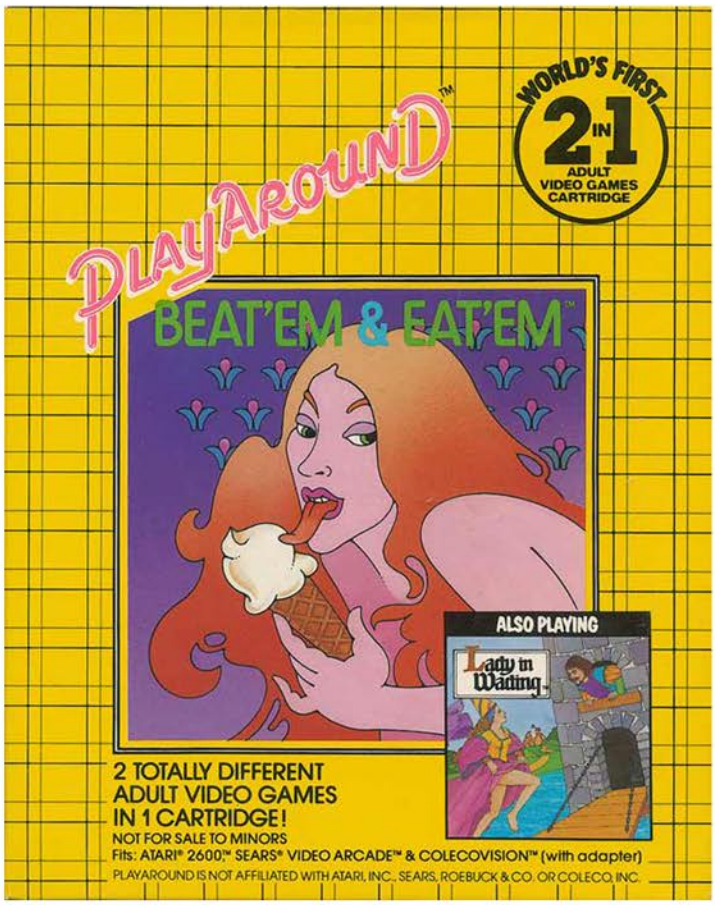
# Beat'em & Eat'em/Lady in Wading

Release Date: 1982
Publisher: Playaround
Controller: Joystick/Paddles
Players: 1
Genre: Adult

Alternate Title: N/A
Model #: 204
Rarity: 5
Programmer: Joel H. Martin

This is one of the more, ahem, unique adult titles on the 2600.

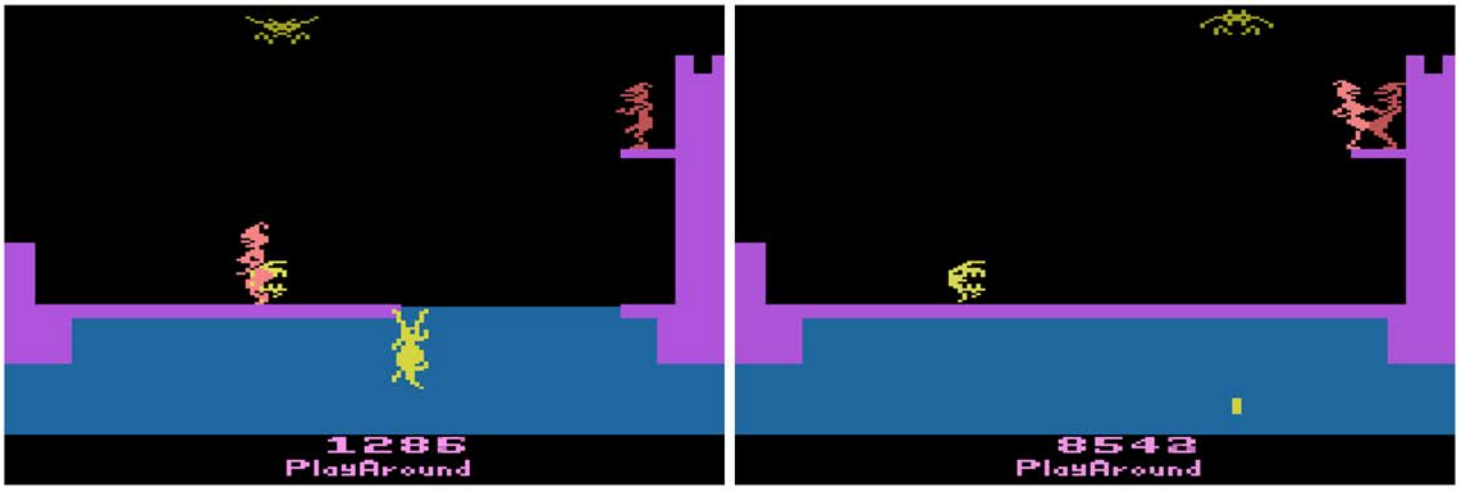


Beat Em and Eat Em is the perverts version of Kaboom. You control naked ladies who are patrolling the street below a two story building that has a naked madman running across the roof making it rain (and not in the "throw a bunch of ones up in the air at a strip club" sense). Well I guess if we are going to get technical it would be more like making it snow, but still, you get the point.

Your ladies have their heads tilted to the sky in order to catch the…umm…snow flakes with their mouth. According to the game manual you gain a point for every drop you catch, and then proceeds to scold you for any missed drop because "it could have been a doctor or lawyer." This one sentence proves that nobody should ever, ever get their sex education from an Atari 2600 game. Each round has a pre-set number of drops that will be in play (because after all, a guy has limits right?). After the successful completion you will get a breather before the next, faster round begins. If you are able to earn a score of 69 you get a bonus life. Once you have lost all your lives (i.e. let all those future doctors and lawyers die on the sidewalk) a thunderstorm rolls in and ends your game.

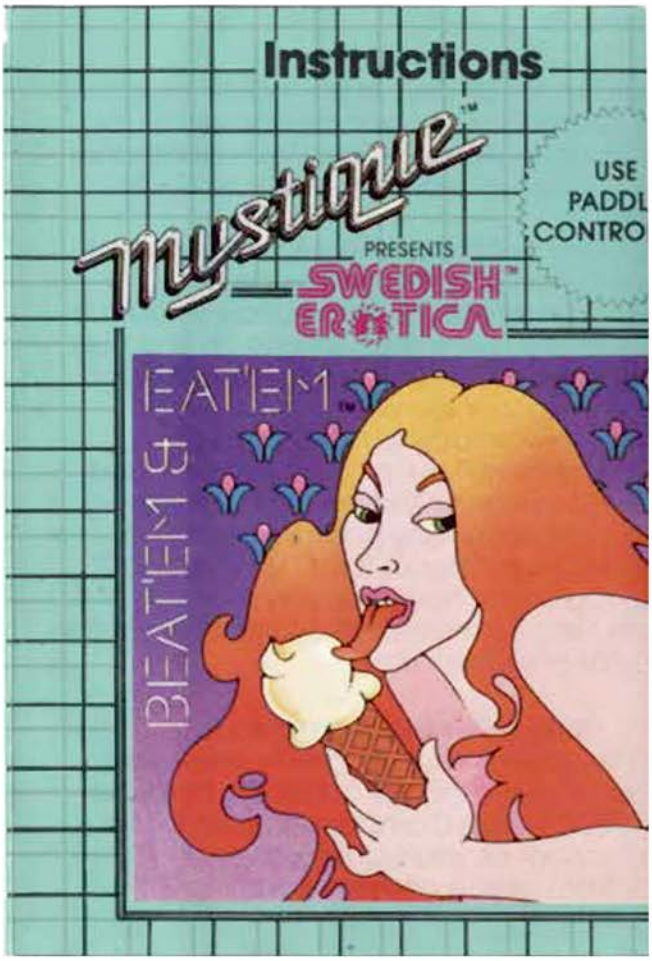
On a side note, do yourself a favor and read the instruction manual if you can find it, because it is a masterpiece of innuendo. To give you an idea, the difficulty selection is explained as “Game two is more difficult as there is only one female”, but the easier option is the "Swinger" option, since there are two women there to take on the man. The amazing doesn't end with the instruction manual as the box cover looks like the woman stole Gene Simmons’ tongue.




Lady in Wading puts you in the role of a lady who is willing to go to great lengths to get some action. Her horny old man is trapped in a tower on the other side of a moat, and it's up to her to rebuild the bridge brick by brick. That in itself would be a time consuming and difficult task, but it is made infinitely more so by the fact that there is a hungry crocodile nipping at your feet and an annoying gremlin that will bite you in the bum and hold you in place for the croc to turn the water red with your blood. On the more difficult setting the flying creature that looks like an extra from Demon Attack will rain fireballs down upon you, making your task nearly impossible to complete.

The only saving grace of this game is that you don't have a set number of lives, rather you have a counter that constantly counts up. This was probably deemed necessary due to the fact that the controls are so bad that your lady will die dozens of times on her short quest to bump uglies with her man. Oh, and for those expecting some sort of explicit action once you survive the gauntlet, you will be sorely disappointed because bumping uglies is all the happy couple does. In fact, if you mistime your jump and end up on top of the man he will throw you to the crocodile below. Although it is kind of funny to see a naked 2600 couple doing crotch thrusts. There is another version of the game called Knight on the Town that has the roles reversed.

Neither of these games comes anywhere close to being good or entertaining, but as with all of the “Adult” titles for the 2600 they should be played once just to experience them.




drops from each "shot," the female computer image will lick her lips to the sound of music.

Remember to go after the lowest drops first because once you miss and one splats on the ground, you lose that turn.

Incidentally, you'll know it when you miss because you'll hear the splat and see it too! You lose your turn, and the female computer image(s) lets loose with the world's first breaking of a computer wind.

### Ménage a Trois

Beat 'Em & Eat 'Em consists of two game versions. Game number 1 offers the swinger types a chance at twin female computer images. Double your pleasure, and see what fun; turn the paddle-wheel knob and catch all the ---. Game number 2 is more difficult in that there is only one female computer image to do all catching. The number of the game selected appears on the stripe at the bottom of the screen before you start the game.

### 69

When you reach "69" points, you earn a bonus turn. You receive additional bonus turns

Above: Manual Cover and Page Sample
Below: Beat'Em and Eat'Em Death Screen

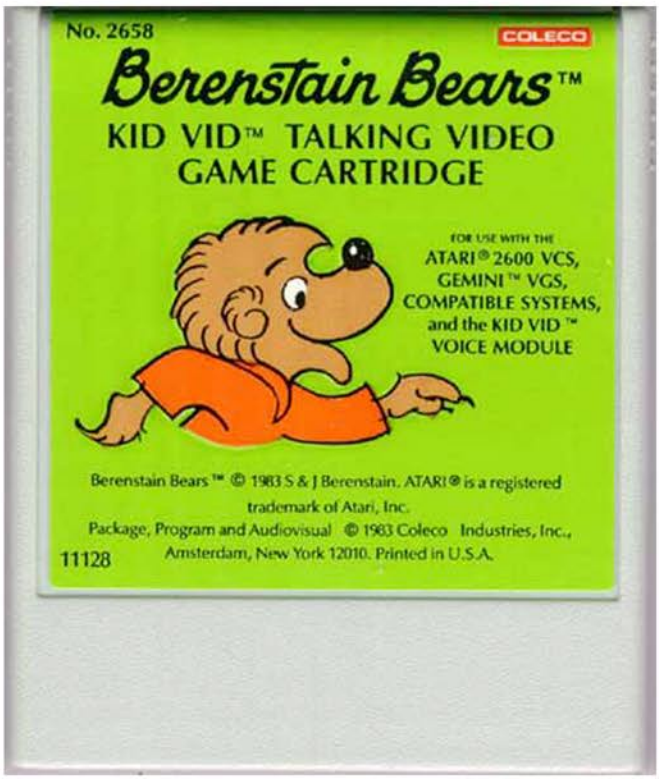
# Beat'em & Eat'em/Lady in Wading

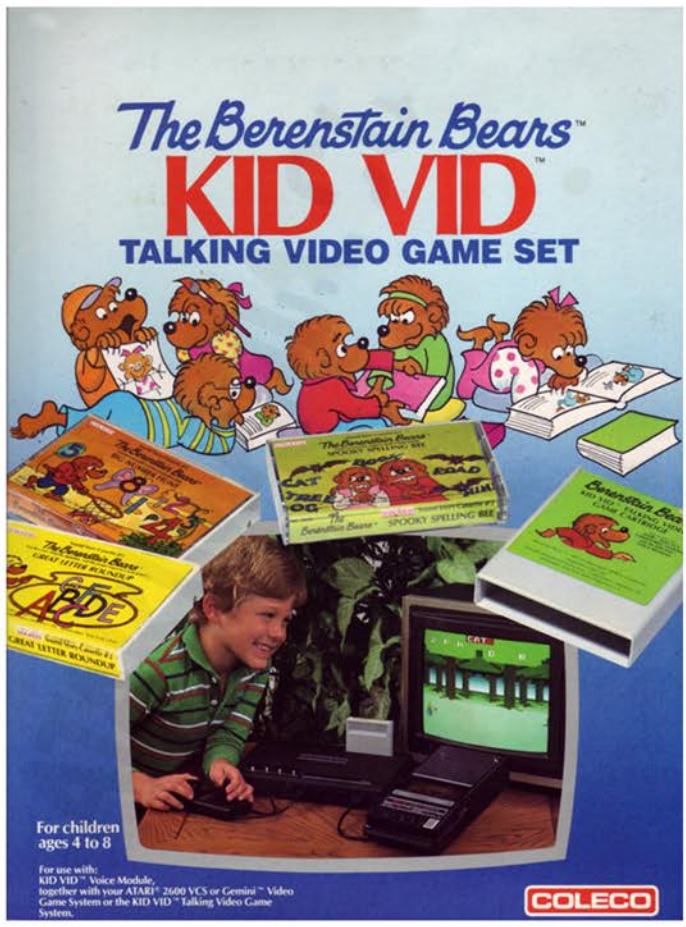
# Berenstain Bears

Release Date: 1983
Publisher: Coleco
Controller: Kid Vid Controller
Players: 1
Genre: Arcade - Catch'em

Alternate Title: N/A
Model #: 2658
Rarity: 9
Programmer: N/A

Sadly this game is all but lost to history.



The Berenstain Bears was one of only two games on the Atari 2600 that used the KidVid controller and KidVid Voice Module. By using a cassette player connected to the second controller port, the game followed along with a story that featured the lovable Berenstain Bears. Unfortunately without securing an original setup, complete with cassette tapes and player, this game is completely unplayable as the game only progresses when it gets to certain audio cues (which is why the only screen shot is of the start screen).

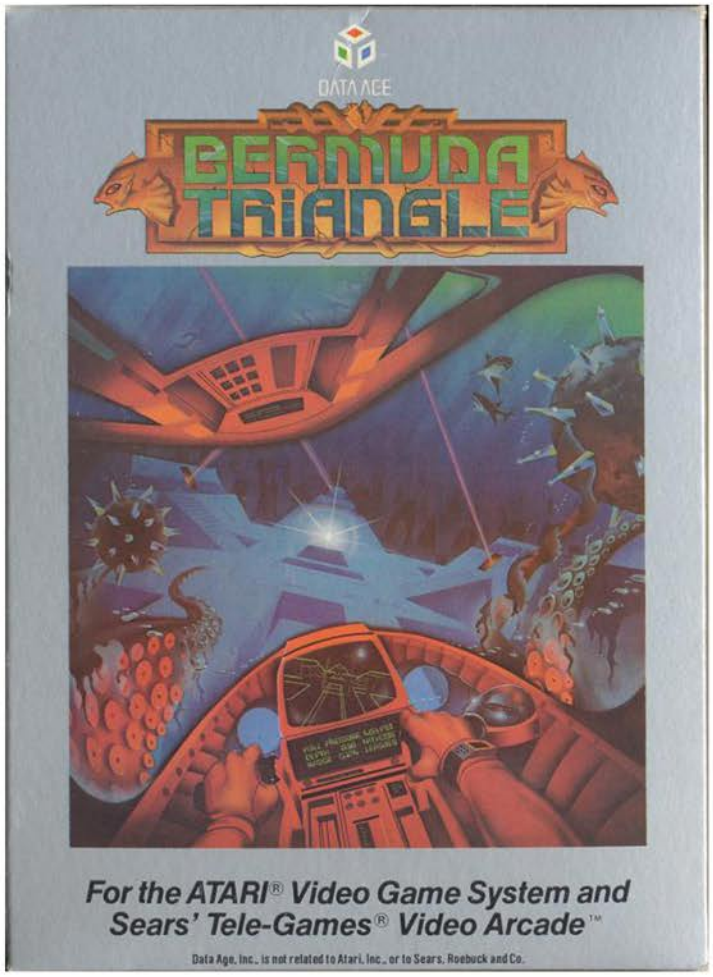
There are three different audio stories/games that can be played. Big Hunt Number , Great Letter Roundup, and the Spooky Spelling Bee. All three appear to be variations on the "catch the falling letter/number" gameplay.

# Bermuda Triangle

Release Date: 1982
Publisher: Data Age
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 116007
Rarity: 4
Programmer: N/A

This shooter is a solid entry into the genre.

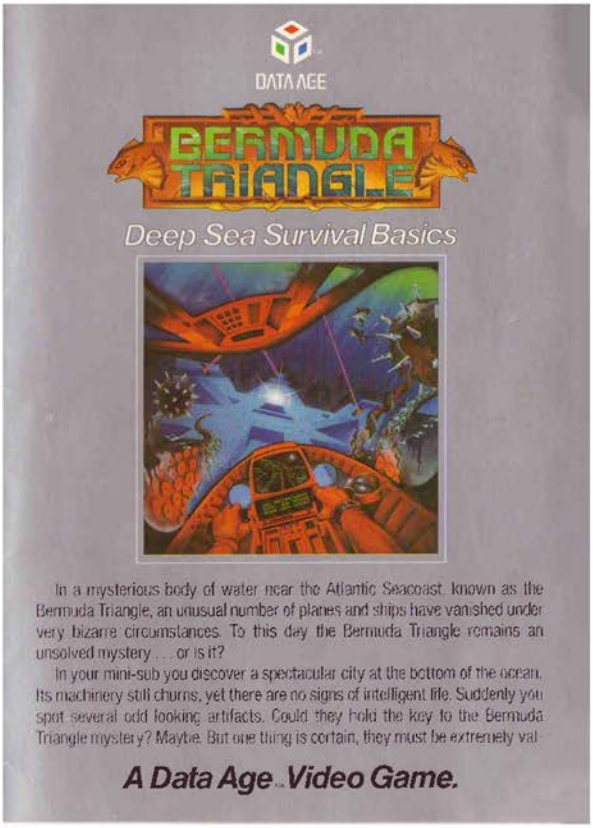


Ah yes, the Bermuda Triangle. Many tales have been told of this famed location in the Atlantic where countless ships and airplanes have vanished without a trace. Now you get to experience first hand the mystery and the wonder that is the Bermuda Triangle! OK that might be overselling it a bit. Instead of mystery and wonder you have a competent undersea shooter with a small twist or two to the gameplay.

The core concept is simple, you must use your heavily armed submarine to dive to the bottom of the ocean floor and collect valuable ancient artifacts while dodging an eclectic collection of enemies. For the most part the enemies are perfectly acceptable in an underwater adventure setting. Giant squids, man-eating sharks, and floating mines will fill the screen and give you headaches during your mission. There are also flying saucers that roam the sea, which feels a little out of place. Unlike most games of the era where everything kills you in a single touch, only the flying saucer and the mine are deadly. If the squid or shark hits you the only thing that will happen is your submarine will have a mild seizure, causing you to drop whatever artifact you have collected.

During your undersea journey you will find a random collection of items strewn across the ocean floor. If you position your ship over them a tractor beam will appear and you will grab that item. You will know you were successful if one of the most annoying "songs" starts playing over and over and over to the point where you will consider ramming a mine just to make it stop. Seriously, it's that bad. If suicide isn't your thing the other way to make the ear torture stop is to go to the surface and ram your research ship (the yellow one), which will deliver the goods and free you up to dive again in search of waterlogged treasure. There are two ways this can end badly for you however. One way is if you ram the enemy research ship (the red one), or if you aren't paying enough attention and try and capture an unexploded bomb. Given that the items move rapidly across the bottom of the screen, expect to inadvertently blow yourself up a few times.

Outside of the musical miscue, there are a couple of other minor issues with the game. At the start there isn't that much standing in your way of your deep sea salvage operation, however before you know it the screen will be so full you will feel like you are trying to cross an eight lane highway during rush hour. When you add this to the facts that your adversaries will randomly change direction at a moments notice and that you can only shoot towards the right despite being able to pilot your sub anywhere on the screen, things can become frustrating rather quickly. Those minor problems aside, this is still a solid title.




Left: Manual Cover

Below: Manual Page Samples

uable. But watch out! From out of nowhere, deadly laser beams rip past your vessel. Survive them and you will still have to face giant squid, man-eating sharks, explosive mines and aquatic drones, all determined to prevent you from removing these treasures.

***Deep Sea Expedition Objectives*** You must guide your mini-sub to the mysterious underwater city and collect as many priceless artifacts as you can, then deliver them to your research ship waiting on the surface before your mini-subs are destroyed.

**Research Ship**
Your research ship is counting on you to deliver the valuable treasures from the bottom of the ocean.

**Mini-Sub**
An advanced one-man submarine equipped with a special energy pod which can release a powerful tractor beam on command. With this tractor beam you can capture the undersea treasures.

***Valuable Artifacts***

**Tachyon Modulator Unit**
These appear to be some form of communication device, yet at this time it is only a guess. They may be found at several locations within the underwater city.

**Water Dissociation Module**
These are also scattered about the city and were apparently used at one time to separate water into hydrogen and oxygen gas. The gasses in turn were most likely directed to fuel cells to generate electricity.

**Korbinian Cube**
Although these strange objects can be found throughout the city, their purpose is still a mystery.

***Objects to Avoid***

**Giant Squid**
These creatures thrive in the warm waters above the city. Contact them and you will be temporarily immobilized and you will lose the valuables you have just collected.

**Man-Eating Shark**
Contact with a shark will also result in temporary immobilization and loss of valuable cargo.

**Aquatic Drones**
Remote controlled saucer-shaped objects that patrol the underwater city. To save your cargo, you must also avoid these objects.

**Explosive Mines**
Armed with sensitive contact fuses, these devices must be avoided at all cost. Contact one of these and your mini-sub will be vaporized.

**Bermuda Bomb**
This device can only be found within the city. Its purpose is still unknown but don't try to pick it up. It is equipped with an anti-tamper fuse that will trigger an explosion if disturbed.

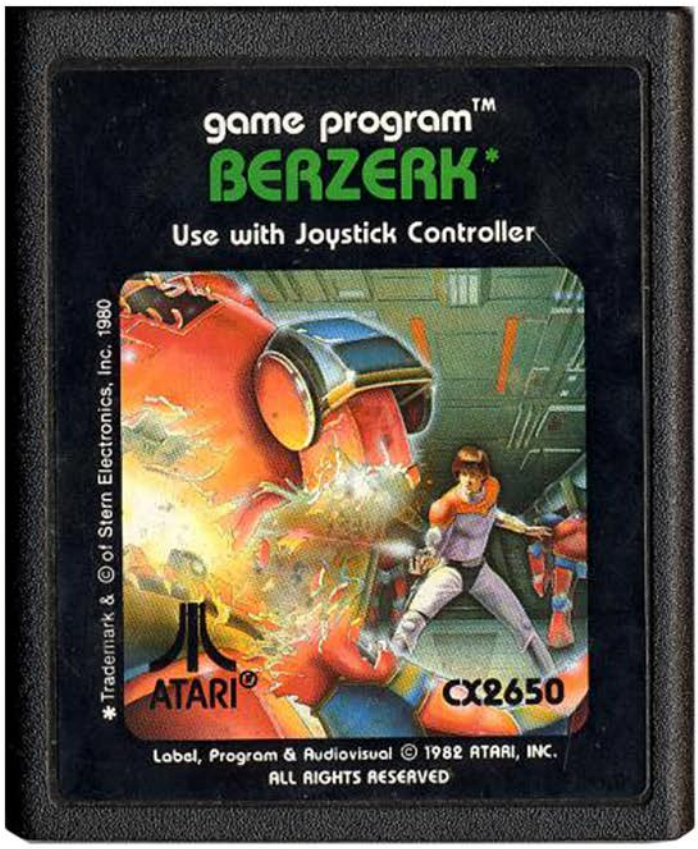
**Enemy Ship**
On the surface is an unidentified enemy ship that will steal your cargo and destroy your mini-sub if you get too close.

# BERZERK

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Shoot'em Up - Maze

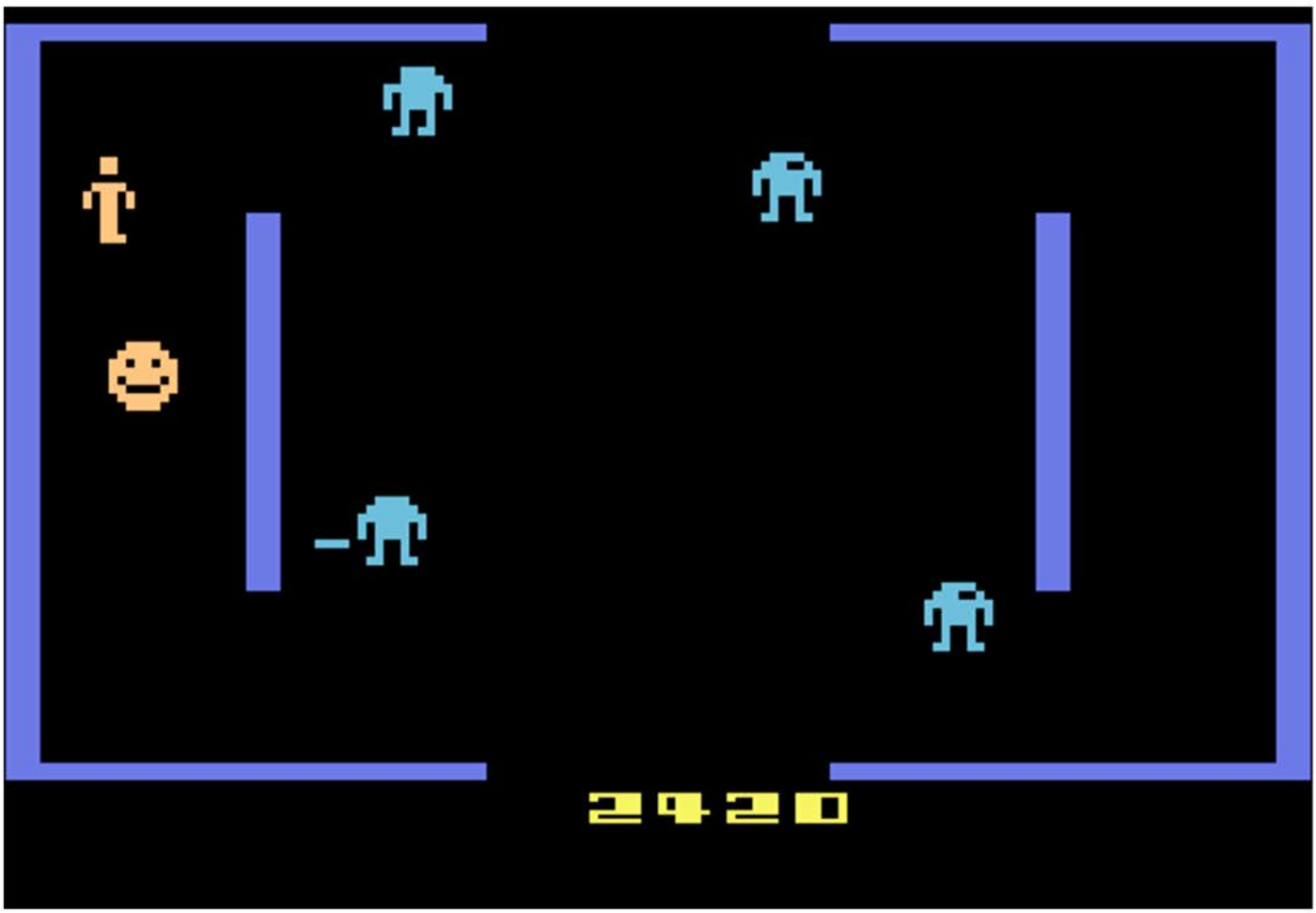
Alternate Title: N/A
Model #: CX2650
Rarity: 2
Programmer: Dan Hitchens

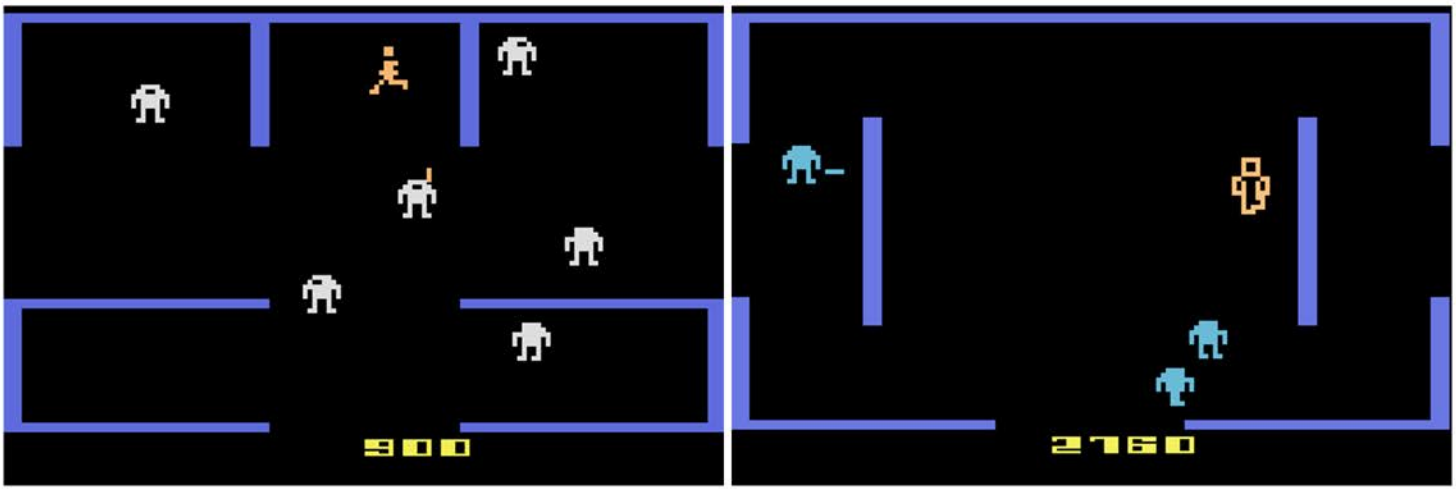
Without a doubt, Berzerk is one of the all time classics on the Atari 2600.



You are a lone warrior trapped in a never ending electrified maze that is filled with laser shooting robots and who must stay alive for as long as possible in order to set a new high score. Normally this is where you would say "must stay alive long enough to escape" but the game never ends, so we'll go with set the new high score.

When you start you will be thrown into a random room filled with a handful of robots. Luckily on the first couple of levels the robots have been disarmed, which gives you a chance to become acquainted with your laser blaster. While it can only have one laser on the screen at a time (meaning it has to impact a wall or robot before you can fire again) it does give you one advantage over your metal foes, the ability to shoot diagonally. This is vitally important since after the first couple of levels you will have lasers flying at you from every direction, and in the later levels they will be moving at lightening fast speeds. Unless you can shoot from an angle you will be electrified before you can think about pulling the trigger.

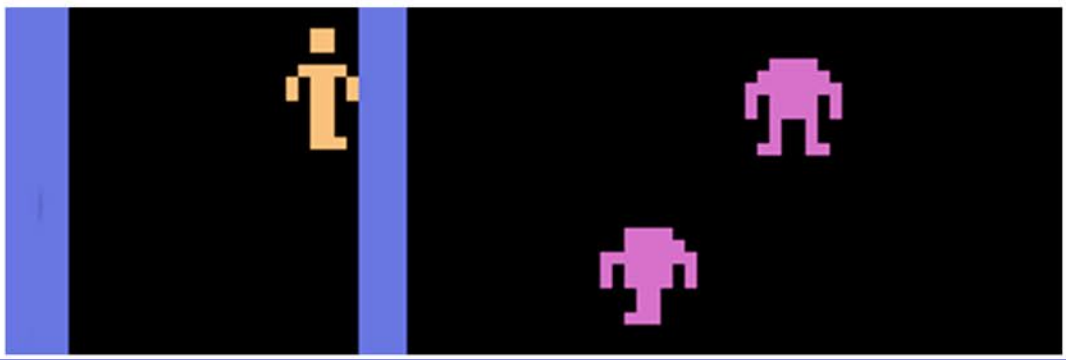




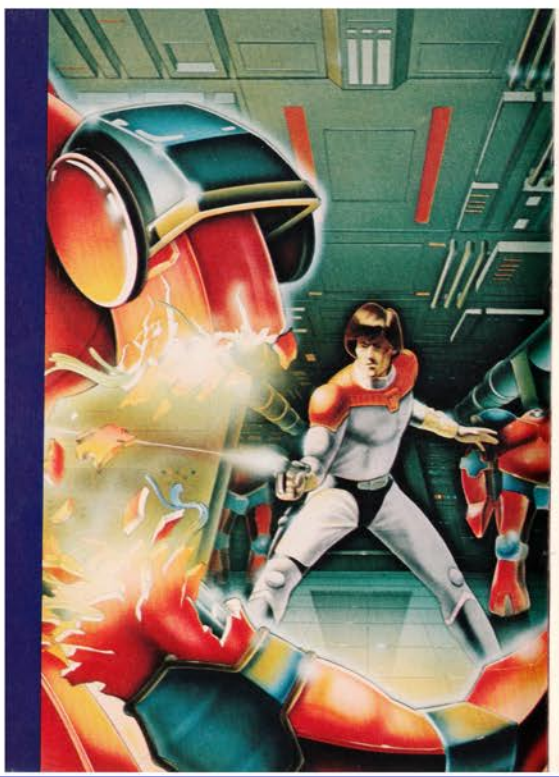

Enemy lasers aren't your only concern. For starters the walls are electrified. While this must be murder on the power bill, it does a fantastic job of making your life incredibly difficult. It can be frustrating to run as fast as you can away from an enemy blast only to clip the edge of the wall and die a painful death. On the upside the walls are deadly to your enemies, which is nice given that they are more than willing to walk directly into them for no good reason. While the robots are dumb enough to destroy themselves on the walls, they have no problem going all kamikaze on you (one touch and you are dead). Fun fact though, if you get shot and begin to sizzle you become deadly to the robots if they run into you. Always nice to score an extra few points on your way to the afterlife.

The other way to die is at the hands of the most terrifying enemy in the history of video games. Evil Otto. If you spend too long on a level a giant smiling bouncing ball will appear randomly on the screen and chase you around. There is no killing it, no salvation from it, only the haunting memory of a bouncing smiley face chasing you until your death. There are some game variations where you can shoot Evil Otto, but it only postpones the inevitable since he will reappear in a matter of seconds.

If you want to experience one of the premier titles for the 2600, and witness an enemy that will haunt your dreams, this is the game for you.



Top Left: Sears Tele-Games Cover
Top Right: Atari Force Pack-in Comic Cover
Below: Cataalog Sample

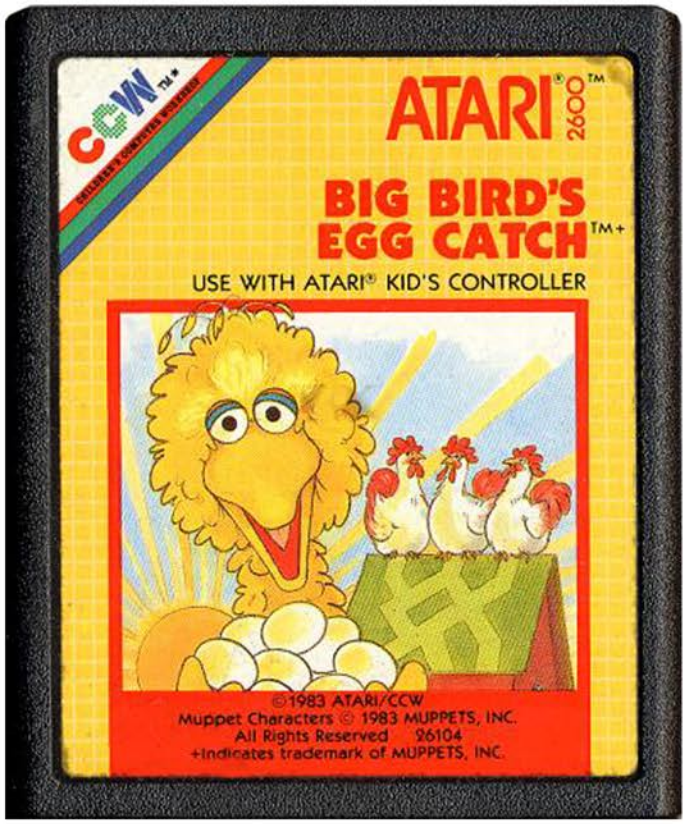


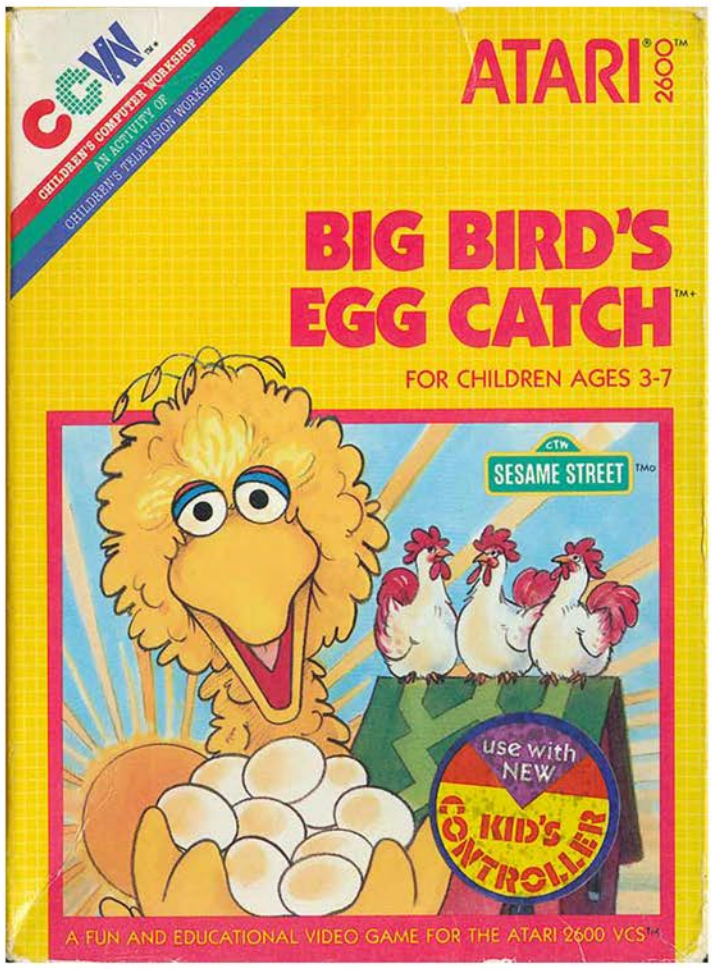
# Big Bird's Egg Catch

Release Date: 1983
Publisher: Atari
Controller: Kid's Controller
Players: 1 - 2
Genre: Arcade - Catch'em

Alternate Title: N/A
Model #: CX26104
Rarity: 4
Programmer: Christopher Omarzu

This kids game really captures the spirit of Sesame Street.

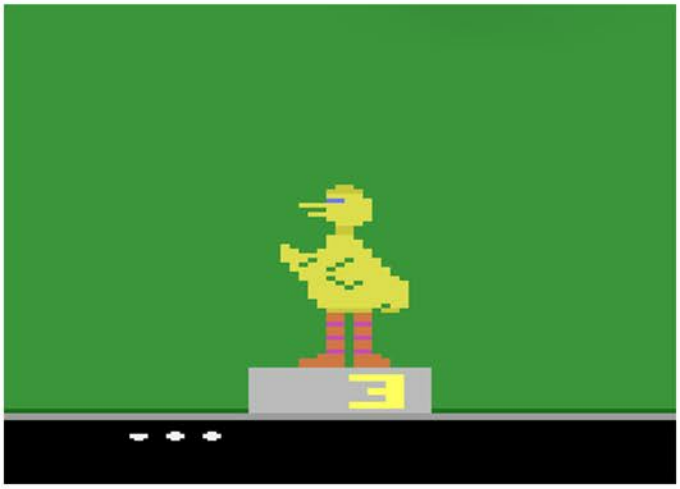


As the title implies, you control the legendary seven foot tall Sesame Street resident Big Bird as you guide him back and forth across the barn floor catching eggs. Now as you can imagine, life as a seven foot tall bird can't be easy. And trying to be a farmer harvesting the young from livestock so that people everywhere can enjoy omelets while being seven feet tall is even more difficult. Luckily Big Bird has Sesame Street Smarts and has put the chickens in the attic of the barn so that when they lay the eggs they will fall gently from the rafters and into the basket on his head.

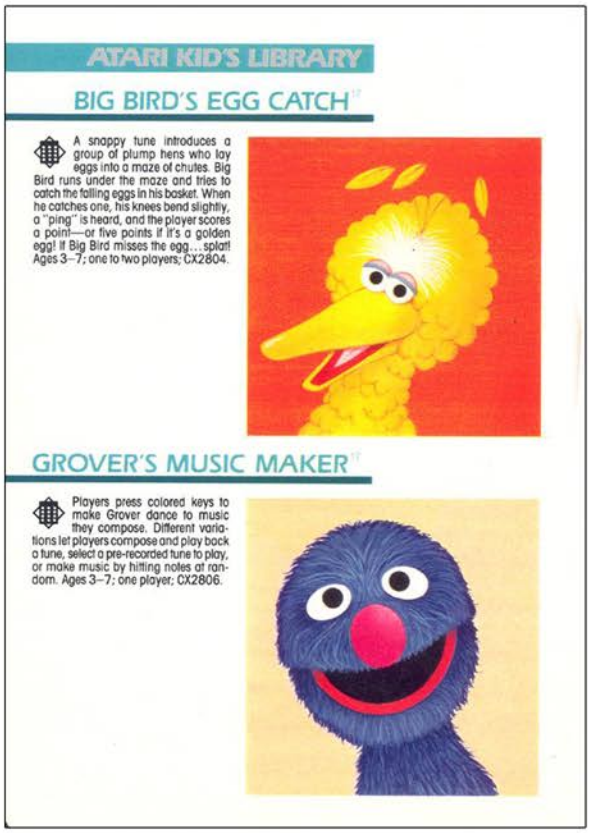
Now since this is a kids game the vast majority of the levels are incredibly simplistic. Most of the time there will be two or three chickens with straight paths to Big Bird, however once the mid-level game varieties are selected some of the pathways become jagged which changes the rate of descent of the eggs. This wouldn't be much of a challenge anyway, but it's made easier by the fact that with a simple press of the button on the oversized Kids Controller, Big Bird magically transports from landing spot to landing spot. The only thing even remotely resembling a challenge are the final game levels, which have four chickens and multiple pathways for the eggs to travel. Plus Big Bird doesn't teleport, he actually has to scurry across the floor. Even with the added difficulty it's incredibly easy. Once you catch the required number of eggs, you are rewarded with Big Bird dancing a hoedown.

**Big Bird's Egg Catch**

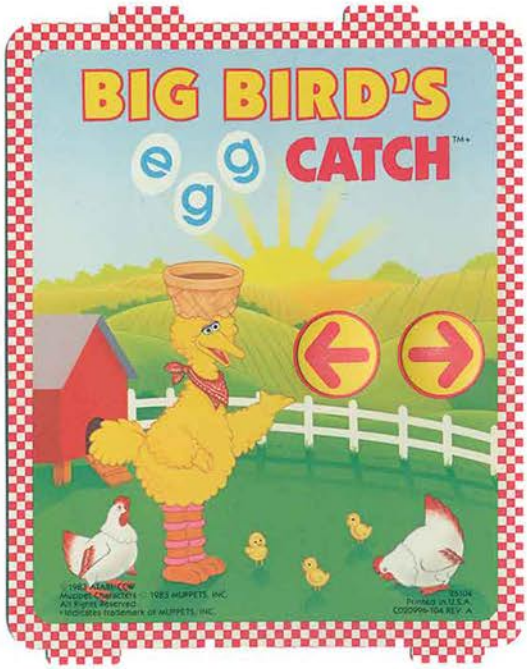



There is a bit of a nice touch with the music that is worth mentioning. As you play there is a nice 2600 rendition of Turkey in the Straw that is nice and upbeat. However if you miss an egg the music drops about three octaves as if it sounds disappointed that you let an egg perish. It's not much but it's a nice little addition.

One final thing of note. If you take a look at the box you will notice it says "for ages 3 to 7." Think about that for a moment, just think at how far we have come as a society. In the early 1980's there were actual seven year olds playing a game featuring Big Bird catching eggs and dancing to square dance music. Nowadays seven year olds are playing Call of Duty, sniping you from the other side of the map while openly questioning your lineage. Ah progress….



Top Left: Catalog Sample
Top Right: Manual Page Sample
Bottom Left: Kids Controller
Bottom Right: Controller Overlay



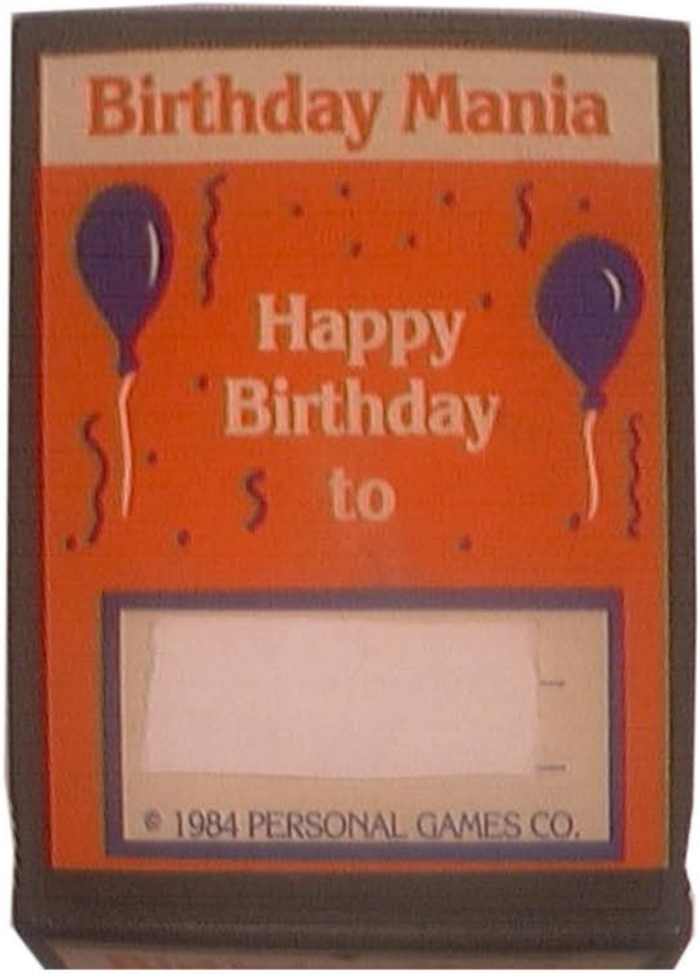

# Big Bird's Egg Catch

# Birthday Mania

Release Date: 1984
Publisher: Personal Games
Controller: Paddles
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: N/A
Rarity: 10
Programmer: Robert Anthony Tokar

The ROM for this long lost Holy Grail has finally surfaced.



It's your birthday and it's time to celebrate the fullest! Before the party can get started however you have to blow out your candles. Unfortunately it appears as though you are an immortal because the candles never stop coming.

You control a head wearing a top hat that is patrolling the bottom of the screen. As you move about, lit candles begin to descend towards you, forcing you to shoot them out with a cannon that is hidden within your top-hat. The candles come in short waves, however if you miss one it will take away your oxygen and eventually suffocate you. Which sounds like the worst birthday party ever.

The gameplay is pretty lackluster as the candles don't move too quickly or in too great of numbers. Even after several levels it's still incredibly easy to pick off most of them without issue. Your gun toting maniac is apparently packing a machine gun, because he can create a constant stream of bullets, making laying down a suppressing fire very easy. The game also goes on your schedule as it will pause between rounds until you trigger the next one by firing a warning shot towards the unseen candle gods.

Outside of the initial rendition of Happy Birthday to You (which had to have cost them a fortune to license) everything else is basic. The graphics are bare bones with the candles being simple and the only animation being your top-hat firing bullets. The sound is basic as well, which matches nicely with the grey and brown background.

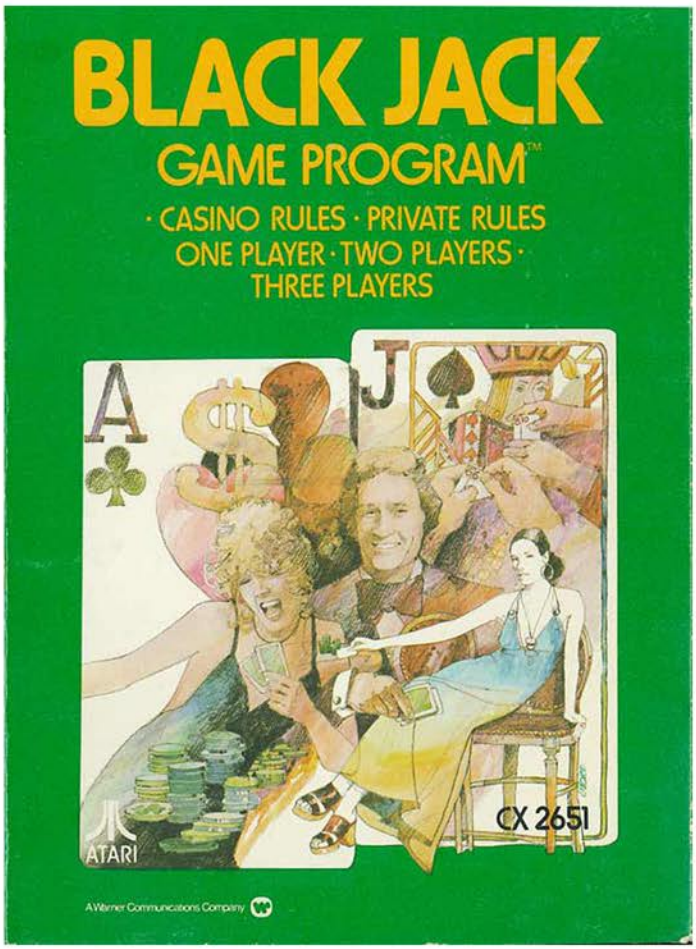
This is arguably the rarest video game across any platform, although it's a shame that it's not very much fun. For video game history buffs it's worth checking out at least once, for everyone else there's nothing of value here.

# BLACKJACK

Release Date: 1977
Publisher: Atari
Controller: Paddles
Players: 1 - 3
Genre: Cards

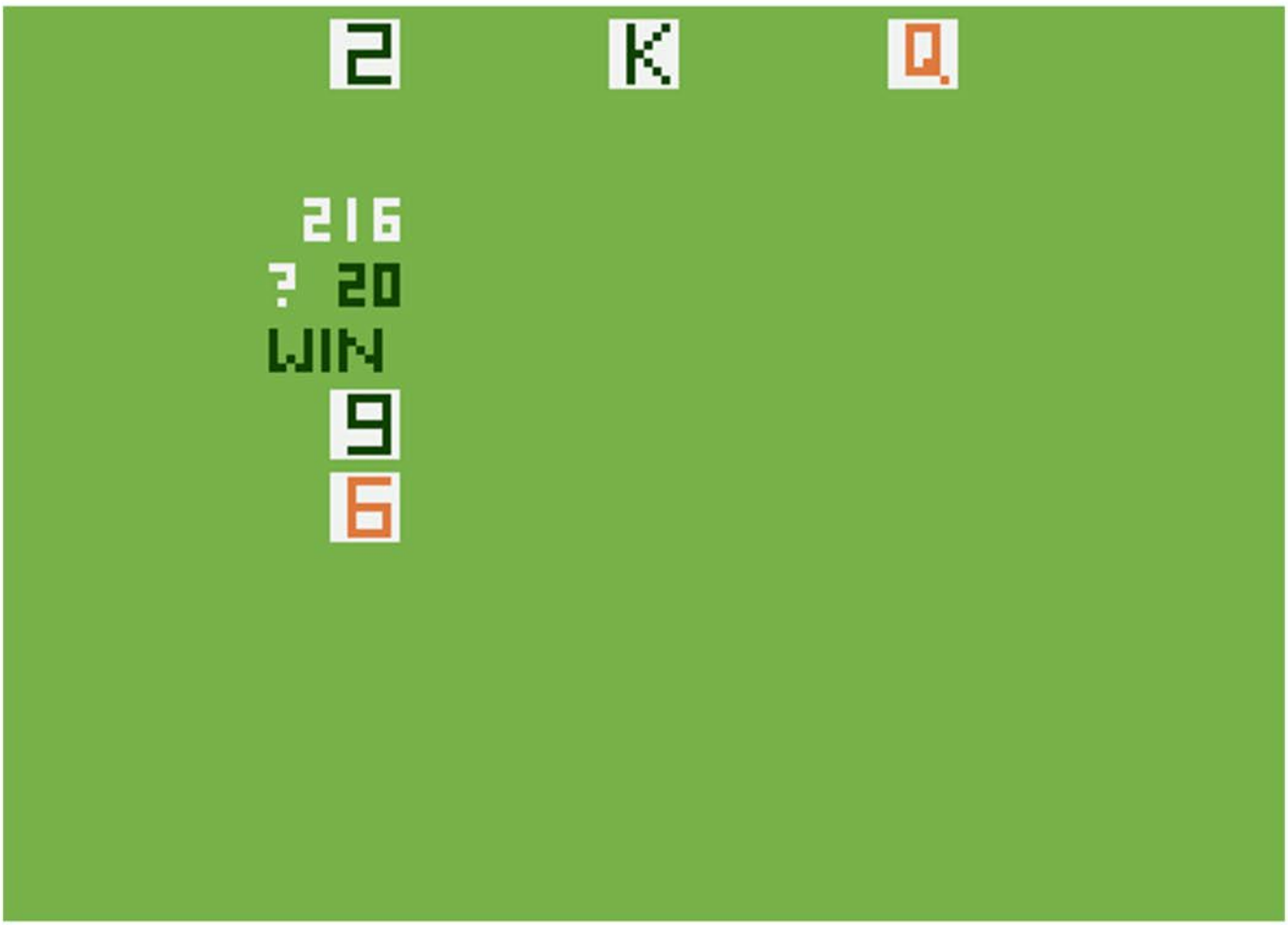
Alternate Title: N/A
Model #: CX2651
Rarity: 3
Programmer: Bob Whitehead

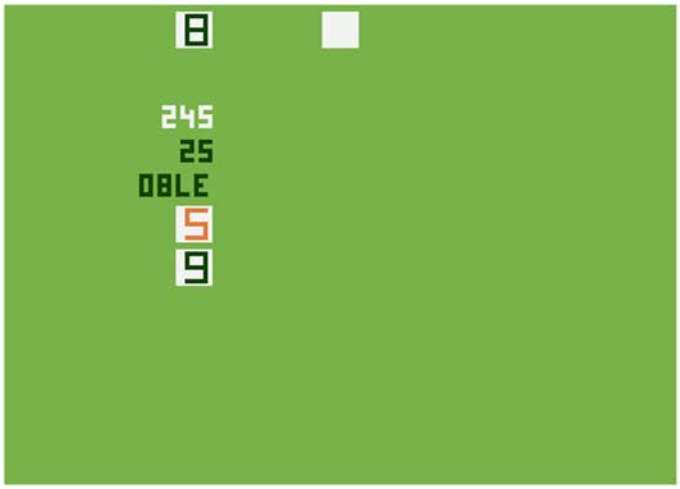
Nothing like some good old fashioned video gambling.

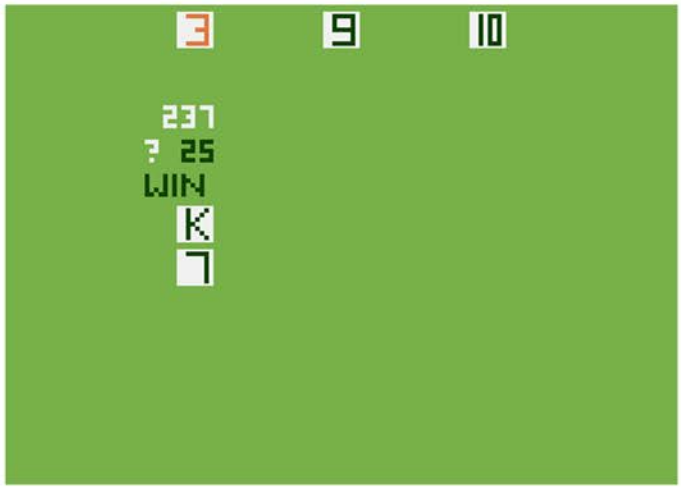


Have you ever wanted to turn your Atari 2600 into a raucous casino, filled with exciting gambling opportunities and cocktail waitresses ready to bring you your next drink as you risk a years salary on the turn of a card? If the answer is yes then Blackjack is not the game you have been looking for.

The game of blackjack is a simple card game where the goal is to get to 21. Face cards are worth 10, numbered cards are worth the value of the card, and aces can be 1 or 11. You get two cards to start out and can decide whether or not you want another one (a Hit), once you Stand with your hand then it's the computer dealer's turn to build a hand. You aren't playing against another player, as the dealer has a set of rules he must abide by. If his hand is 16 or lower he must Hit, and if it's 17 or above he must Stand. If either player goes over 21 then they lose.



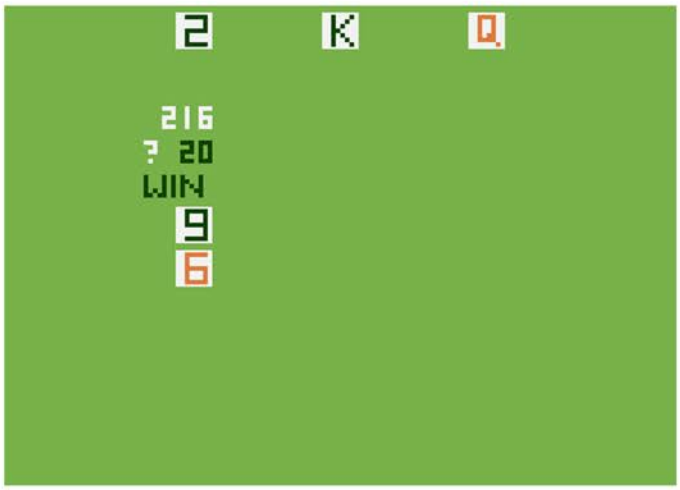


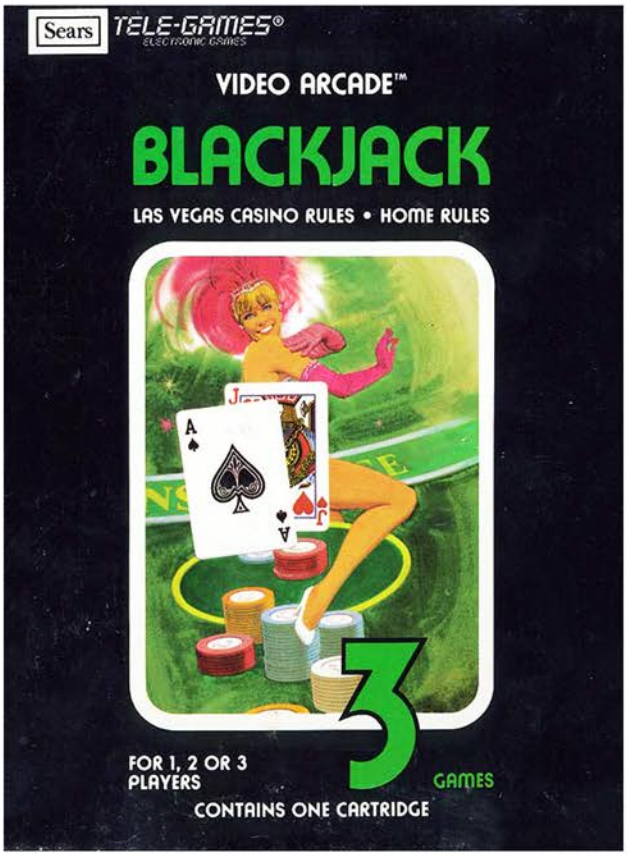



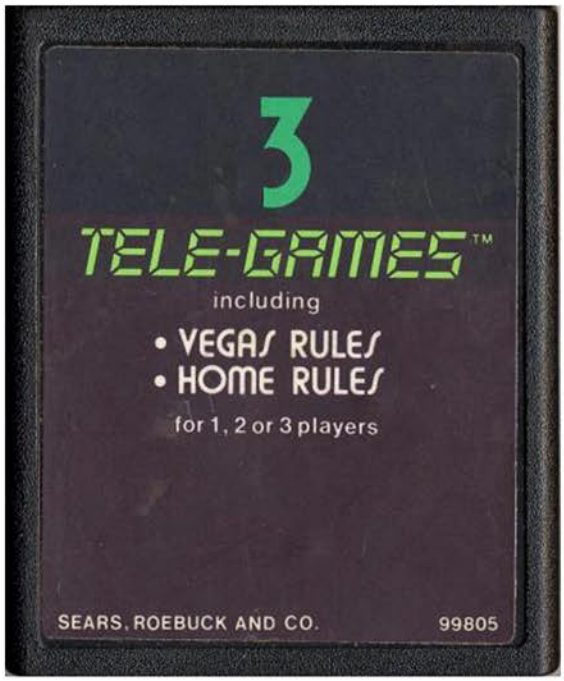

This version does an adequate job of capturing the basics of the game. Before the deal you are given 200 chips and can risk up to 25 per hand. After the deal you can decide upon the Hit, Stand, or a Double Down option where you double your bet and take one more card. The other option of a Split, where you split a pair of identically valued cards into separate hands is absent however.

Don't want to gamble on your own? There is an option for up to three people to face off against the computer dealer at the same time. The game continues until you go bust or get bored with building a massive pile of chips.

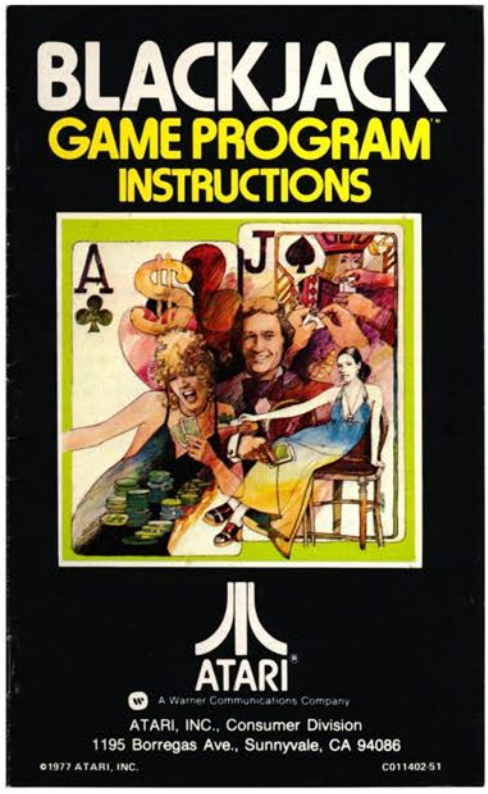
This is one of the earliest 2600 games, so it's not surprising that the entire game can be recreated with a deck of cards and a cup full of pennies.






Top Left: Sears Tele-Games Box Cover
Top Right: Sears Tele-Games Text Cart
Bottom Left: Catalog Sample
Bottom Right: Manual Cover

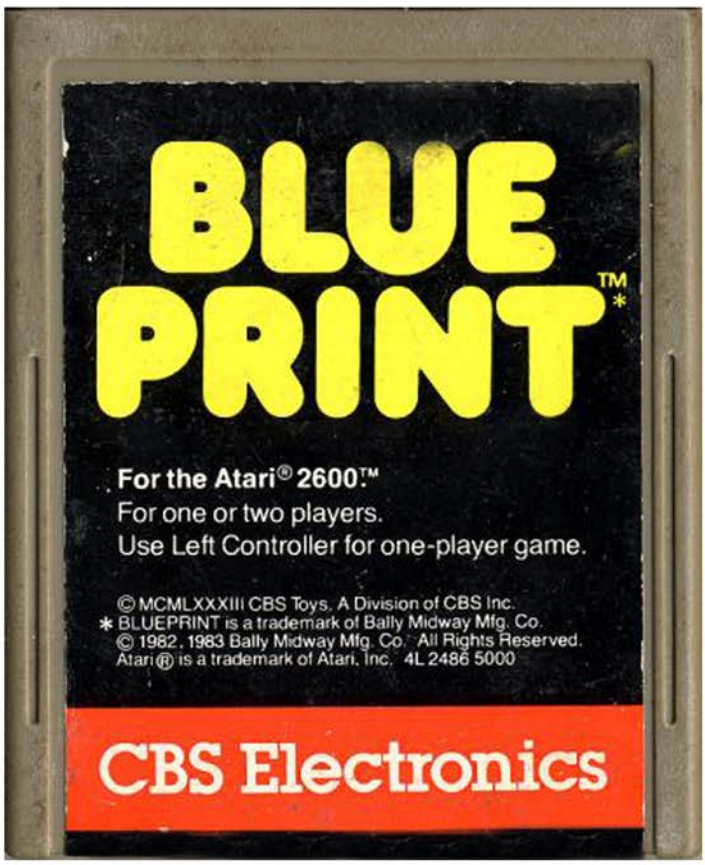


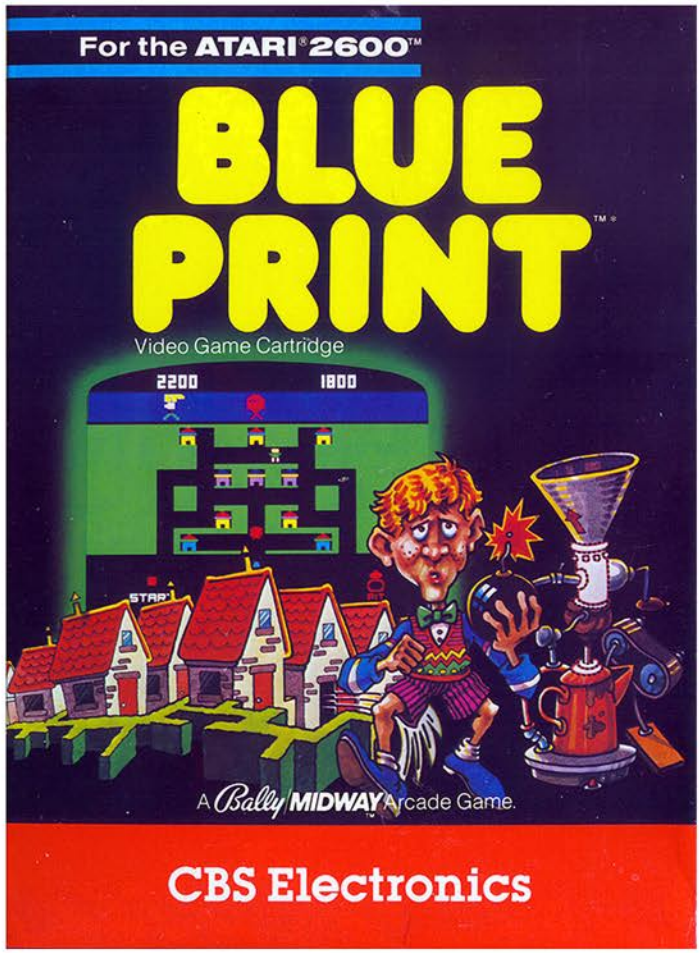
# BLUEPRINT

Release Date: 1983
Publisher: CBS Electronics
Controller: Joystick
Players: 1 - 2
Genre: Arcade - Misc

Alternate Title: N/A
Model #: 80030
Rarity: 3
Programmer: Tom DiDomenico

This is a solid port of the somewhat obscure arcade game.



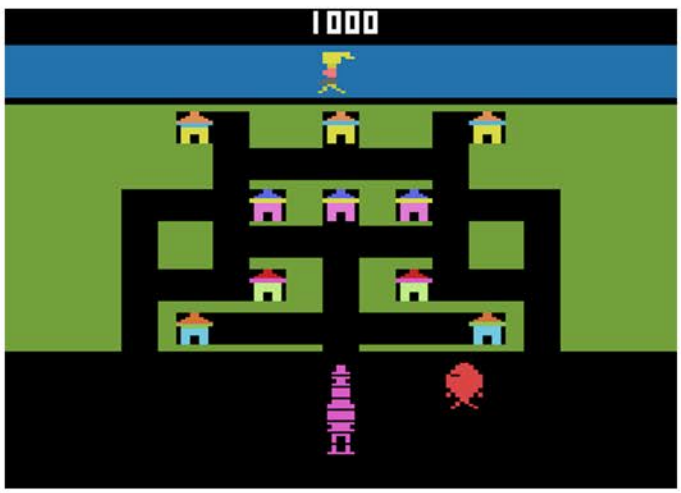



Ever hear the phrase "living on the wrong side of the tracks?" Well guess what, your neighborhood is firmly planted on the wrong side of the tracks. Your neighbor, Daisy Damsel, is being chased by an evil troll named Ollie Ogre, and it's up to you, the nameless Neighborhood Hero, to save the day. As fate would have it, you are in possession of some sort of Doomsday Device that has the ability to blast Ollie Ogre from the face of the Earth. However, as with all things in life, this is easier said than done since before you can man the gun, Ollie has partially dismantled your weapon and hidden the pieces in the neighborhood and put his best man, Fuzzy Wuzzy, on the lookout. Luckily you live in a bad neighborhood and don't have any qualms about breaking and entering.

Before you gain control of the hero you will see the pieces of your Doomsday Device be randomly put into homes. It is very important that you not only remember where they go, but in what order as well since you have to rebuild your gun in the proper order. Early on this is fairly simple as there are only three to five pieces that are stolen. Later on it can get a bit hairy as all eight pieces are spread out over ten homes. Oh, and remember that part about living on the wrong side of the tracks? This point is hammered home by the fact that if you go into a house that doesn't contain a piece you are given a bomb instead. If you are lucky it will have a long fuse, giving you plenty of time to drop it down a bottomless pit. If you aren't lucky, well, at least you get an all expense paid trip to heaven.

Once you have successfully rebuilt your weapon of mass destruction, you are taken to a separate screen and given the opportunity to take some shots at Ollie Ogre. Before you can take a meaningful shot however you must power up your weapon. If you make the mistake of just pressing fire your bullet will slowly climb to the top of the screen, giving your nemesis more time to catch up to the damsel in distress. Apparently Daisy is accustomed to living in a rough neighborhood because she wore her bulletproof vest for the chase, so you don't have to worry about friendly fire. If you are able to take out Ollie and save Daisy, the action resets, but not before Ollie dismantles a larger portion of your weapon.

As you play through the first eight levels you uncover letters to a hidden password. According to the manual it is "your key to exciting new surprises from CBS Electronics." The password was TEALPHEN, which to this day nobody has been able to definitively figure out what that meant (although it is an anagram for Elephant and The Plane).



# BLUEPRINT™

For the Atari® 2600.™
For one or two players.

## GAME PLAY INSTRUCTIONS

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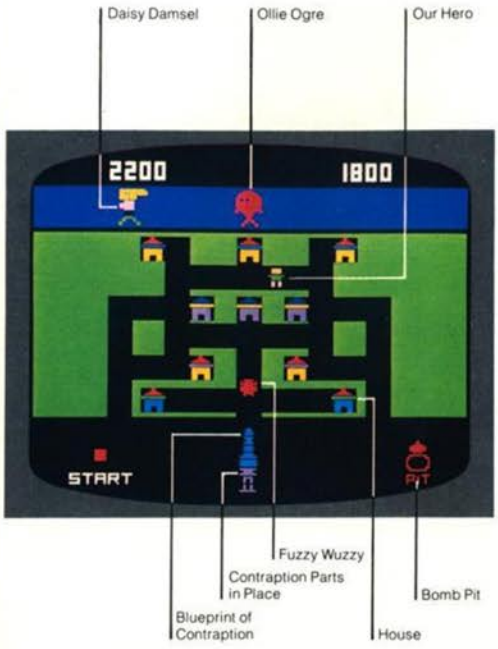
**CBS Electronics**

Above: Manual Cover

Below: Manual Page Sample



## COMPLETING YOUR CONTRAPTION

When you enter a house that contains a part, a short victory signal will sound. Use your Joystick to maneuver the part down to the blueprint, but remember: *the parts must be replaced in sequence from the bottom of the blueprint up.*

If you pick up a part that you cannot place on the blueprint yet because it is out of sequence, you must return that part to the house from which you took it before continuing on. You will not be able to leave the part anyplace else but in the correct house.

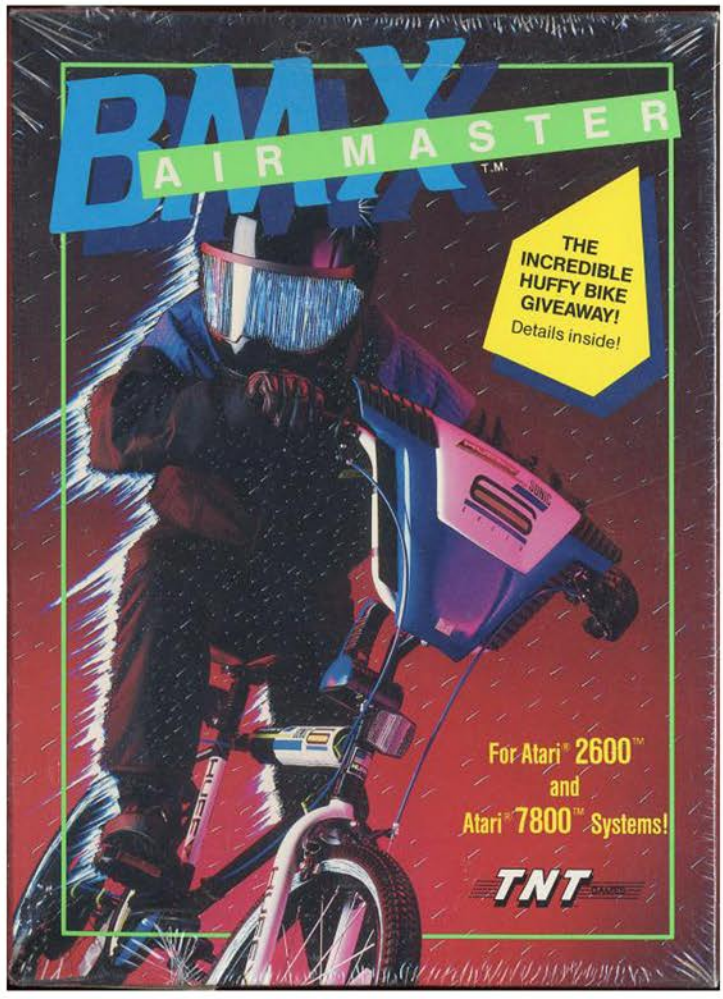
Points are scored only for parts successfully placed on the blueprint.

# BMX Airmaster

Release Date: 1989
Publisher: TNT Games
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: 26192
Rarity: 4
Programmer: Adam Clayton

This is a fun, if simple, action sports title.



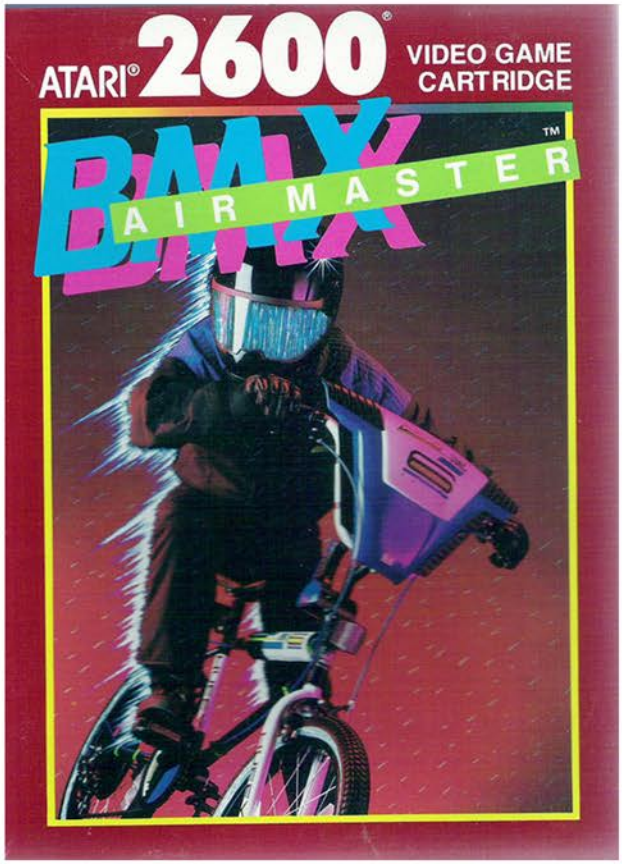
You are the BMX Airmaster, and you have three different BMX disciplines in which to show off your skills. You will pull 720's on the Half-Pipe, do double and triple backflips off of the Quarter Pipe, and soar gracefully through the air across the Ramp Jump. And as with everything in life, he who has the high score wins!

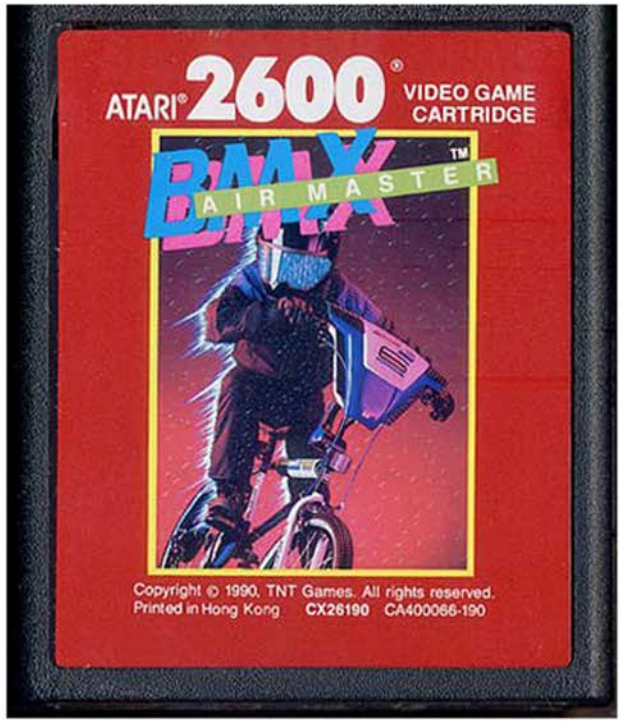
You will be spending the bulk of your time on the Half-Pipe. You have 90 seconds to pull as many tricks as possible. This is accomplished by rocking the joystick back and forth to pick up speed and launching off the ramp. Once airborne you rotate your bike by pressing a direction before getting your bike back into position to make a safe landing. If you happen to be going in the wrong direction, a simple button press with flip your bike around (which is important since you can't leap to the heavens above you if you aren't facing forward). The real fun begins once you have picked up a lot of speed and fly off the top of the screen and into the clouds above. Doing this allows you to do inhuman moves, like a 2160 (six full rotations for those of you who are bad at math and don't have a calculator handy). Provided you don't crash five times in that 90 seconds, you will be off to the next level.

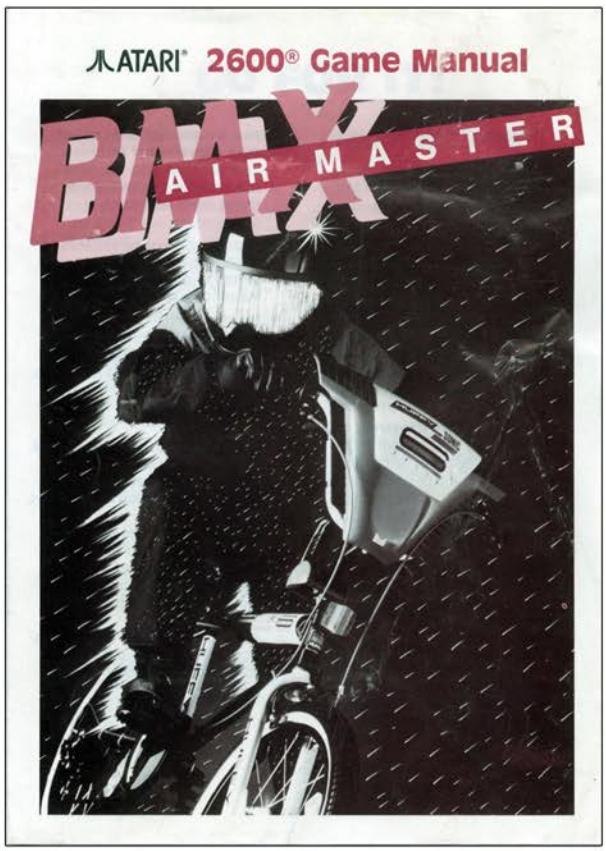
On the Quarter Pipe you have three chances to fly skyward and collect points. The play mechanics are the same as the Half Pipe, where you gain speed and do tricks in the air. The best way to achieve higher scores is to start doing front flips, so once your front or back wheel lands you will bounce up in the air, allowing you more time to rack up points. It's easy to get two or three extra bounces while still giving yourself enough time to get in landing position. Once you make your three jumps (and provided you haven't wiped out a total of five times) you are onto the next level.

The final stop on your BMX journey is a tropical pier that has a Ramp Jump set up. This is by far the weakest of the three events in terms of gameplay, but the strongest in the sense that you get to hang out in an island paradise. I'm assuming that this is the golden celebrity years for your BMX biker since he does a couple of short easy passes before going off to hang out with the bikini clad island residents (not pictured, for obvious reasons). If you still have lives left after three jumps it's back to the Half Pipe to continue building your score.

While BMX Airmaster does contain some nice 2600 graphics, it's important to note that the game was released in 1989. Of course by 1989 the NES and the Genesis were both on the market, so comparing BMX Airmaster to other titles of the day is kind of like taking a knife to a nuke fight.




Top Left: Atari Release Box
Top Right: Atari Release Cart
Left: Atari Release Manual Cover

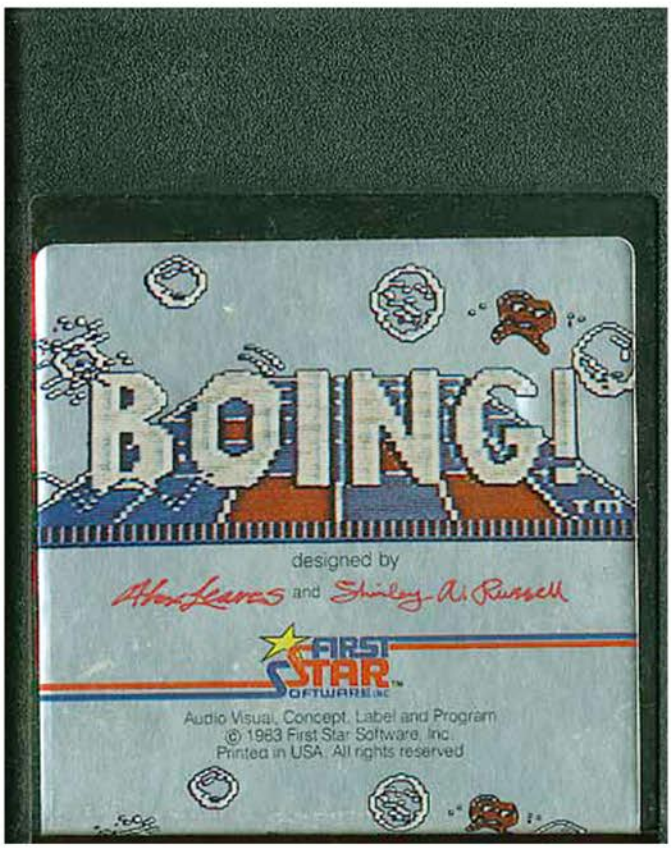
# BMX AIRMASTER

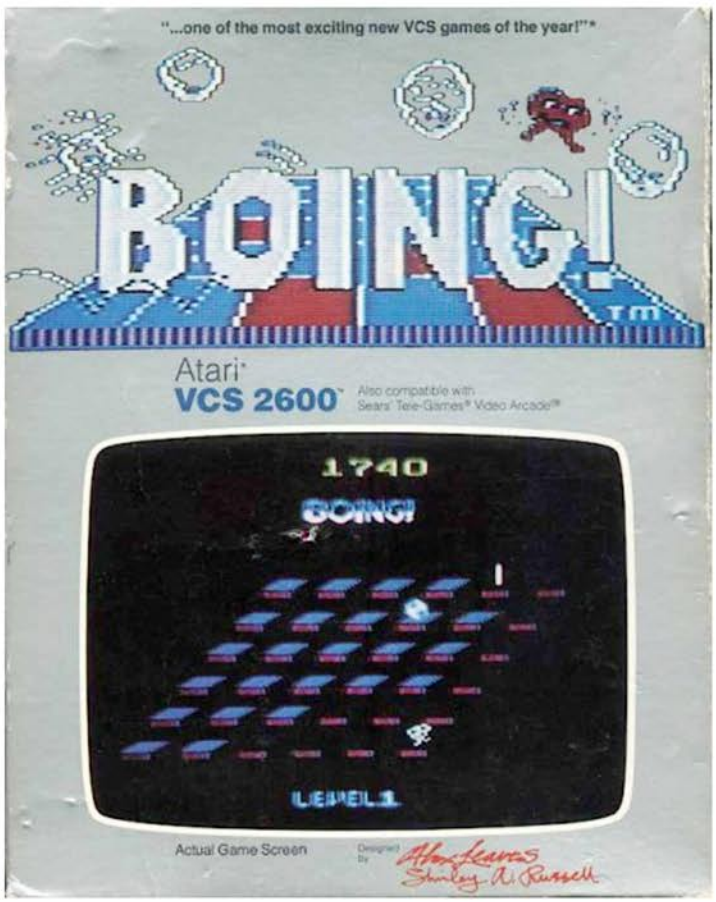
# BOING!

Release Date: 1983
Publisher: First Star Software
Controller: Joystick
Players: 1
Genre: Arcade - Q*Bert

Alternate Title: N/A
Model #: AZ-030
Rarity: 8
Programmer: Alex Leavens/
Shirley Ann Russell

If you ever wanted to play a super sped-up version of Q*Bert then look no further.



You are in control of a Bubble that must bounce around a six by six grid changing the color of the floor panels. Standing in your way is a constant barrage of sharp pins that descend from the top of the screen, and a deformed space invader looking creature called the Bubble Eater. Apparently just before embarking on this quest to change the color of the tiles our hero the Bubble did a whole lot of blow, because man is he (it?) hyper. Whereas Q*Bert takes his sweet time jumping from space to space, Bubble can clear an entire row in under a second. Early on it seems like you have an unfair advantage, however it doesn't take long for you to be thankful for that speed, as your nemesis the Bubble Eater has some quickness to him as well.

While there are only six levels in the game, each level requires you to completely change the color of five boards before moving on. The first level is the simplest, where you just have to touch each tile in any order you like. The next couple of levels forces you to clear a specific row before you can affect any of the others. If you make it to the fourth level the real fun begins, as every time you land on a square it changes color. This means you have to plan your movements carefully, or spend eternity retracing your steps trying to figure out how to solve the puzzle you have created for yourself (while dodging pins and being chased at that). The game ramps up the difficulty further after that by combining the previous tweaks to the rules.

As fate would have it, your deadliest enemy is also your only friend in the game. The Pin can get annoying, especially as you attempt to clear the top row of the board since the Pin randomly appears before descending straight down. The upside to the pin is that if you can time it just right you can get it to land on the Bubble Eater, which disables him for a few seconds. It is also possible to lure him into the line of fire, since once he gets going he will pursue you like his life depends on it.

Even with the color changing variations, Boing still feels like a cheap Q*Bert clone. Outside of the insane speed of the Bubble, it doesn't make any significant changes or improvements to the game it is emulating.

First Star Software Presents

by Anne Lears and Shirley A. Russell

Above: Manual Cover
Below: Manual Page Sample

## The Game

You bounce the BUBBLE around a playfield of 36 STEPS (6 rows of 6). The BUBBLE must land on each step and turn it "on", sometimes in a particular order. The BUBBLE EATER™ or the PIN will pop the BUBBLE if either comes in contact with it. The BUBBLE EATER chases the BUBBLE, while the PIN descends the steps from the top row down. The PIN will pop the BUBBLE *or* the BUBBLE EATER if they are in its path.

## Objective

The object of the game is to jump the BUBBLE around and turn each step on. When you first begin the game a short tune will play before you can start. In the first 3 levels, jumping on a step will turn it on and leave it on; but in the last 3 levels, each time you jump on a step it will reverse: if it's "off", it turns "on"—if it's "on", it turns "off"! On some levels you must turn on a particular row or rows of steps before you can turn on steps in any other row. (See LEVELS)

The BUBBLE EATER always starts out in the lower right corner, waits a couple of seconds and then tries to catch you (the BUBBLE). If he lands on you or you land on him, you lose a BUBBLE. The PIN starts out at the top of the 6 columns and hops down the STEPS until it disappears at the bottom. Then the PIN reappears at the top, randomly choosing one of the 6 columns. Avoid the PIN as it is fatal to the BUBBLE! You can temporarily zap the BUBBLE EATER by luring him under the oncoming PIN. The BUBBLE EATER disintegrates and starts glowing. After a few seconds

**Level 1:** If the BUBBLE jumps on any step that is off, the step turns on. Landing on a step more than once has no effect.

**Level 2:** Jumping on a step turns it on. However you must turn on all the steps of the indicated row before going to the next row. The indicated row is clearly marked by the white edges. You start with the bottom row and turn on all 6 steps across. Once the bottom row is complete, you must then turn on the 6 steps of the next row up. This continues all the way up to the top row.

**Level 3:** Jumping on a step turns it on. However you must turn on the steps of all 3 even rows before you can turn on the steps of the 3 odd rows. The rows to turn on are clearly indicated with white.

**Level 4:** Jumping on a step always reverses its current condition. For example: land on a turned off step, it turns on. Land on a turned on step, it turns off.

**Level 5:** Jumping on a step always reverses its current condition. However, like level 2, you must turn on the 6 steps of the indicated row before going up to the next row.

**Level 6:** Jumping on a step always reverses its current condition. However, like level 3, you must turn on the steps of all the 3 even rows, indicated with white, before you can turn on the steps of the 3 odd rows.

## Scoring

There are 4 ways to score points:

You score points *every time* you turn on a step. In levels 4, 5, and 6, where a step turns on and off, you score points every time you turn it on again.

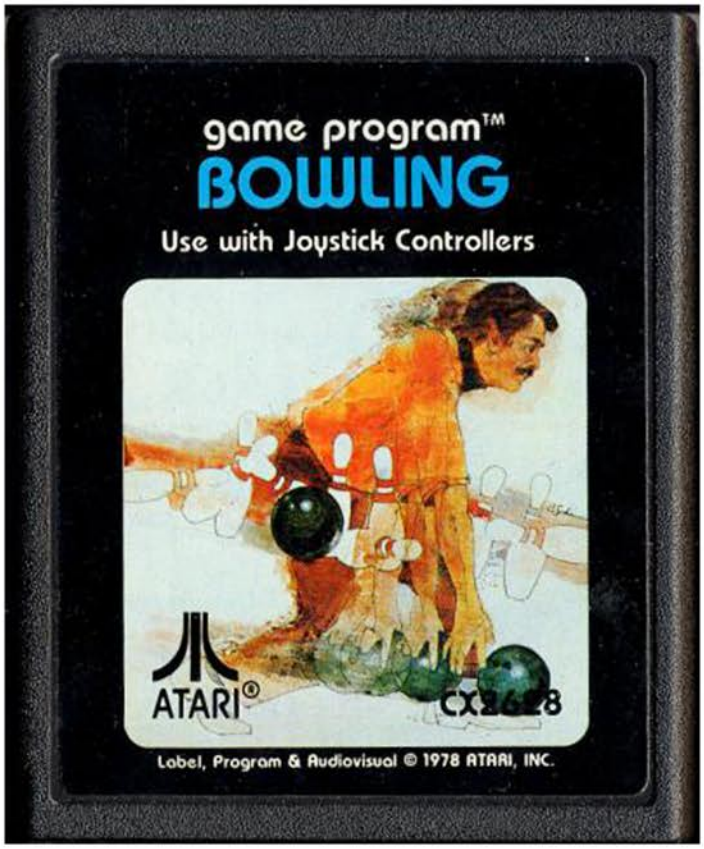
*continued*

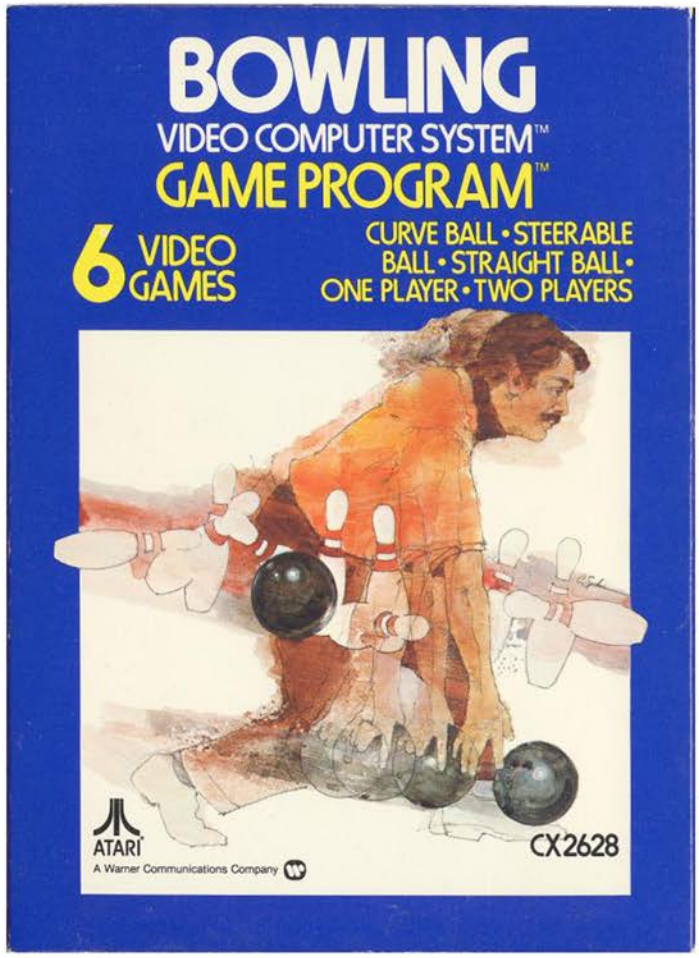
# Bowling

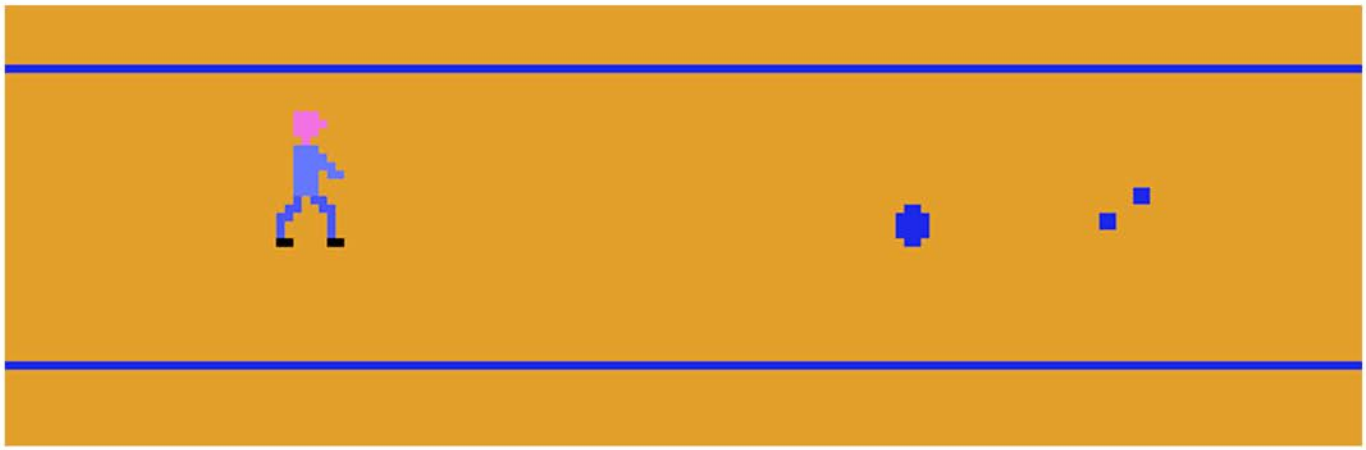
Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: CX2628
Rarity: 2
Programmer: Larry Kaplan

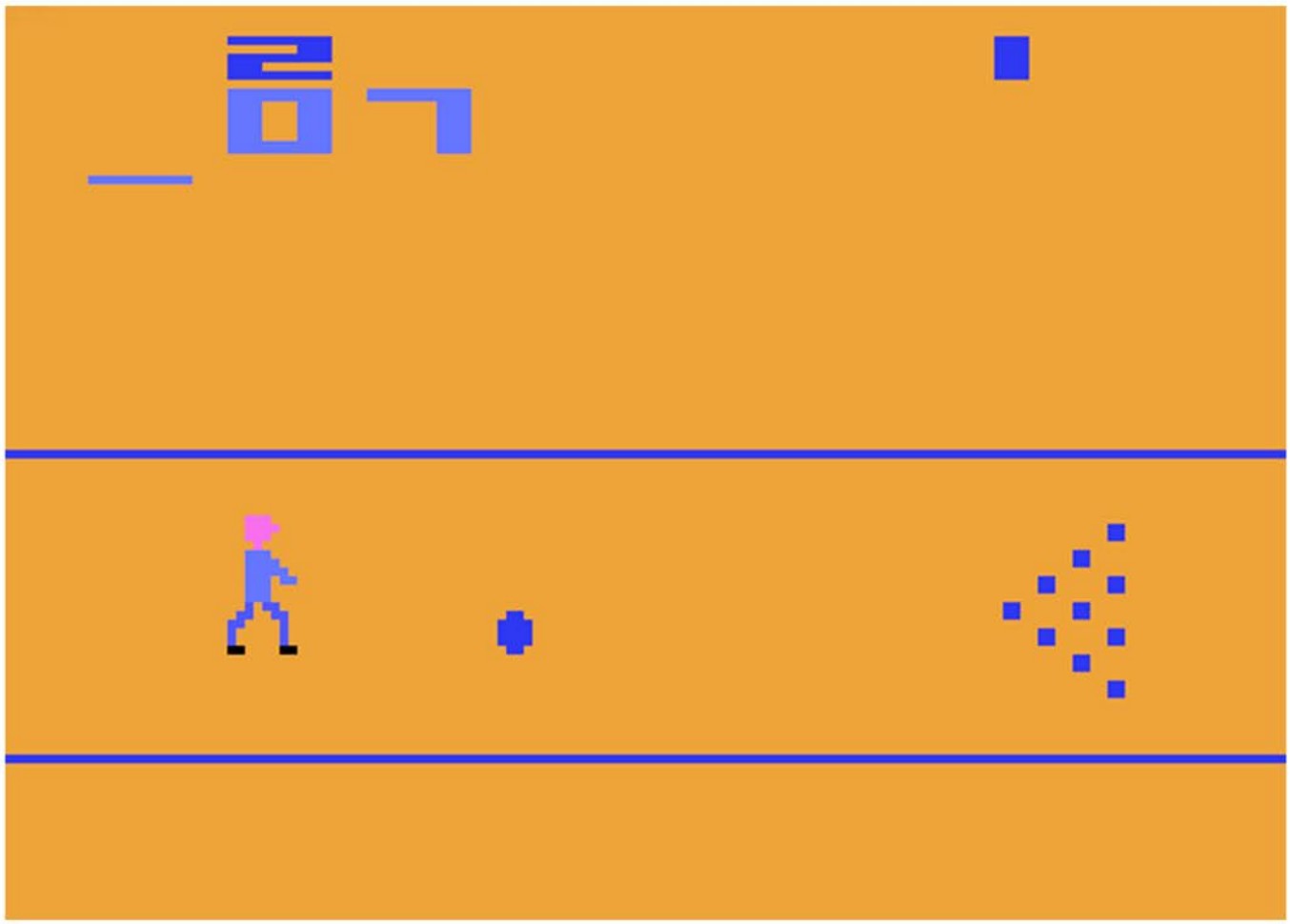
This is a simple yet effective digital version of the sport of bowling.

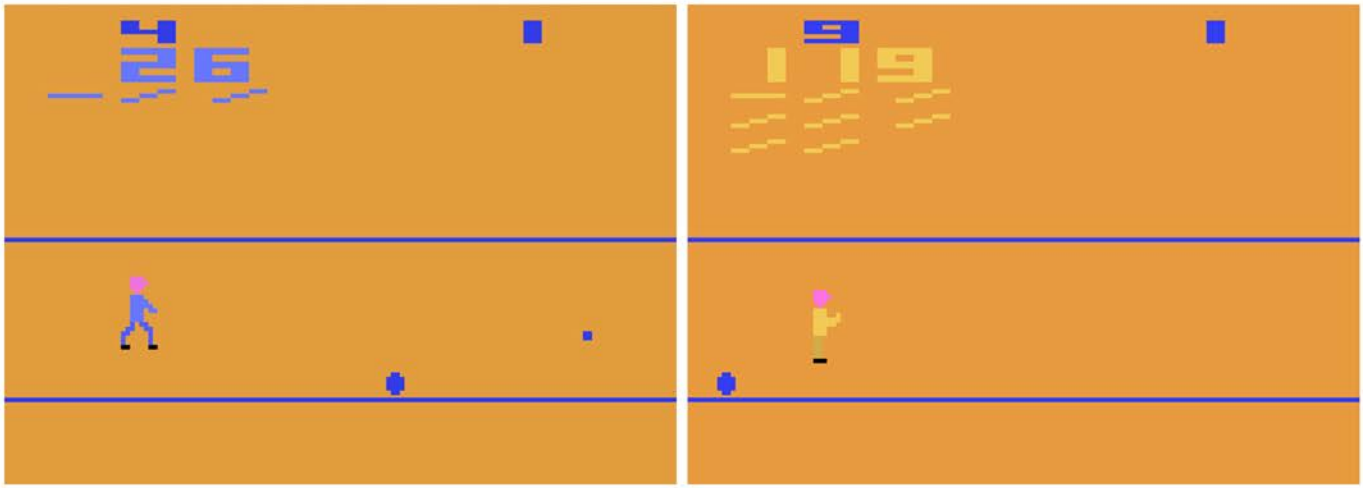




For the one person out there who is unfamiliar with the game of bowling, the concept is a simple one. Basically you stand at the end of a long lane with gutters on either side of it, grab a large heavy ball and roll it towards a group of ten pins. The goal is to knock them all down with a single throw, but if you fail on your first attempt you get another opportunity to pick up the stragglers and earn a spare. This goes on for ten frames and the person with the highest score at the end wins (the scoring is complicated, with variables given for consecutive strikes, spares, etc). Depending on where you are in the country/world there are local customs, usually involving drinking beer on certain frames.

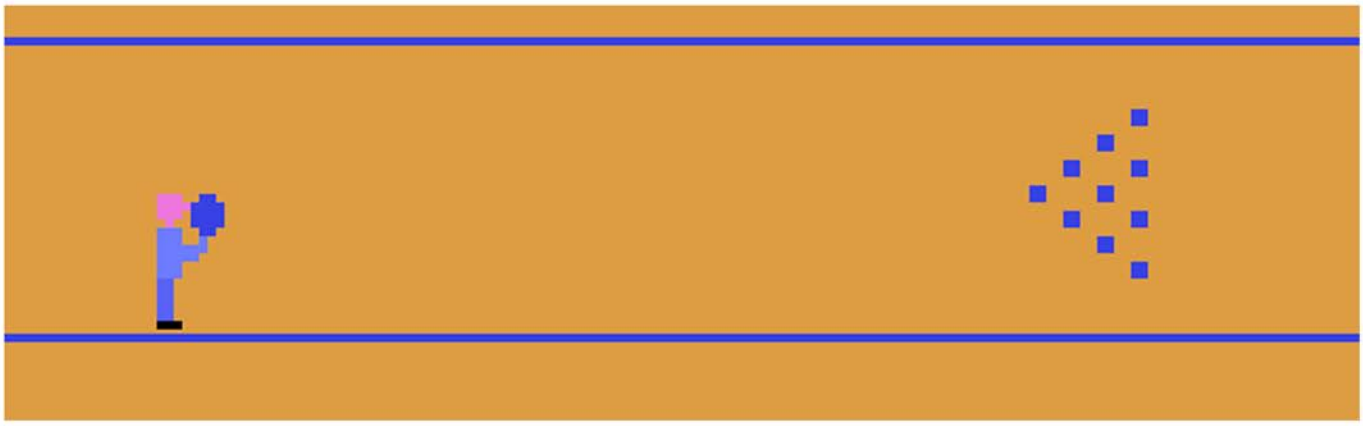


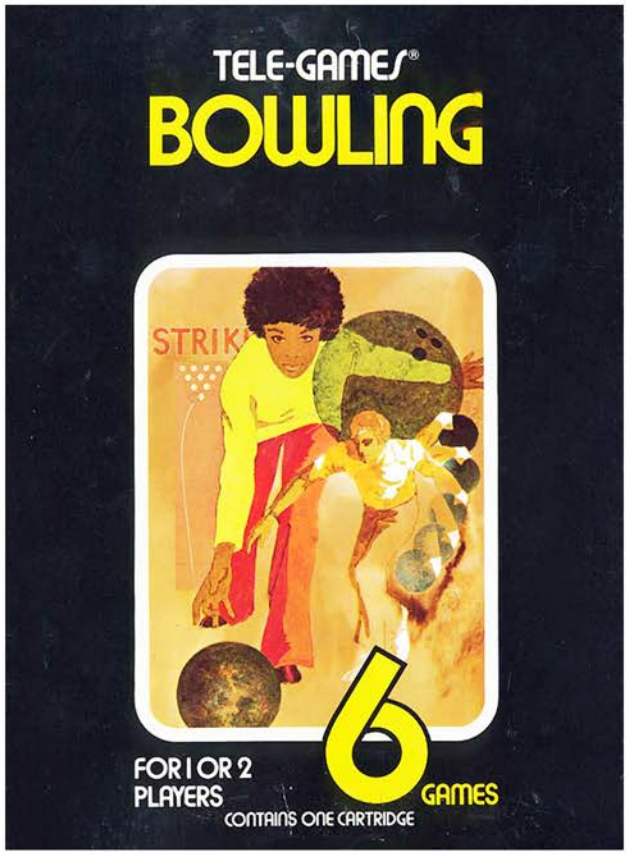


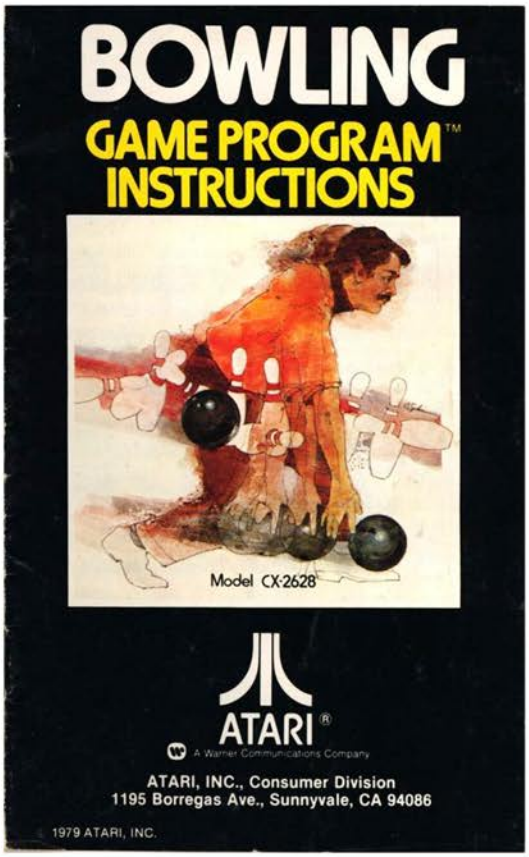
As for the 2600 version, you have three different skill settings. The straight ball setting is the closest approximation to the real game for most of us, since unless you have spent years perfecting your throw the ball will typically only go in a straight line. The curve ball setting is a fair representation of the pro game, since it gives you the opportunity to make the ball curve into the pins. This makes strikes easier to come by.

Now for those of you who have ever wondered what bowling would be like with telekinetic powers, the steerable ball game setting is the one for you. Once you roll the ball you will have full control over it as it screams down the lane. With a flick of the controller the ball will move up then down then back up again, allowing you to perfectly place the ball's entry into the pin set, giving you the greatest chance for a strike. While this is totally unrealistic, it is a lot of fun to mess around with.

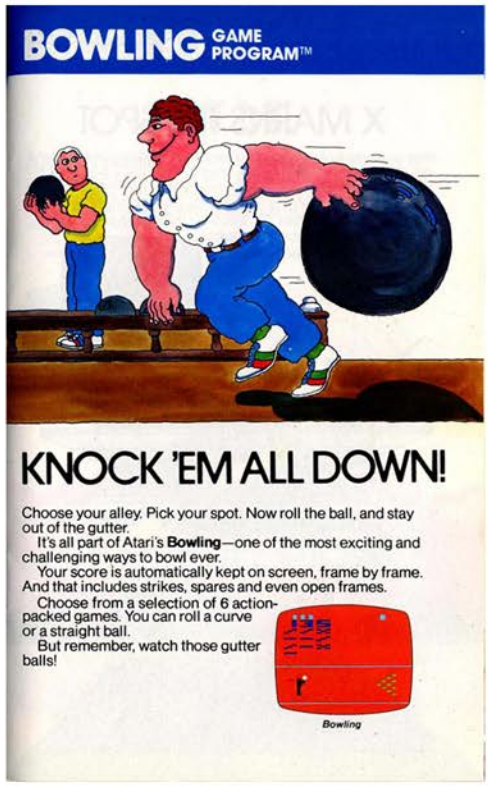
The only other things of note are the ability to play against a friend one on one, and a nice little flashing animation celebration when you get a spare or a strike.






Top Left: Sears Tele-Games Box
Top Right: Manual Cover
Below: Catalog Samples



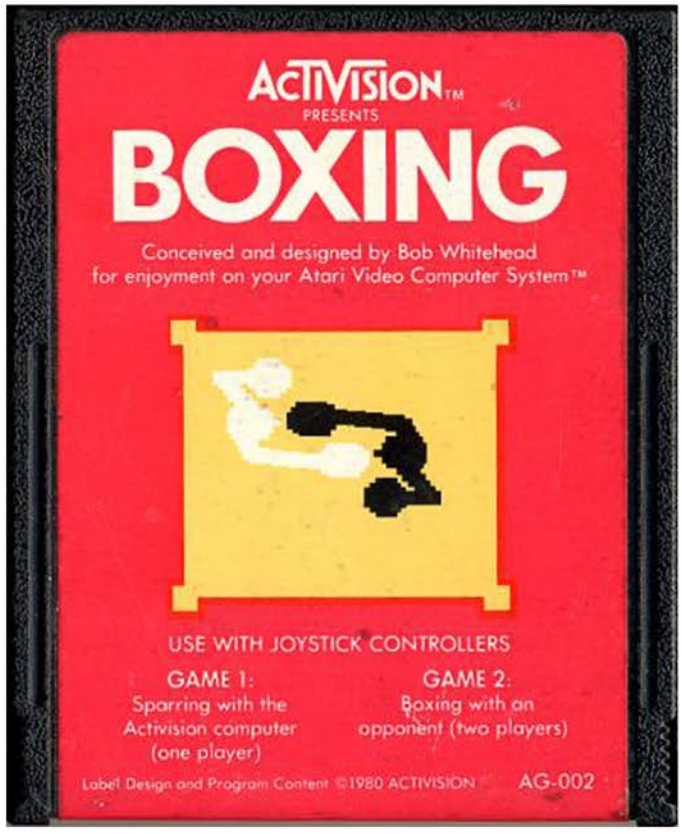

# BOWLING

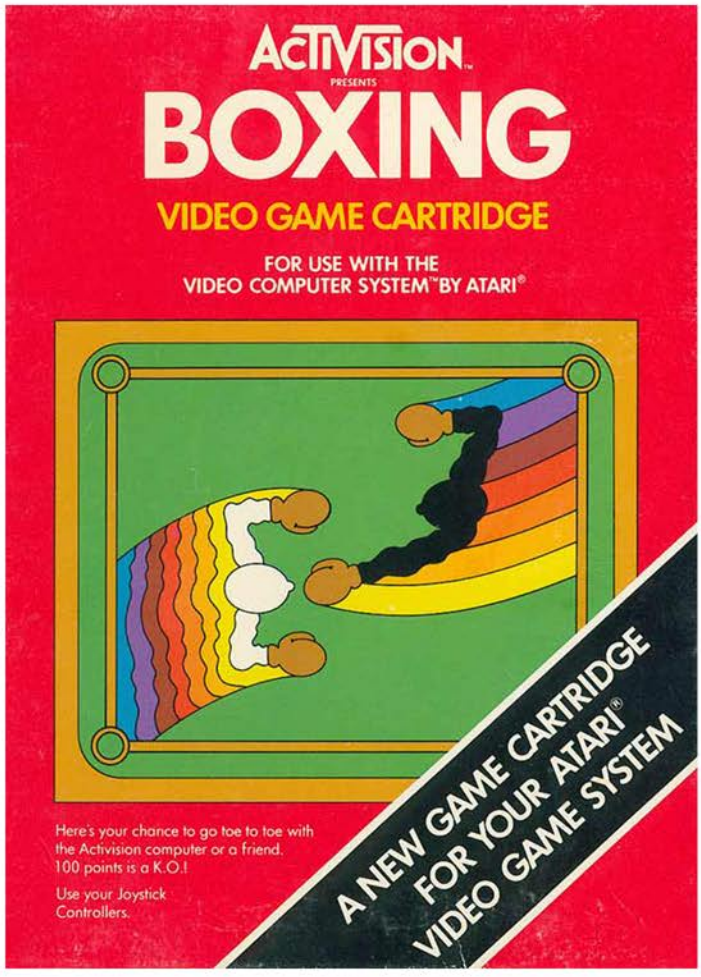
# Boxing

Release Date: 1980
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: AZ-002
Rarity: 2
Programmer: Bob Whitehead

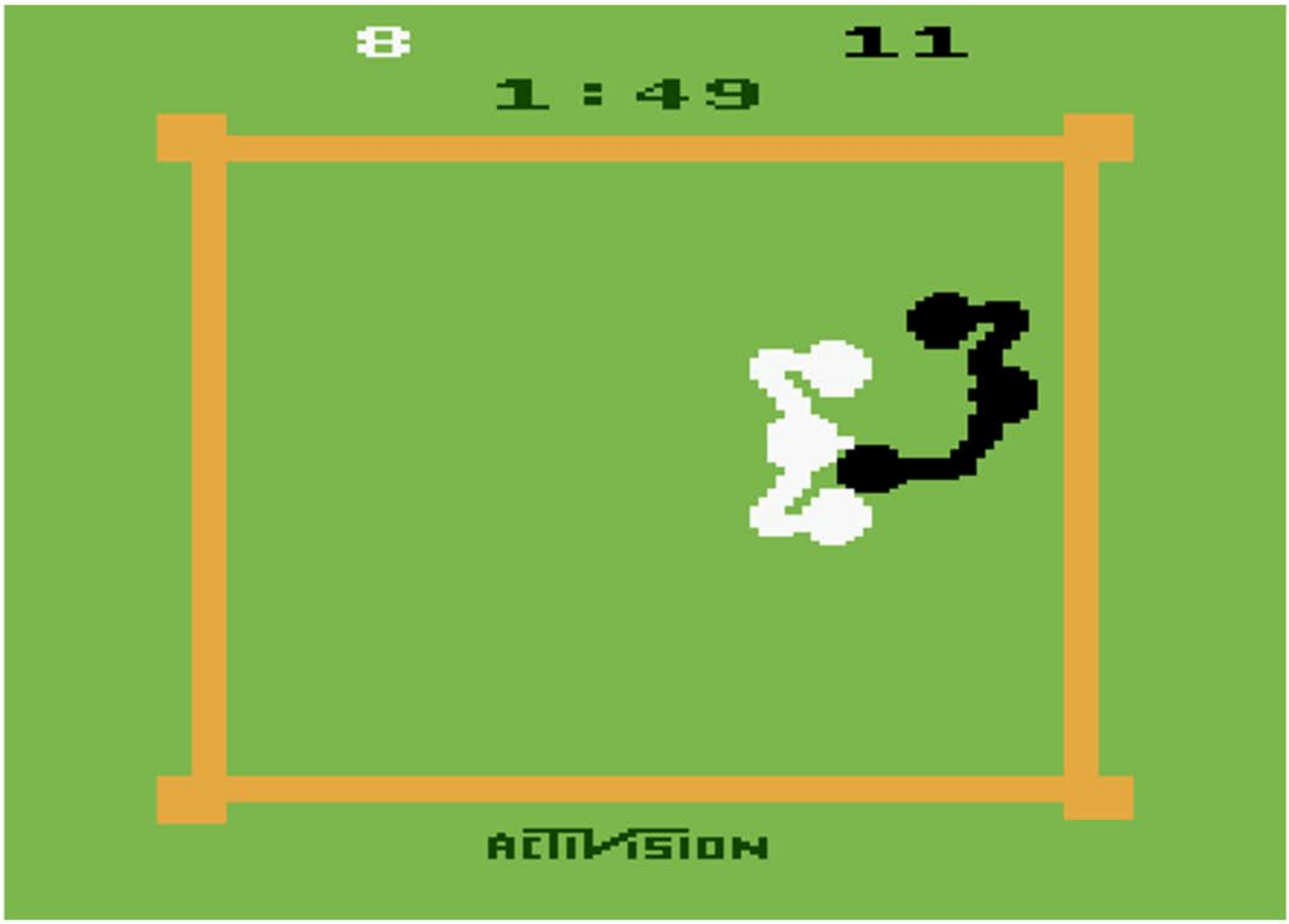
Despite being simplistic and straightforward, this is a fairly accurate video game portrayal of the sport of boxing.

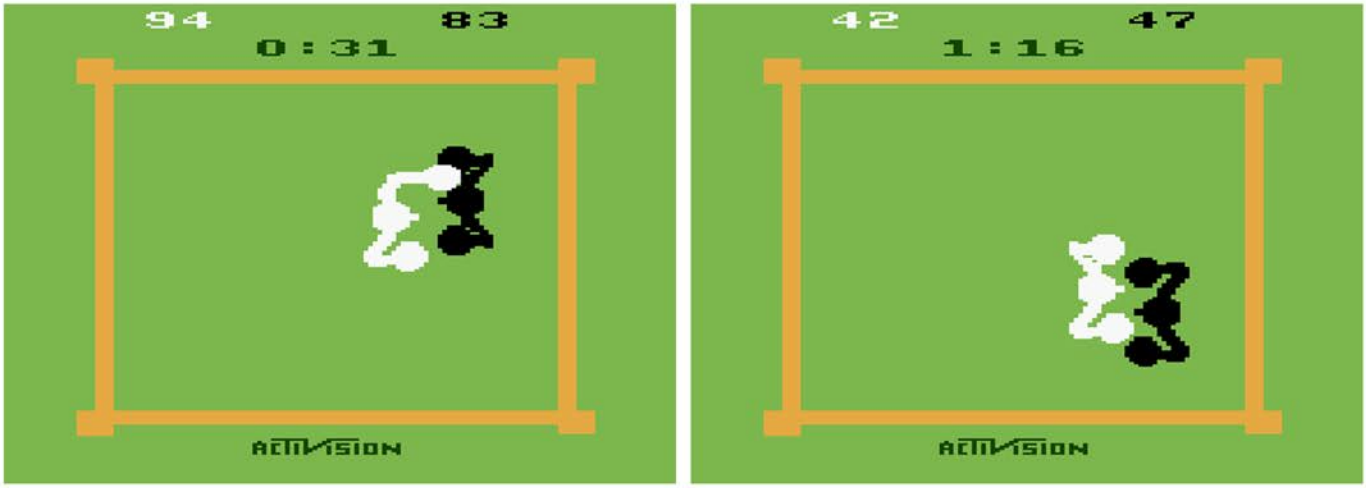


Well, maybe a vintage Mike Tyson boxing match, since the entire fight never lasts more than two minutes. So for those of you hoping to see some blocky ring girls, you are out of luck since there is only a single two minute round, although once you get the hang of it you will be getting KO's well before the bell rings.

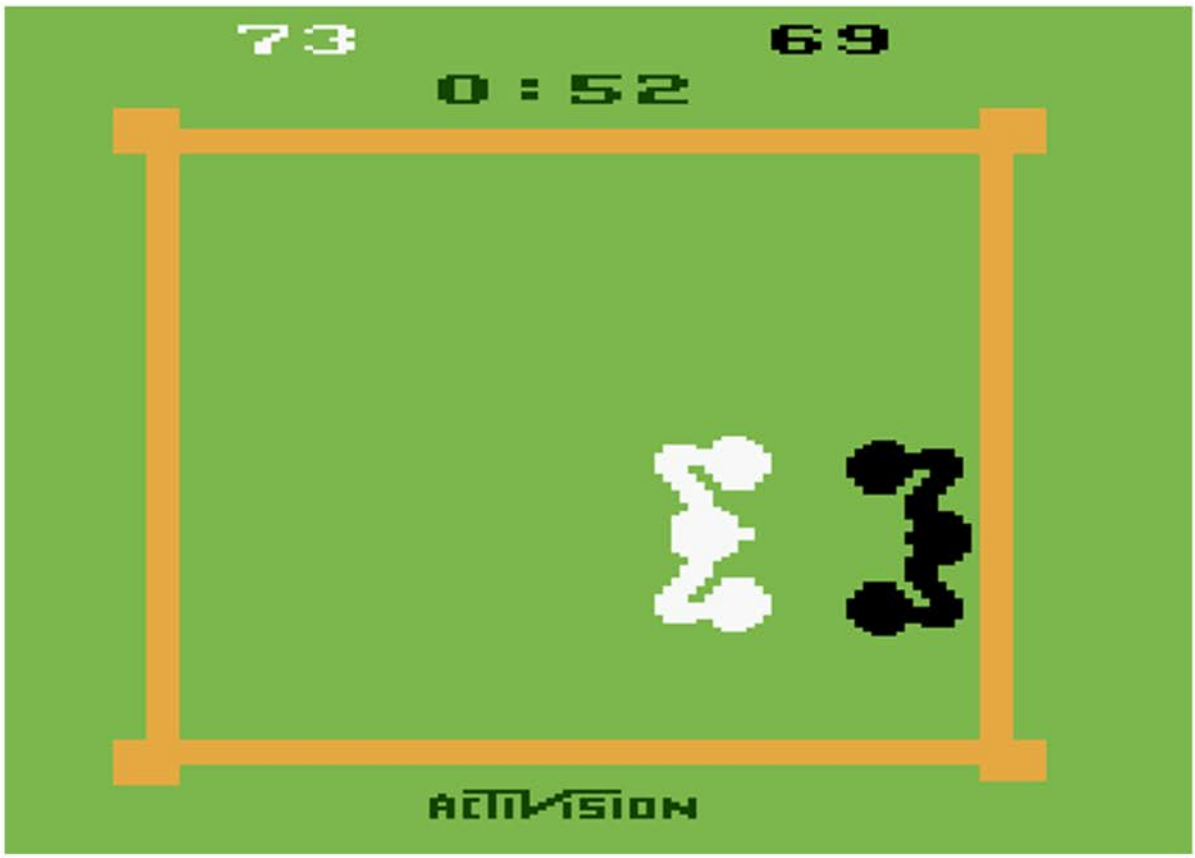
The concept is simple, once you hear the bell you gain control of your boxer and head off into the center of the ring to lay a whoopin' on your opponent. When you press the button your boxer will throw either a right or left jab, and then alternate fists after that. This is both good and bad. It can be frustrating to have your punch lined up only to throw one with the wrong hand, giving the opposing boxer an opportunity to smack you right in the face. That said, it can work to your advantage if you can work your way to the edge of the ring and can bounce your opponent off the ropes repeatedly with a barrage of blows.






With each successfully landed punch you gain either one or two points, depending on if it was a long punch (1 point) or a short forceful jab (2 points). If you are able to beat a hundred points out of your opponent, you will score a KO and win the match. If nobody hits a hundred then whoever has the highest score at the end of two minutes wins.

The action is viewed from the top down perspective, and since this was a game from Activision and not Mystique I'm going to go ahead and assume that that is their nose and that they aren't really excited about getting into a fight. If you are looking for a fast paced boxing game for the 2600, this is a great option.



SPORTS CHALLENGES






**Honorable Mention, 1981 Arcade Alley Awards: Best Head-to-Head, Best Sports, Most Innovative Game.**

Designed by Bob Whitehead. At the sound of the bell, come out swinging. Go toe to toe with the Activision® computer or a friend. It's fast and furious action that's sure to leave you exhausted. But, be careful! Don't get pinned to the ropes. Knock-outs are part of the action, too!

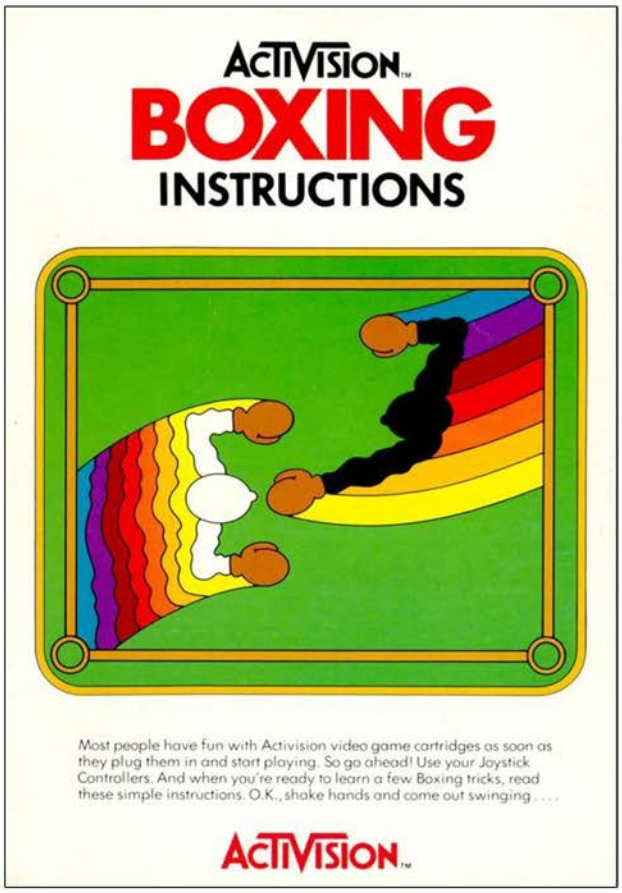





**1982 Arcade Alley Award Winner, Best Competitive Game. Honorable Mention: Best Sports Game 1982.**

Designed by Alan Miller. Never wait for a court again. Tennis by Activision® offers all the challenge and excitement of tennis right on your own TV. Charging players can rush the net, lay back and play the baseline, or roam the court. It's tennis action so remarkably real, the ball's even got a shadow! Loads of fun for all game fans.

7



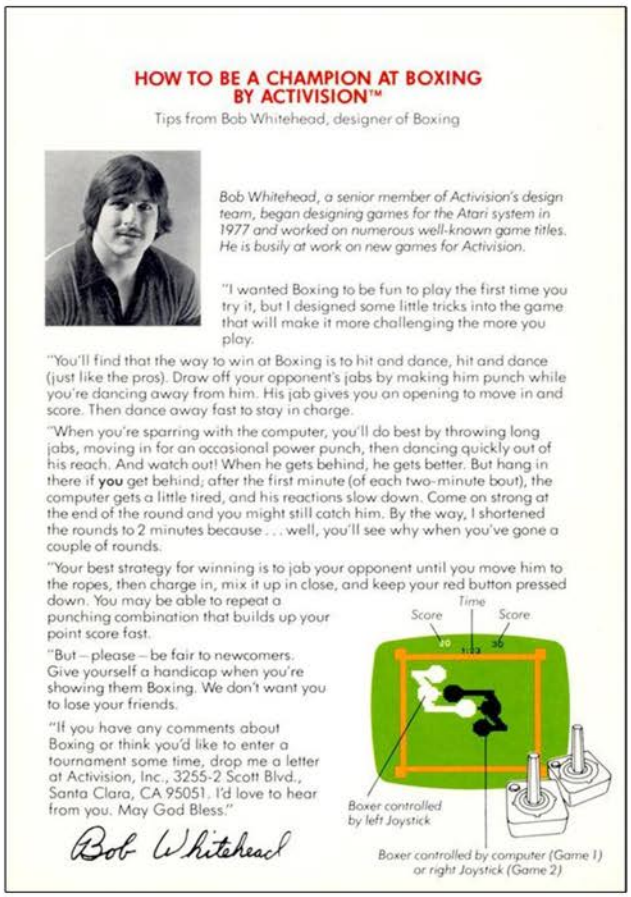
ACTIVISION™

# BOXING INSTRUCTIONS

Most people have fun with Activision video game cartridges as soon as they plug them in and start playing. So go ahead! Use your Joystick Controllers. And when you're ready to learn a few Boxing tricks, read these simple instructions. O.K., shake hands and come out swinging . . . .

ACTIVISION™

Top Left: Catalog Sample
Top Right: Manual Cover
Right: Manual Page Sample



## HOW TO BE A CHAMPION AT BOXING BY ACTIVISION™

Tips from Bob Whitehead, designer of Boxing



*Bob Whitehead, a senior member of Activision's design team, began designing games for the Atari system in 1977 and worked on numerous well-known game titles. He is busily at work on new games for Activision.*

"I wanted Boxing to be fun to play the first time you try it, but I designed some little tricks into the game that will make it more challenging the more you play.

"You'll find that the way to win at Boxing is to hit and dance, hit and dance (just like the pros). Draw off your opponent's jabs by making him punch while you're dancing away from him. His jab gives you an opening to move in and score. Then dance away fast to stay in charge.

"When you're sparring with the computer, you'll do best by throwing long jabs, moving in for an occasional power punch, then dancing quickly out of his reach. And watch out! When he gets behind, he gets better. But hang in there if **you** get behind; after the first minute (of each two-minute bout), the computer gets a little tired, and his reactions slow down. Come on strong at the end of the round and you might still catch him. By the way, I shortened the rounds to 2 minutes because . . . well, you'll see why when you've gone a couple of rounds.

"Your best strategy for winning is to jab your opponent until you move him to the ropes, then charge in, mix it up in close, and keep your red button pressed down. You may be able to repeat a punching combination that builds up your point score fast.

"But – please – be fair to newcomers. Give yourself a handicap when you're showing them Boxing. We don't want you to lose your friends.

"If you have any comments about Boxing or think you'd like to enter a tournament some time, drop me a letter at Activision, Inc., 3255-2 Scott Blvd., Santa Clara, CA 95051. I'd love to hear from you. May God Bless."

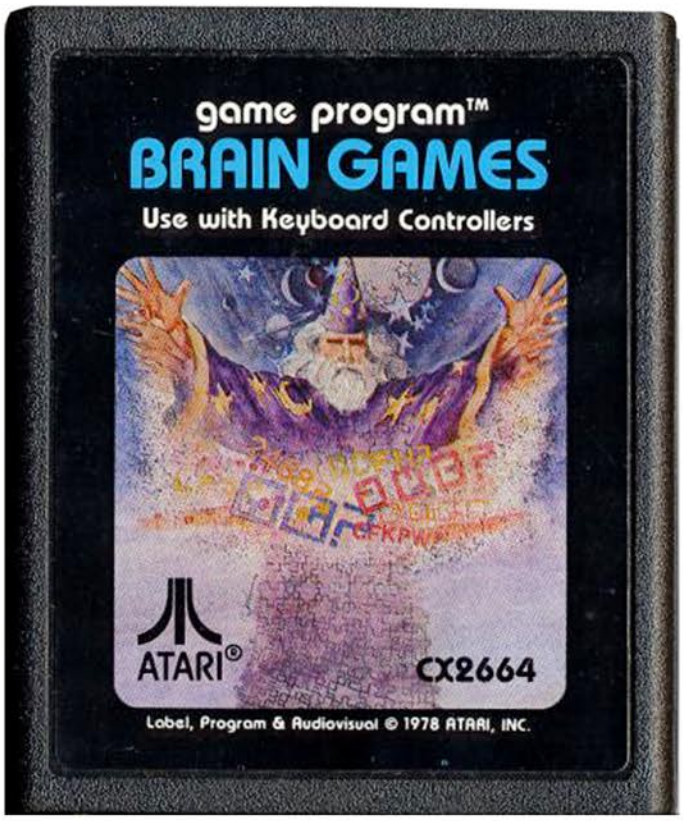
Bob Whitehead

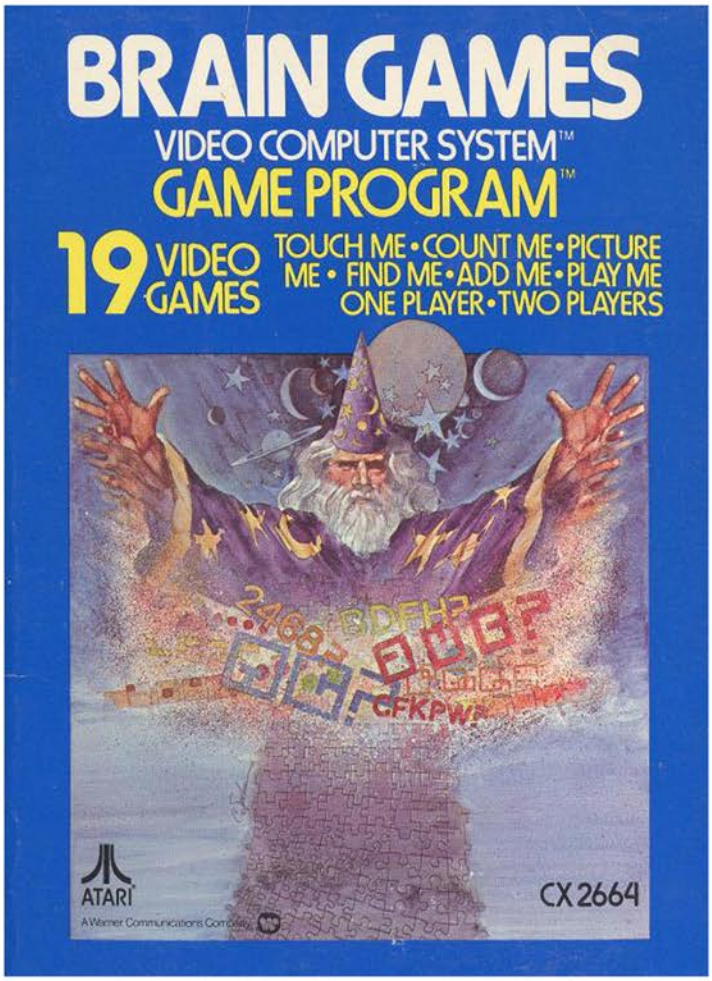
# Brain Games

Release Date: 1978
Publisher: Atari
Controller: Keypad
Players: 1 - 2
Genre: Edutainment

Alternate Title: N/A
Model #: CX2664
Rarity: 3
Programmer: Larry Kaplan

This education title has one of the most horrific things ever seen (or heard) in a video game.

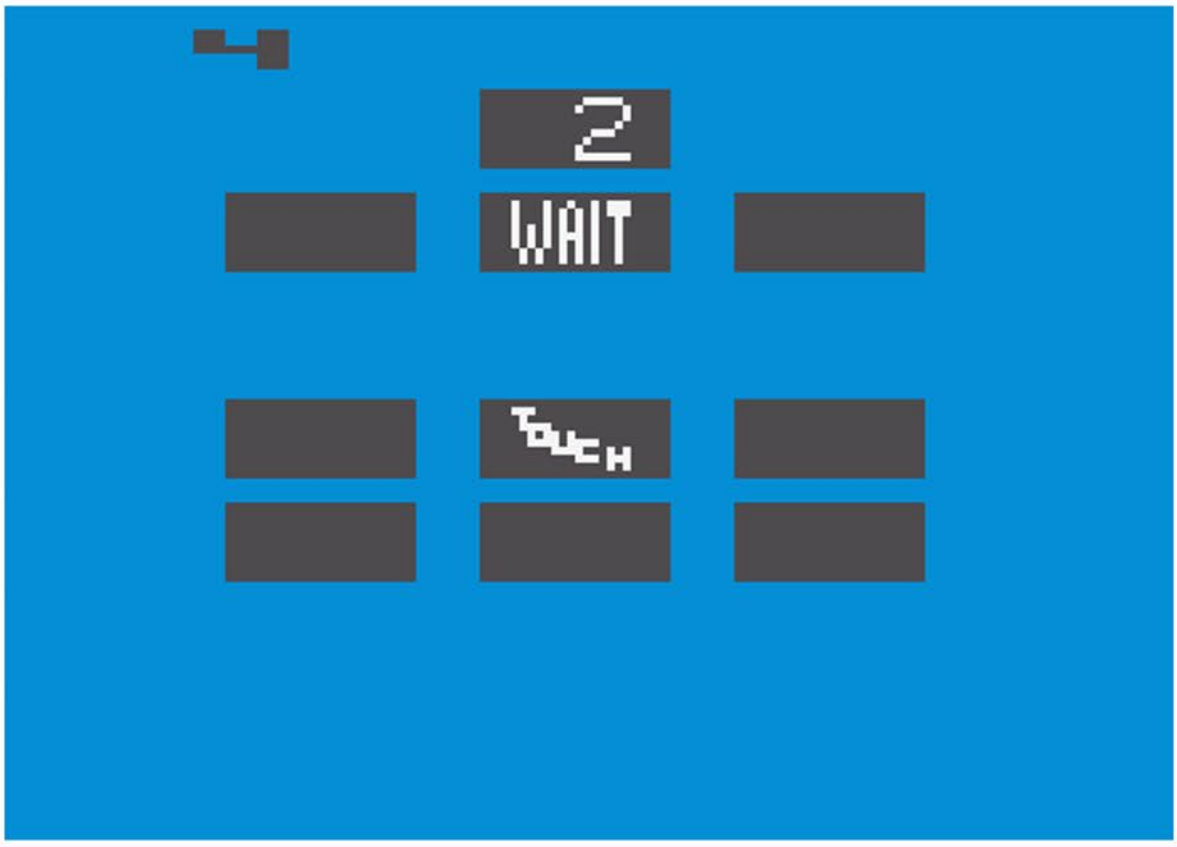


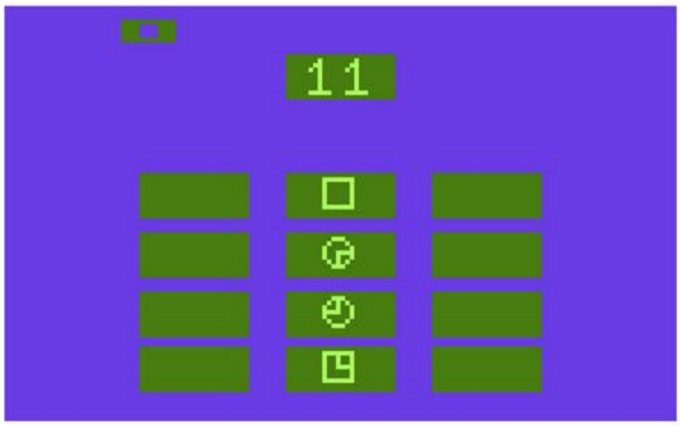



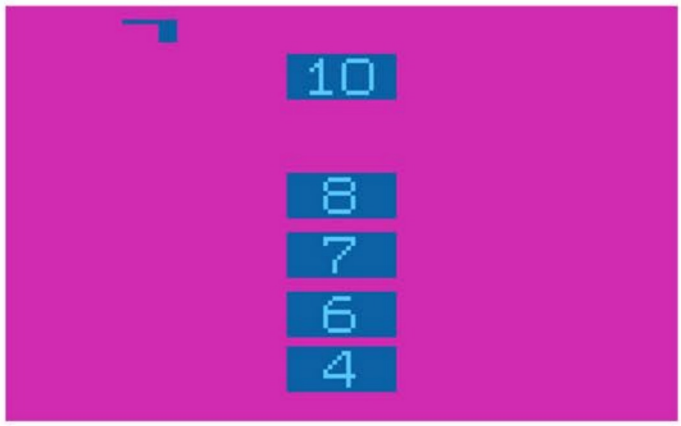
Who says that the Atari 2600 can only be used for fun? Or if the front cover of the box is to be believed, it can also be used to train your brain so you can be an evil wizard that can use his finely tuned melon to take over the world. Sadly as with most artistic imaginings of 2600 games, the promise is way more than what is actually delivered. Brain Games has six different modes of edutainment puzzles that you can solve using the keyboard controller. Some are simple, some are moderately challenging, and one I'm positive was conceived by Satan himself. Also on a side note, the names of these modes sound absolutely horrible, especially when put together and read without the context of knowing what the game is.

Touch Me is similar to the toy Simon, where the computer will play a series of notes that you must copy. With each successful run-through of tones, the computer will replay the series and add another note to the end. This will continue until you miss the string of tones four times, or you complete a thirty-two tone streak. Depending on what game mode you select, there can be anywhere from six to nine potential notes that can be played.

Count Me is an alternate version of Touch Me. Instead of the tones showing up onscreen in their respective position on the keyboard controller, their corresponding number shows up instead. Outside of that change the games are identical.





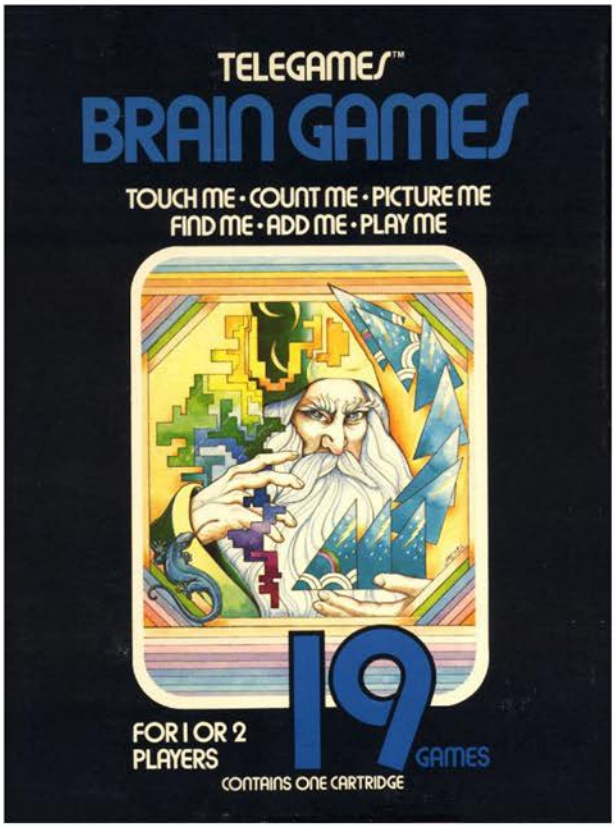

Picture Me is a simple memorization game. The computer will show you four random items for a set amount of time (it varies between games). After the countdown has finished the four items will be randomized on the left side of the screen, and it's up to you to put them in the correct order. There are a lot of items like boxes with lines going through them and clocks, but having only four items on screen during any one round makes this rather simplistic.

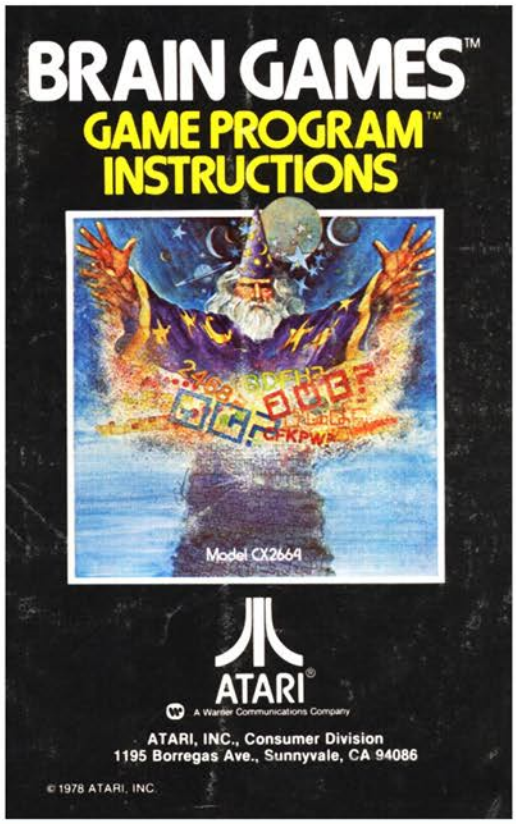
Find Me is another picture based game where four seemingly identical items are put on display. Three of these will be identical while one will have a slight difference (for example a clock showing 3 o'clock might have notch cut out of it). Given the extreme graphical limitations of the system, it doesn't take that long to find out what doesn't belong.

Add Me is the most challenging of the gameplay varieties here. Depending on the game selection, either four or five numbers will pop up and you only have a few seconds to add them all together and enter in the correct answer into the keypad. It is simple, but quite effective.

Play Me is, without a doubt, the worst thing ever unleashed upon the Earth. Someone (presumably Satan) in their infinite wisdom was listening to the sound effects of the Atari 2600 and thought to himself “You know what would be awesome? If kids could play music with this.” And thus the Atari 2600 music generator was born. The manual helpfully tells you what keys to press if you want to play “Happy Birthday,” “Twinkle Twinkle Little Star,” or “Three Blind Mice.” Their treachery doesn't end there however, as they were nice enough to give precise directions on how two people could play “Row Row Row Your Boat” together. Staggered. I don't have the words to properly describe how painful it is.

Brain Games has not held up in any way shape or form. The only reason to ever boot this up is to get a glimpse into the early days of edutainment and home synthesizers.



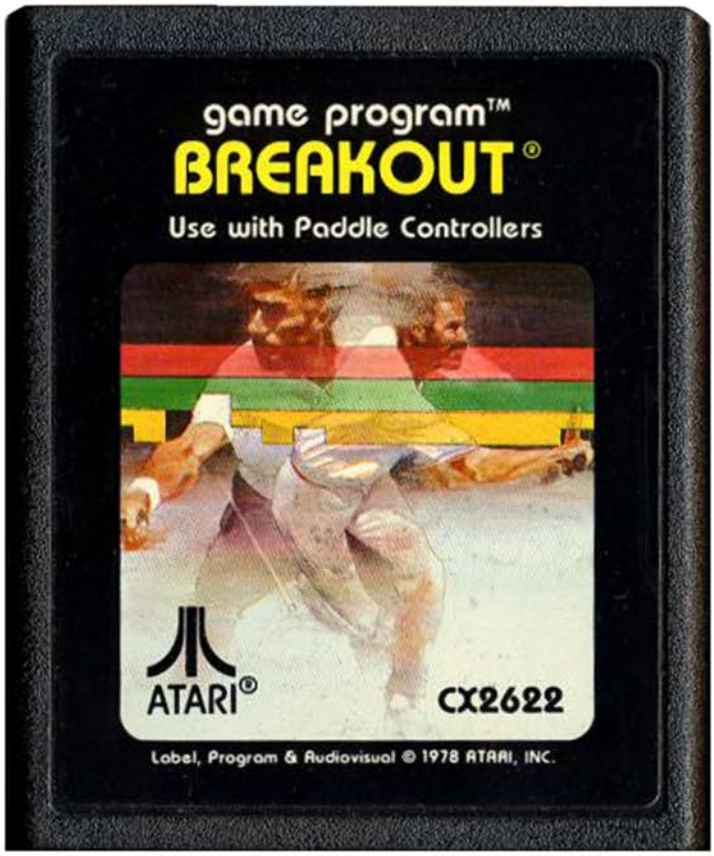

Top Left: Sears Tele-Games Box
Top Right: Manual Cover
Below: Catalog Examples

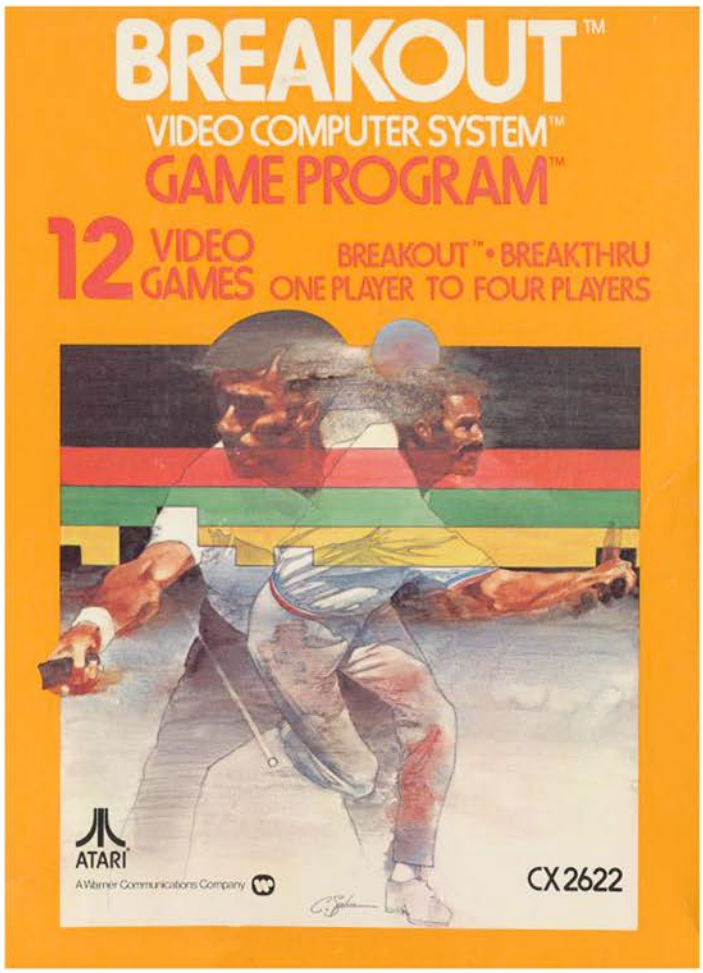
# BREAKOUT

Release Date: 1978
Publisher: Atari
Controller: Paddles
Players: 1 - 2
Genre: Arcade - Breakout

Alternate Title: Breakaway
Model #: CX2622
Rarity: 2
Programmer: Brad Stewart

This port of the arcade classic does an admirable job of recreating it for the 2600.



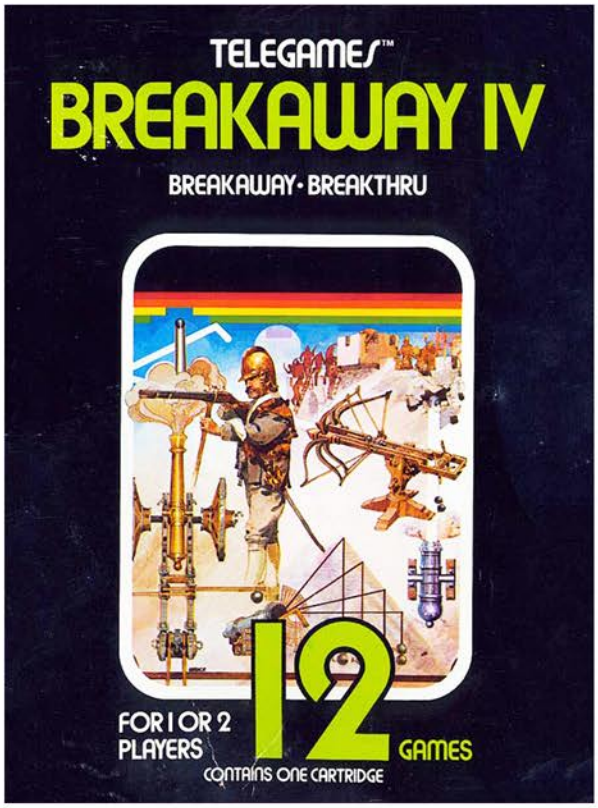
The concept is simple.  You have a paddle and a handful of balls and must take down a giant rainbow wall brick by brick.  What isn't so simple is the act of actually taking down that wall.

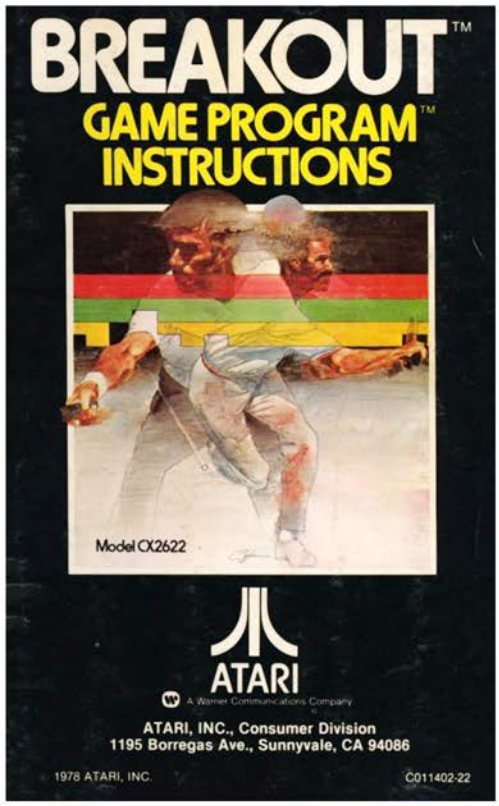
When you hit the button a ball flies toward you at an incredibly slow pace, ricocheting off of your paddle towards the wall above.  Once it gently taps a brick, sending it into nothingness, it makes the journey towards the bottom of the screen where your paddle awaits to send it back up for round two.  While this sounds incredibly slow and boring, it does pick up quickly and unexpectedly since once it taps a brick the third layer your ball will rocket back towards you rather than gracefully float down.  From there on out you will have to rely on your quick old school gaming reflexes if you want to avoid having to summon another ball.  This continues until you have successfully destroyed the wall (which summons another one to take its place) or all of your balls have fallen down the bottomless pit below you.

There are a ton of gameplay varieties here. The basic one is the simple deflection game, where the ball bounces off your paddle at an angle and flies off at the appropriate alternate angle. The catch game allows you to catch and hold the ball, which lets you carefully select your next target. One of the games allows you to control the ball once it deflects off your paddle, but instead of being accurate it is more like a poorly aimed gust of wind that sends the ball into random directions. These variations can be combined with another set that includes a timer (so you can be reminded just how long it is taking you to hit that last lone block), and an invisible wall that only appears when you hit it. The most interesting variation is the break thru mode, which turns your ball into a battering ram that will plow through the wall, hit the roof and plow through it again as it heads back to the bottom. The only downside to this mode is that it robs you of the greatest achievement this game has to offer, the edge sneak.

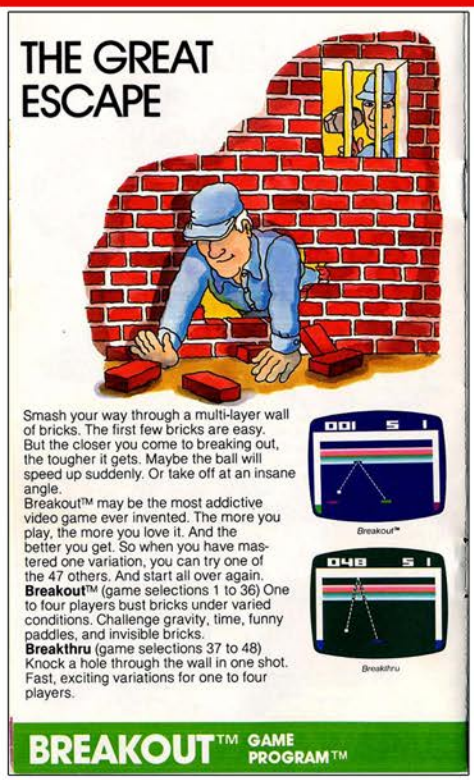
Nothing is more satisfying that being able to perfectly place the ball on the side of the wall, breaking each layer of brick out and creating a pathway to the top. No matter who you are you'll give a celebratory fist pump the first time you sneak the ball to the top of the wall and watch it crumble from the top down.

In its original form, Breakout was played with the paddle controllers. Over time it has become more and more difficult to be able to play it in the proper form, however using a mouse is a decent substitute, even if it doesn't give you the authentic experience.




Top Left: Sears Tele-Games Box
Top Right - Manual Cover
Below: Catalog Samples

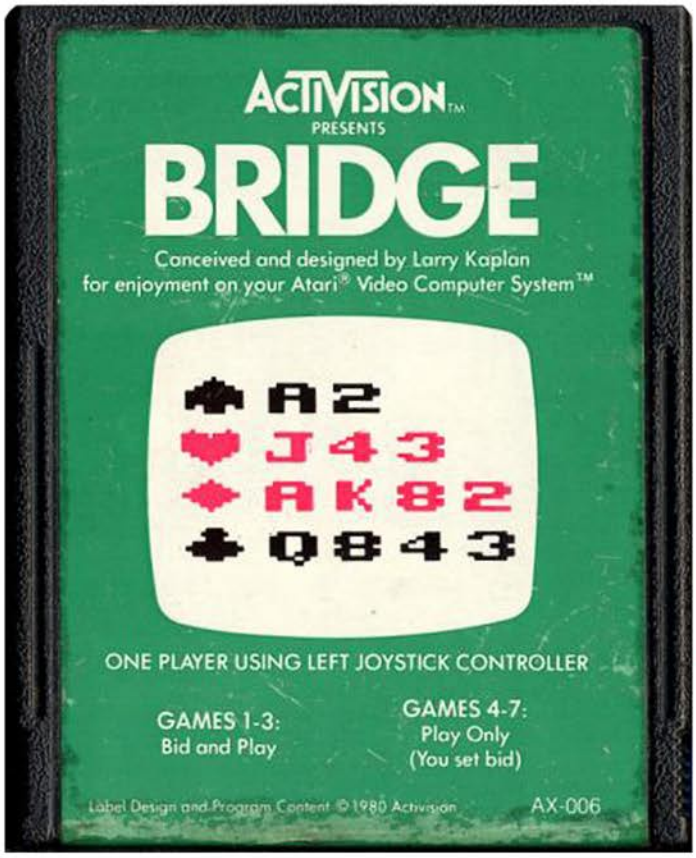


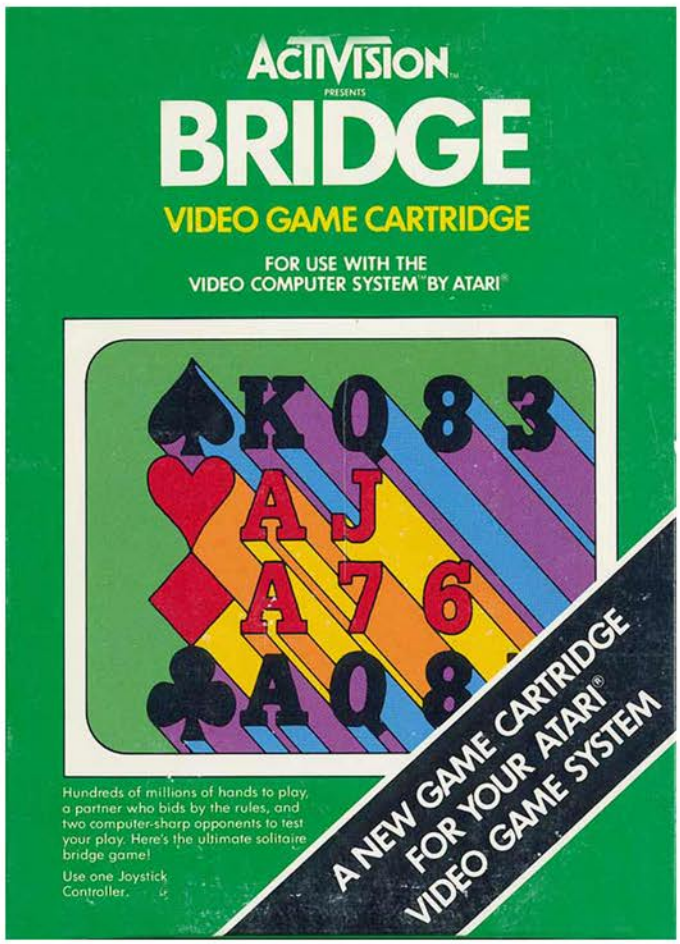
# BRIDGE

Release Date: 1980
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Cards

Alternate Title: N/A
Model #: AZ-006
Rarity: 4
Programmer: Larry Kaplan

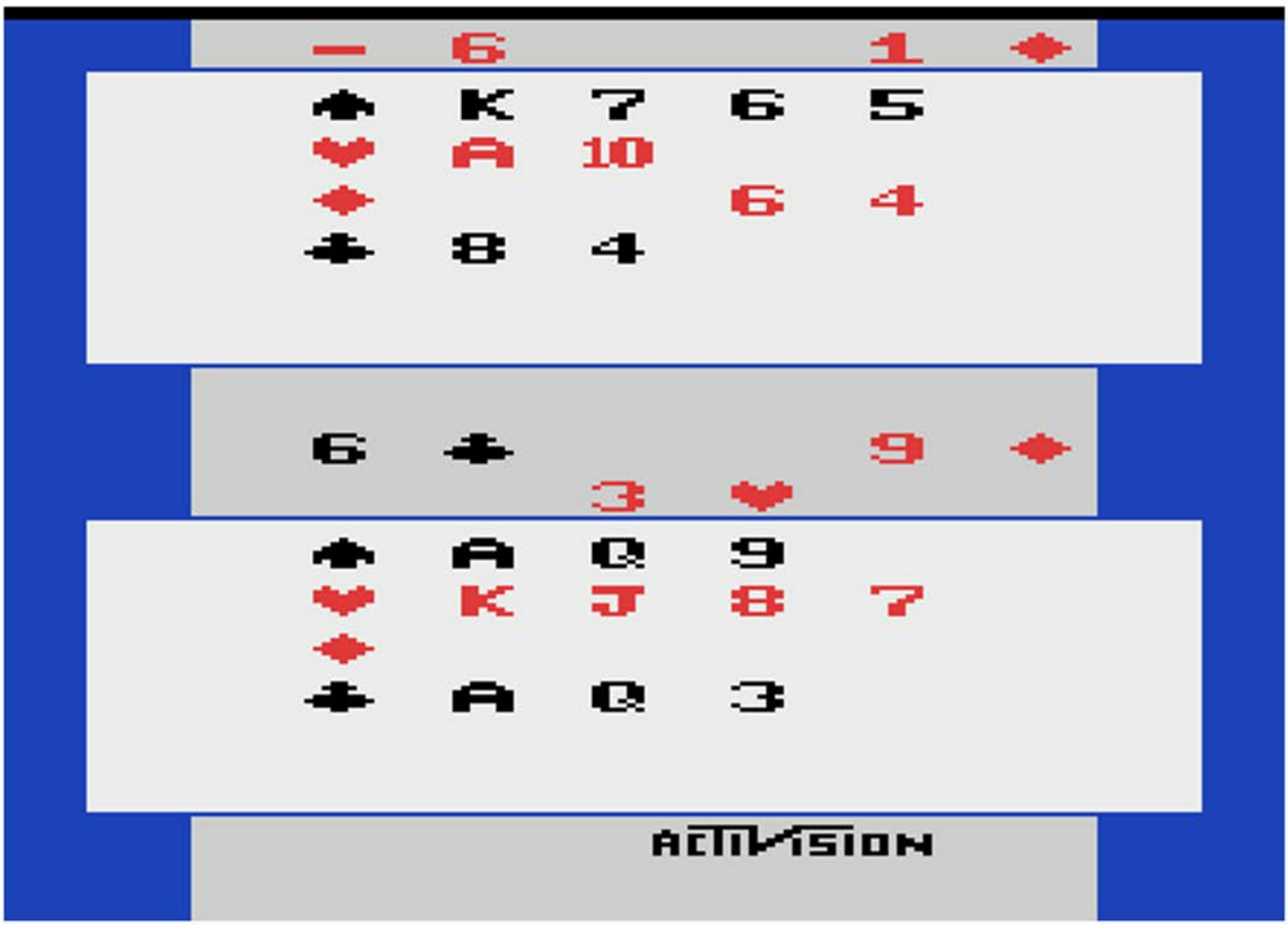
This video version of the card game is solid for what it is.

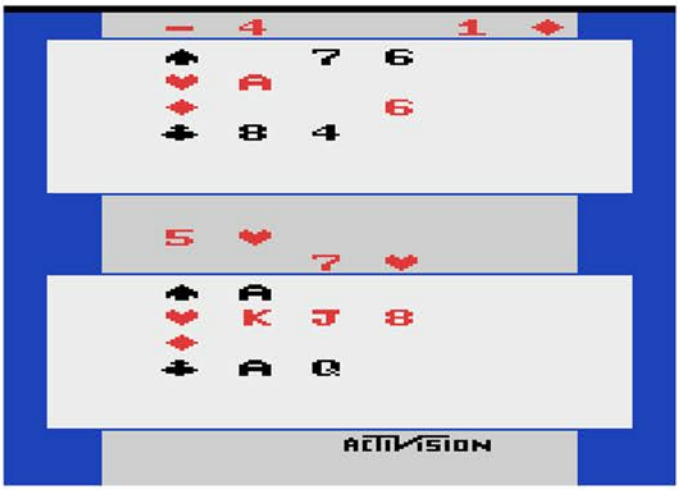


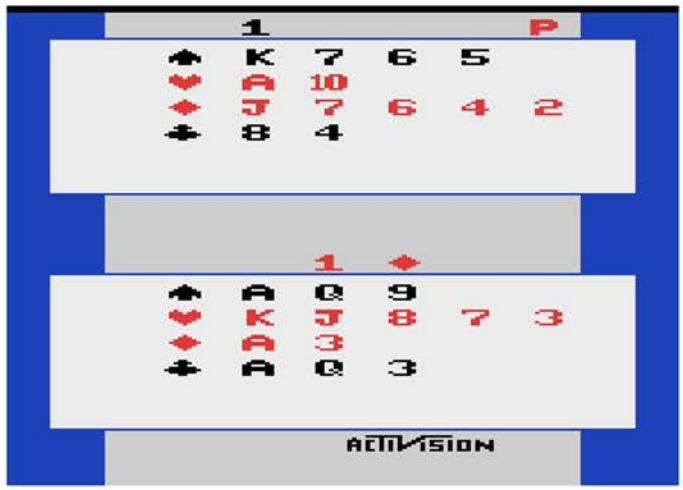



Bridge is a convoluted card game that is incredibly popular with the tea drinking little old lady demographic, which makes it all the more curious as to why there is a video game version.

This is normally the part of the review where I would explain how to play bridge, but given the fact that the instruction manual for the game doesn't even explain how to play bridge, I'm going to go ahead and assume that it would require more time than I'm willing to invest in it. The instruction manual almost reads like it is in a foreign language, at one point saying that the computer opponent "uses Stayman and Blackwood conventions." Nowhere in the manual are either of these terms defined, or even mentioned again for that matter.



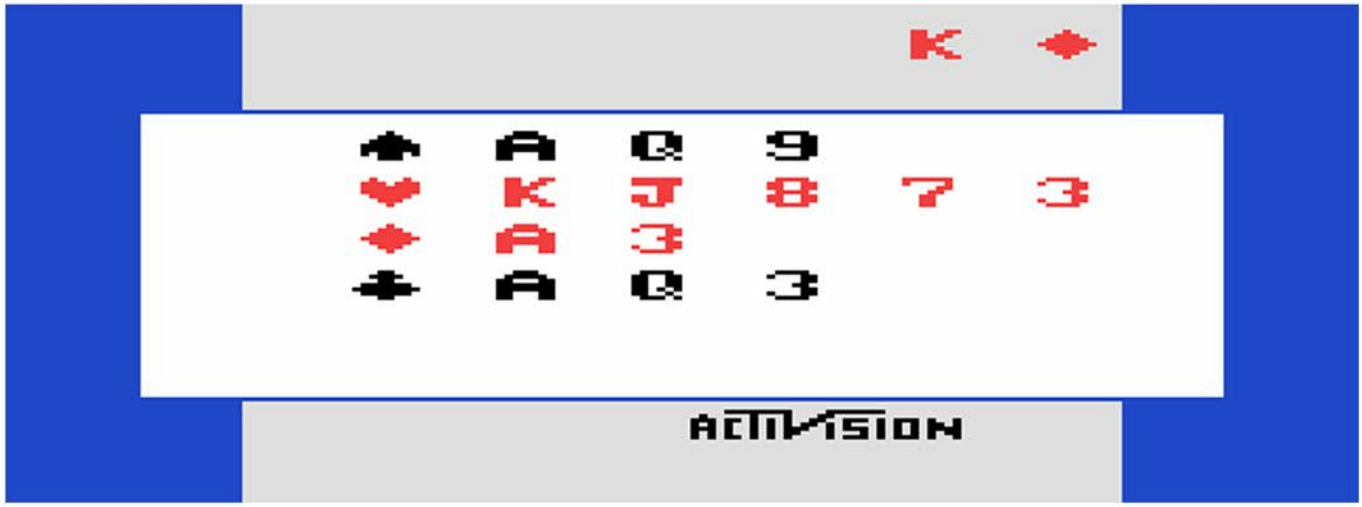


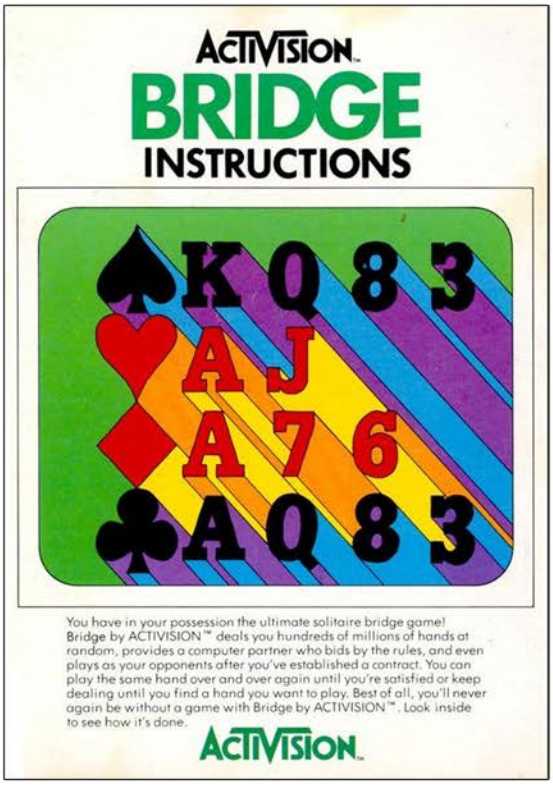




As best I can tell you control the top and bottom player, while the computer controls the left and right. Whoever won the previous round gets to play a suited card, and play goes clockwise around the table with every player selecting a card to put on the table. Whoever has the highest card in that suit wins the hand and kicks off the next round. While this sounds fairly straightforward there are card swaps, bidding for tricks, and a whole host of other rules in place.

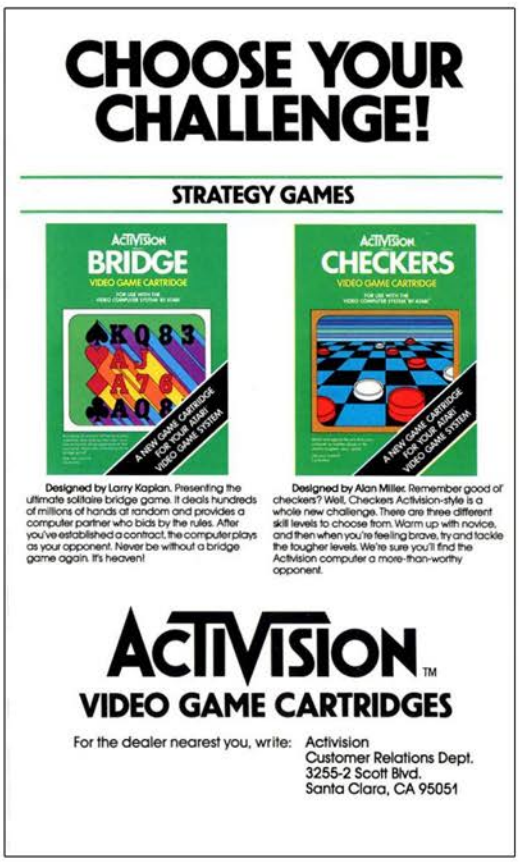
The presentation of the game is downright perfect. The cards are easily identifiable, the controls flow nicely making it a breeze to make your move for the trick, and if things aren't going your way you can reset the hand at any time with a quick joystick move. The only thing missing is the ability to win a nifty Activision patch if you get a high enough score. Who among you wouldn't love to have a "Bridge Master" Activision patch?

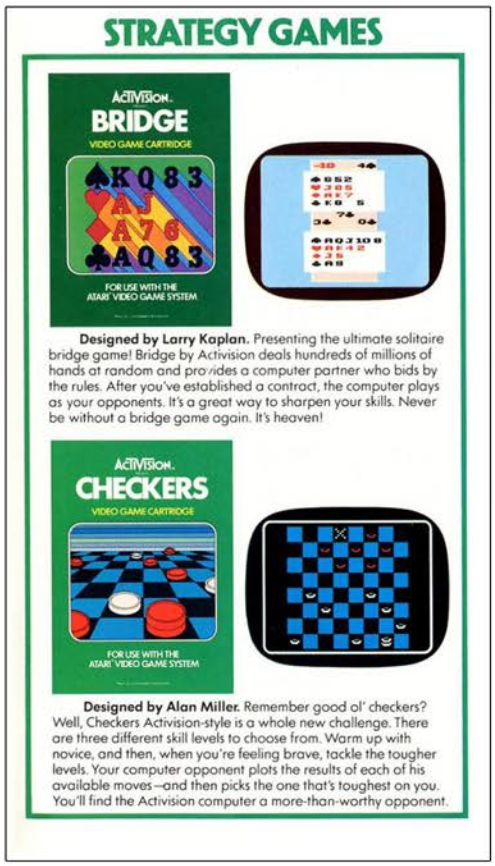
If you are a diehard bridge fan and have no friends then this is the perfect 2600 cartridge for you. If you are anyone else, this game is most definitely not for you.





Top Left: Manual Cover
Top Right: Hint Guide Cover
Below: Catalog Samples



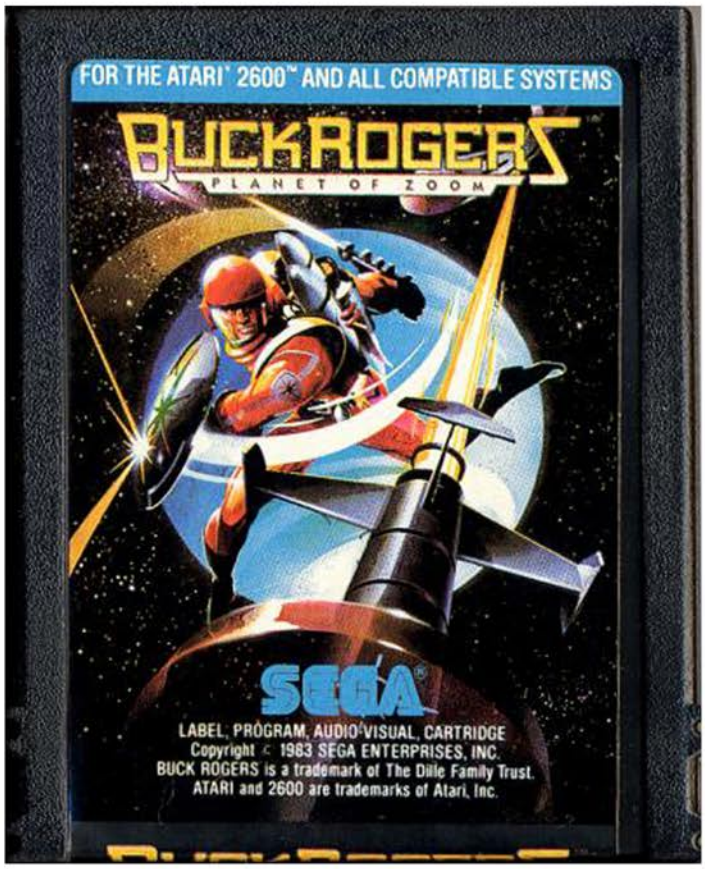



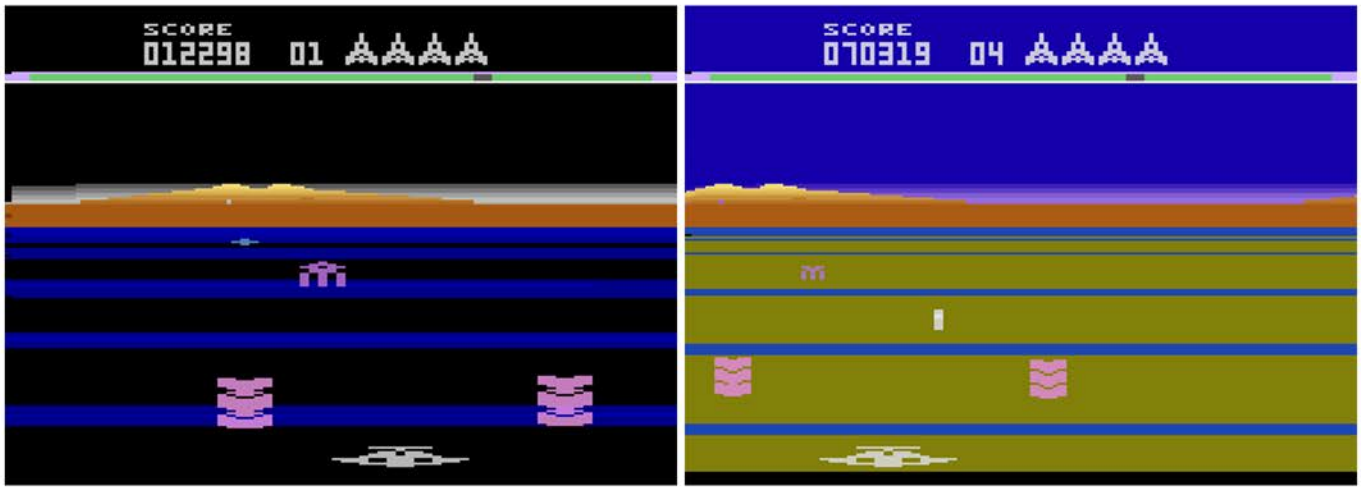
# Buck Rogers

Release Date: 1983
Publisher: Sega
Controller: Joystick
Players: 1
Genre: Shoot'em Up

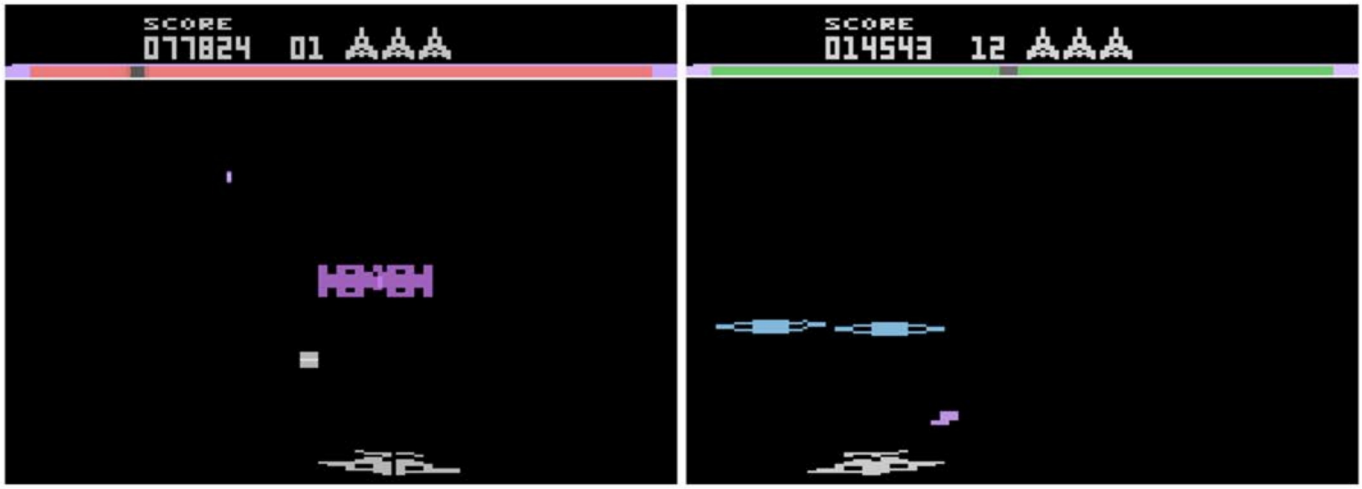
Alternate Title: N/A
Model #: 005-01
Rarity: 4
Programmer: N/A

This port of the arcade game leaves a lot to be desired.






You are in control of Buck Rogers, a twentieth century space shuttle pilot who has been transported through time to the twenty-fifth century and is a combatant in the battle for the Planet Zoom. For starters it's kind of amazing that technology has changed so little in five hundred years that someone could not only function but be successful to the point where they get to lead the military assault. On the other hand this is essentially a suicide mission so perhaps they just wanted to let him go out thinking he was a hero.



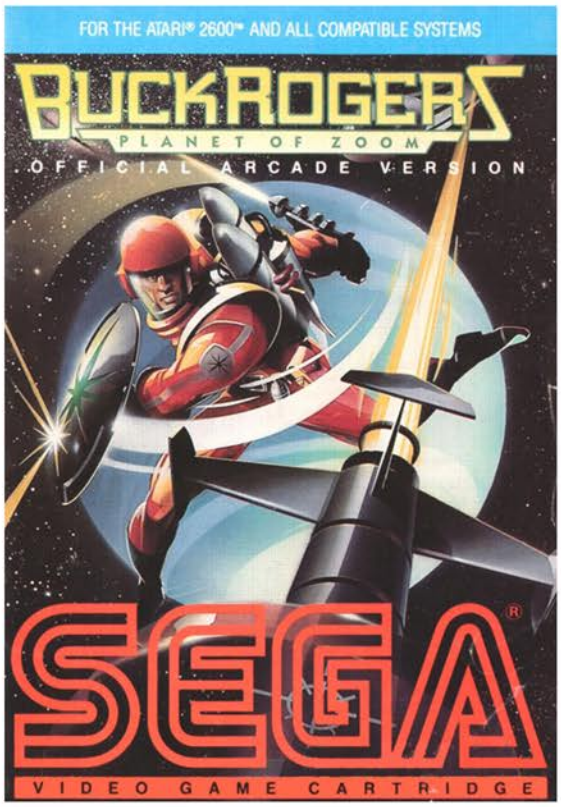

Each level takes place in two parts, making your way across the surface of the Planet Zoom, and then space combat against the enemy fleet and mother ship. The first part requires you to cross through a pre-determined number of Electron Posts, kind of like a skier does for the slalom. If you go around them it doesn't count, so you have to make sure you go between them. Nowhere does it mention why you must run this gauntlet of Electron Posts while dodging debris that is scattered across the landscape. It's not like you destroy the posts or anything, just pass between them. I guess in order to get the attention of the enemy fleet you have to prove yourself as a pilot? Regardless, once you cross through the ever increasing number of Electron Posts (it starts at twenty and goes up by three to five every level) you are off into space to hunt down the Mother Ship.

The space combat portion is downright annoying, as wave after wave of enemy fighters fly around for you to shoot. It is easy to aim and you have multiple shots that travel to the edges of the screen, however the enemies appear directly behind you without warning. That poses a problem since a single touch results in your ship being reduced to flaming rubble. It is very easy to lose a ship or two per level for no other reason than the computer decided that you had too many reserve ships. Once you have killed the pre-determined number of enemy ships the Mother Ship shows up. Two quick shots and the fight is over, then it's off to the next level where you repeat the exact same thing you just went through. Outside of the random cheap deaths from the sneaky space ships, the only other challenging component to the game is the time limit. This forces you to put the hammer down and fly as fast as you can through the Electron Posts.

While overall the game isn't terrible, there are better games in this genre on the 2600.

Above: Title Screen

Below: Manual Cover and Sample Page



For the remaining seven levels of play the number of posts increases by three each level and every three levels decreases by three as the speed and density of the alien's attack increases.

ENEMIES AND ALIENS

**Electron Posts**—explode on impact. They get closer and faster with each level.

**Alien Saucers**—explode on impact and fly by in greater number and density as levels of difficulty increase.

**Space Hoppers**—explode on impact. As levels of difficulty increase, Space Hoppers will appear in greater number and density.

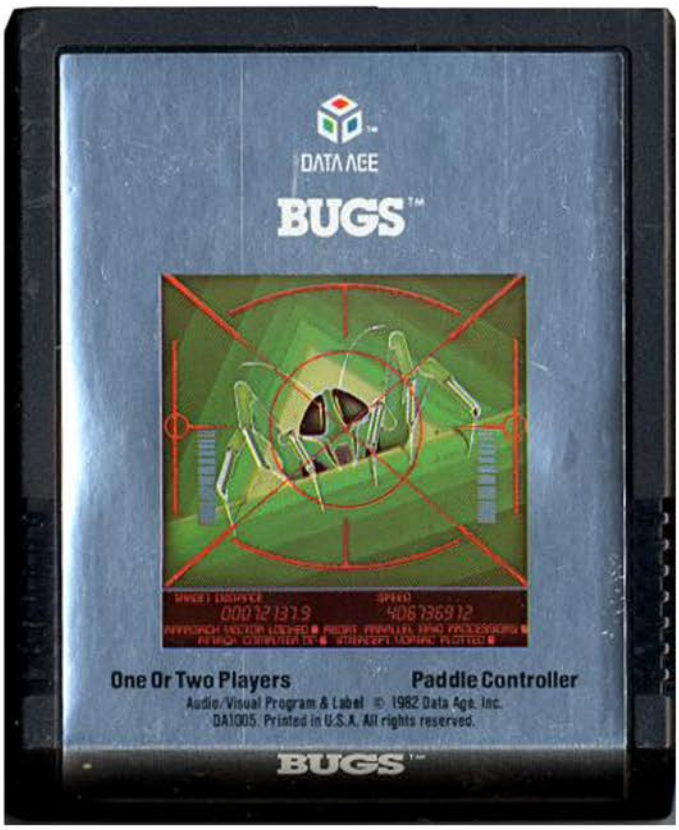
**The Mother Ship**—This is your greatest challenge. Its destruction is your greatest victory. No enemy is more cunning or powerful. The MOTHER SHIP can be destroyed only by hitting it twice.

# Bugs

Release Date: 1982
Publisher: Data Age
Controller: Paddles
Players: 1 - 2
Genre: Shoot'em Up

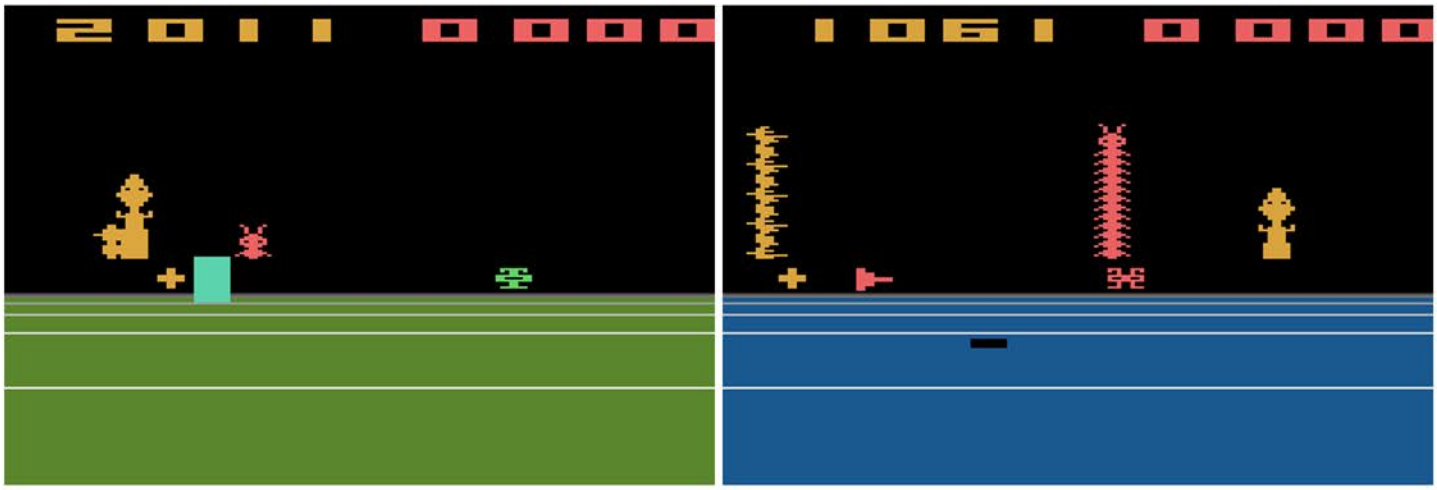
Alternate Title: N/A
Model #: DA1005
Rarity: 3
Programmer: N/A

Of all the shooters on the 2600, this is certainly one of them.



Have you ever wanted to be an intergalactic exterminator? Yeah me either. Have you ever wanted to play a really poor paddle controller shooter that has one of the most annoying enemies you will ever come across? Sure you do, come on, it'll be fun.

You are in control of a spaceship that must defeat a constant stream of hatching bugs before they can fully emerge and destroy the universe. Despite the fact that your Ultrasonic Weapon can obliterate the creatures as they are making their way to the top of the screen, it suddenly becomes totally ineffective if they have completely come out of their shell. Not only that but apparently they are quite angry at the fact that you killed their siblings (and tried to murder them as well) so they destroy your ship. Thankfully they move slow enough that you have plenty of time to aim and fire. Of course this situation is complicated immensely thanks to the other enemy, the Phylax.



The Phylax is an enemy infiltrator that is sent by the bugs to disable your ship. Shortly after you begin the level a small green design will appear on the horizontal firing line that your crosshair resides upon. It is pointless to try and shoot it, as it is invulnerable as it turns from green to yellow. Once it turns red however be ready to be properly introduced to a controller throwing level of frustration. The only way to destroy the Phylax is to lead it with one of your shots and have it wander into the path of it as you leap out of the way at the last second. On paper this sounds like a nice wrinkle to the tried and true gameplay style of "shoot everything that moves until it is dead". Sadly the game isn't played on paper. The Phylax moves at an alarmingly fast rate, meaning at most you will be able to squeeze off two or three shots before you will be out of room to move. As if that wasn't enough, while you are dealing with this nuisance the bugs are making their way to freedom, so the only way you will be able to survive the level is if you are able to hit the Phylax on the first try and scramble to take out the remaining bugs. Oh yeah, and if you survive and make it to the second level the Phylax doubles in strength while moving in opposite directions, so good luck with that.

With a fair amount of practice it is possible to get the timing down to take out the Phylax and go on a nice extermination spree. Unfortunately it means you would get to continue playing this dull ugly shooter, so it's not much of a prize. If you are looking for something to play there are numerous games in this genre on the 2600 that should take precedent over Bugs.

You have been sent to explore an alien planet that harbors hidden life—a race of intelligent Superbugs that live in massive, subterranean hives. Will your Ultrasonic Weapon destroy them before they walk all over you? Will genetically-engineered Super-Drones penetrate all your defenses? This is one creepy situation—but don't let it bug you!

You have been sent to investigate a life form that has been detected on a long-dead planet. Passing through the deadly Cosmic Tunnel, you land on the barren planet's surface to find an underground world ruled by a race of intelligent Super-Bugs! Countless numbers of these space age creepy-crawlies begin to emerge from massive subterranean colonies—along with the Phylax, genetically engineered Super-Drones that can penetrate **any** surface. . . .

***A Data Age™ Video Game***

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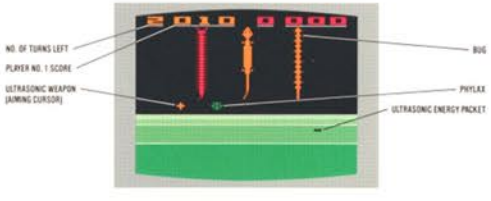
## How To Combat Infestation

1. Hook up your video game system according to the manufacturer's instructions.
2. With game console power OFF, firmly plug in your BUGS™ game cartridge.
3. Turn the game console power ON. If no picture appears, check to make sure your game unit is hooked up correctly to your TV, then try steps 1-3 again.
4. For the best contrast, turn the "Brightness" control switch on your TV to a low setting.
5. Plug your paddle controllers into the left receptacle of your game console. For two players, use both paddle controllers. Player 1 uses the left controller and Player 2 uses the right controller. Hold the paddle controller with the red Fire Button to your upper left.
6. Select the game variation you wish to play—one or two players. For one player, the number three will appear in the upper left hand corner of your screen. For two players, the number three will also appear as the first digit in the upper right hand score block (this number tells you the number of "hits" your weapon or ship can take before the game is over).
7. Select your level of difficulty by positioning the "Difficulty" switch at either Level A (for beginners) or Level B (for more advanced players). You can match the skill levels of two players by having one play at Level A and the other play at Level B.
8. To start the game, press the red Fire Button on your paddle controller. (For two players, Player 2 must press his Fire Button to start his turn.)
9. Using your controller, move your weapon directly underneath the Super-Bugs as they emerge from their nests.
10. If your weapon is destroyed by a Phylax, or if the Bugs leave their nests and damage your ship, press your Fire Button to initiate repairs and continue the game. When a player's weapon or ship has been damaged three times, the game is over.
11. To start a new game, press the "Game Reset" switch on your game unit console, then press your red Fire Button.

## Scoring

Using your paddle controller, position your Ultrasonic Weapon (the "aiming cursor" seen on your screen) directly below the emerging Bugs. You will see Ultrasonic Energy Packets leaving your ship's firing bays and moving toward the aiming cursor to destroy the Bug above. You must destroy the Bugs **before** they completely leave their nests or they will damage your ship.

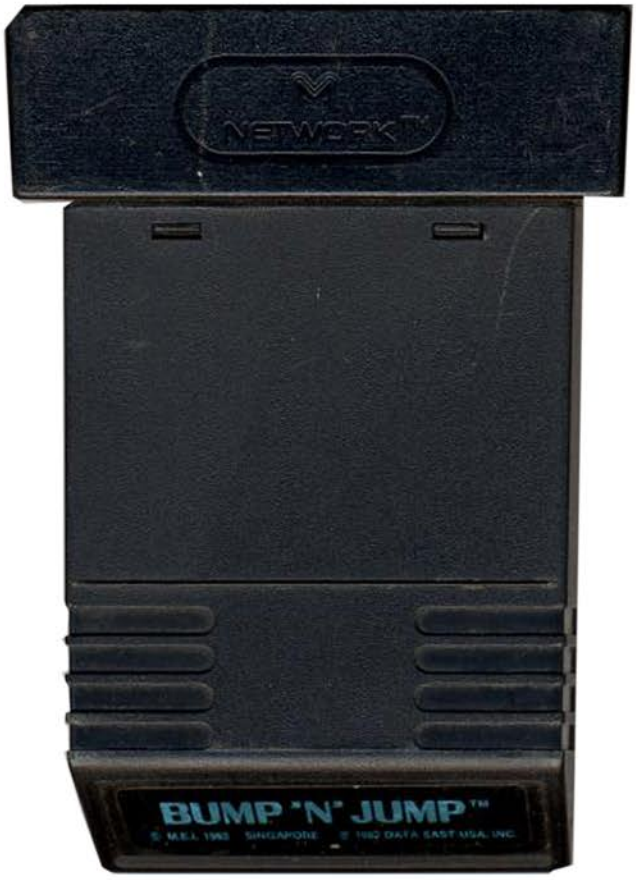


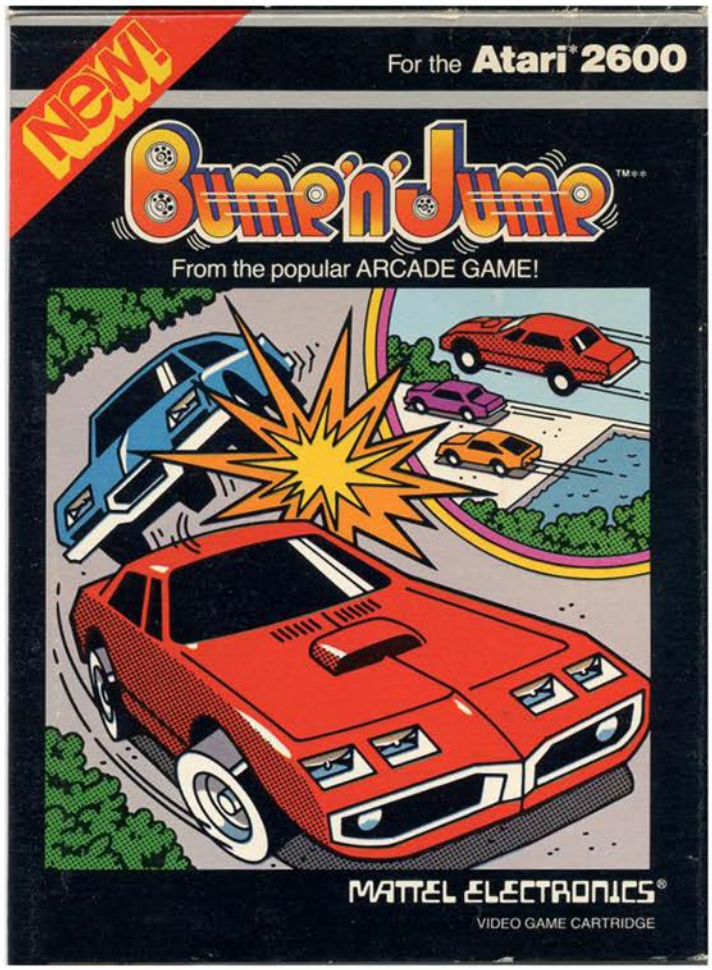
# Bump 'n' Jump

Release Date: 1983
Publisher: M Network
Controller: Joystick
Players: 1
Genre: Racing

Alternate Title: N/A
Model #: MT7045
Rarity: 4
Programmer: David Akers / Jeff Ratcliff

This port of the arcade classic is competent at best.



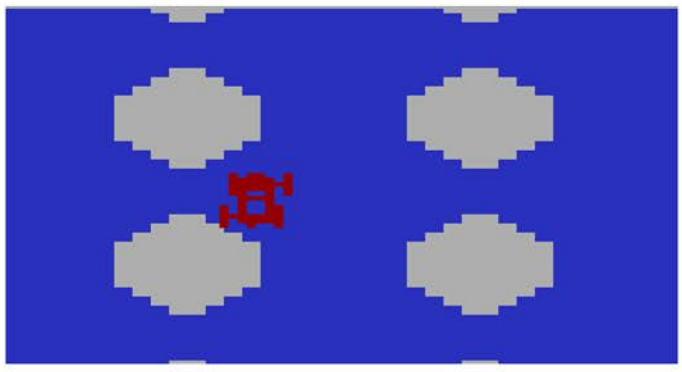



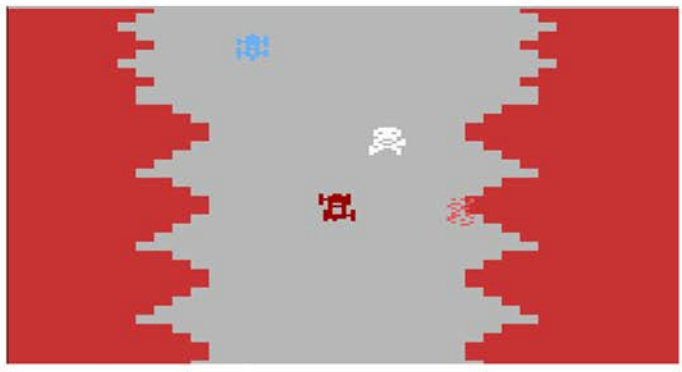
Want to add a healthy dose of murderous rampaging into your racing experience? Then Bump n Jump is the game for you. Why in the world would you want to gracefully weave your way through traffic in order to be the first to cross the finish line when you can simply smash into your opponents and send them careening off the roadway into a tree?

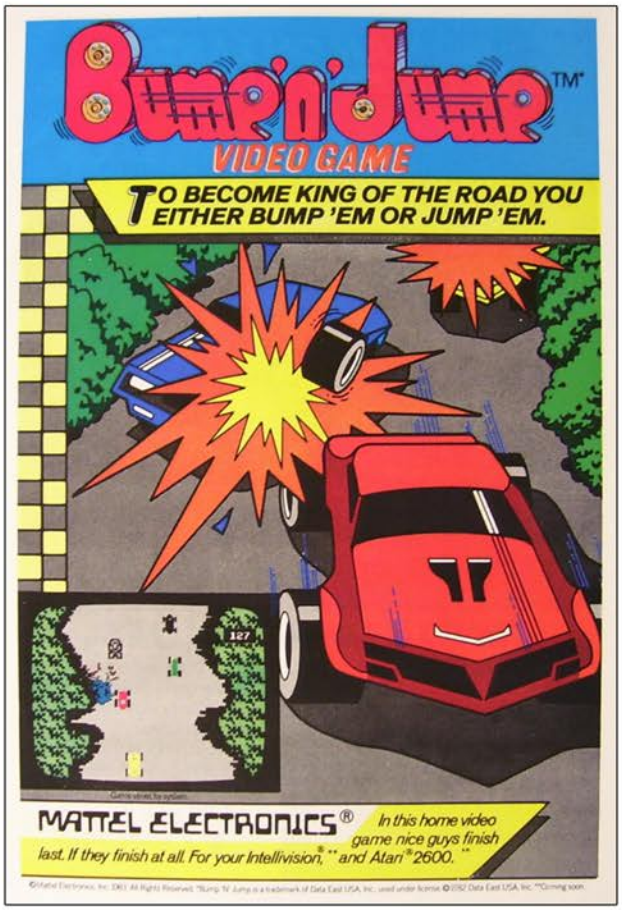
Now the game isn't all about turning your fellow racers into a mangled combination of twisted metal and fire, no the game is also about jumping over giant lakes. For some reason the track designers have decided to put waterways in the middle of the racetrack. Luckily you are driving an automobile that comes equipped with spring loaded wheels. If you are driving at least 100mph then you can hit the button and fly through the air over the water, or over any cars that might be in your way. Worried about knowing when to jump? Don't, because when you get close to an obstacle the game will alert you with a high pitched alarm, so when you feel your ears begin to bleed get ready to jump.

There are five different vehicles that will make your journey to the finish line a difficult one. There are two different colored race cars which can easily be shoved out of the way, as well as a tractor which will barely notice if you smack into it while going 220 mph. Your two biggest foes on the course are the Skull and Crossbones and the Suicide Bomber Dump Trucks. The Skull and Crossbones are just that, a moving set of Skull and Crossbones. It's kind of creepy to see in motion since it looks like the ends of the bones are spinning. These "cars" will seek you out and make your life incredibly difficult. The Suicide Bomber Dump Trucks will give you headaches in two ways. First off it looks as though they were built off the Ford Pinto schematics, so even the slightest touch will cause them to explode, and second they will occasionally dump debris into the middle of the road. While the explosion doesn't kill you outright, it will forcefully send your car halfway across the screen which will oftentimes end up with you being pulled from the wreckage.

There are multiple levels that you can work your way through, although outside of a color palette change and some more aggression on the part of the other racers there isn't much of a difference between them. If you happen to lose all of your extra race cars on a later level you can continue by hitting the game select button instead of reset, which is a fairly rare feature of 2600 games. If you are a fan of the arcade game it’s worth checking out.







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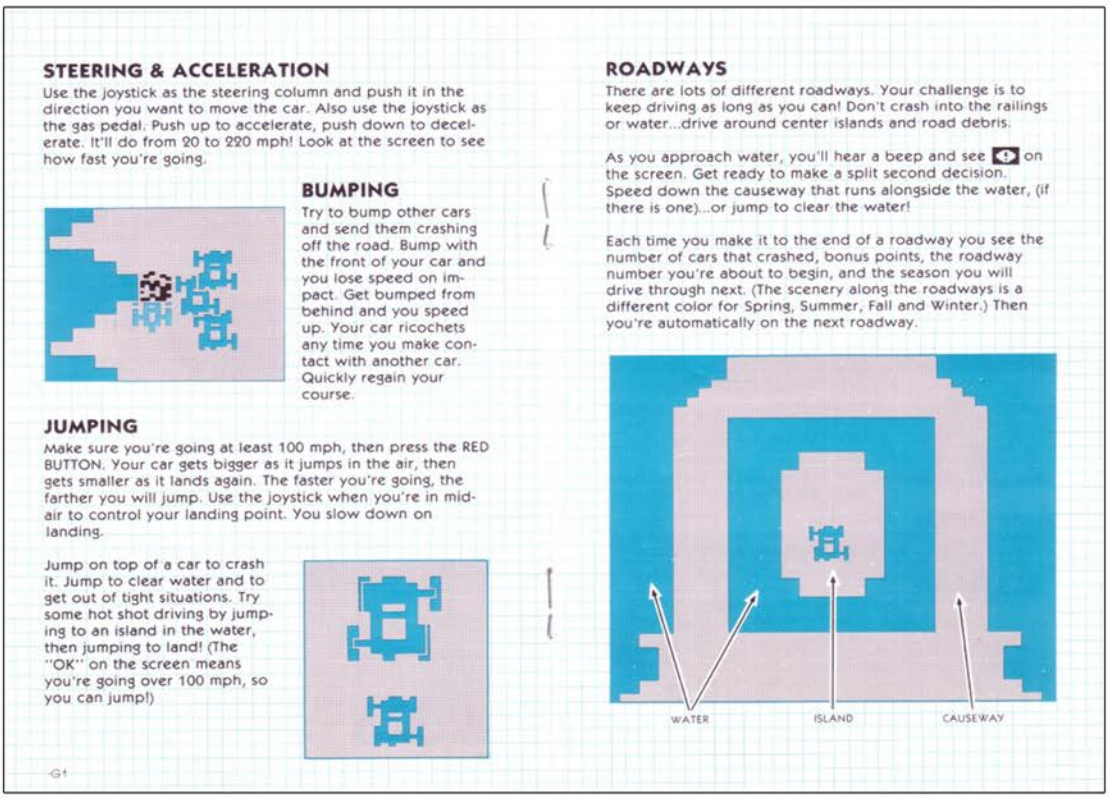



# Bump 'n' Jump

# Bumper Bash

Release Date: 1983
Publisher: Spectravision
Controller: Paddles
Players: 1
Genre: Pinball

Alternate Title: N/A
Model #: SA-218
Rarity: 9
Programmer: David Lubar

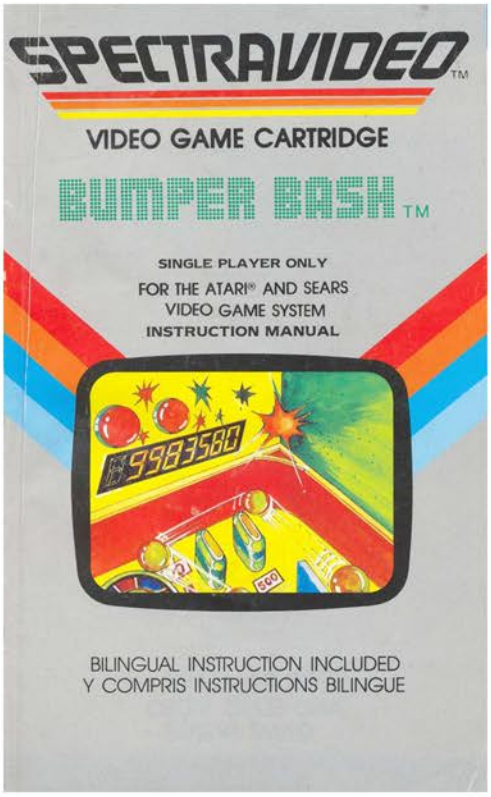
Bumper Bash is a simple yet effective pinball simulator.

The game does require the use of paddle controllers to maneuver the flipper, with each of the paddles being in charge of the left or right flipper. It takes a little getting accustomed to, but once you do it replicates the feel of a pinball machine nicely.

Once you fire the ball into the play field there are plenty of ways to increase your score. Bumpers can be found on just about every surface, and thanks to some wonky physics the ball will either gently bounce in the air or violently careen across the screen. If you take out all three of the targets on either side of the screen you will be given a multiplier for the bumpers.

The rollovers at the top of the screen will grant you a ball kicker over each of the drains on the side (although they should really be called ball savers, not ball kickers. The latter doesn't really sound like something anyone wants to strive for). The spinner in the middle will generate a random number which impacts the bonus points.

There is only a single player option as well as only one gameplay setting. Some pinball staples like nudging/tilting the machine and the plunger are missing. These are by no means a game killer, just omissions that would have improved the game. Problems aside when it comes to pinball emulation on the 2600, this is far and away the best option available.

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## SCORING

Just like the pin-ball game, you are given 5 balls per game. Keep this in the playfield. Avoid the side drains as well as the gap between 2 flippers. Of course, you have got to score marks. Here are more useful tips:

- **Rollovers**
  As a ball passes through a rollover, an alphabet will be displayed right on the spot. If you get three alphabets, then 2 ball kickers will be generated, and your ball will be saved from draining down the side. If these alphabets are lit a second time with the same ball, you win an extra ball.
- **Drop Targets**
  If you hit all three top drop targets, the score of the bumper pair increases. The second time, the score of the top bumper is increased. The third time, bonus will be granted once the rollover buttons are hit. After this, completing the targets spots the left rollover alphabet. Targets are reset on each new ball with any feature gained remains till game is over.
  Completing the bottom targets advances the bonus multiplier. Once the multiplier reaches 5, completing the targets spots the right rollover alphabet. The bonus value and targets reset after each ball.
- **Spinner**
  The spinner rotates the target value from 1 to 9. Hitting the rail bumpers causes the flashing switch between the sets of targets. Flashing targets score a bonus point.

1 ROLLOVER BUTTON
2 ROLLOVER
3 GAME SCORE
4 TOP BUMPER
5 BUMPER PAIR
6 BOTTOM DROP TARGETS
7 RAIL BUMPER
8 FLIPPER
9 BONUS
10 MULTIPLIER
11 BALL KICKERS
12 PLUNGER WITH A PINBALL SITTING ON TOP
13 DROP TARGET VALUE
14 ROLLOVER BUTTON
15 TOP DROP TARGETS
16 SPINNER



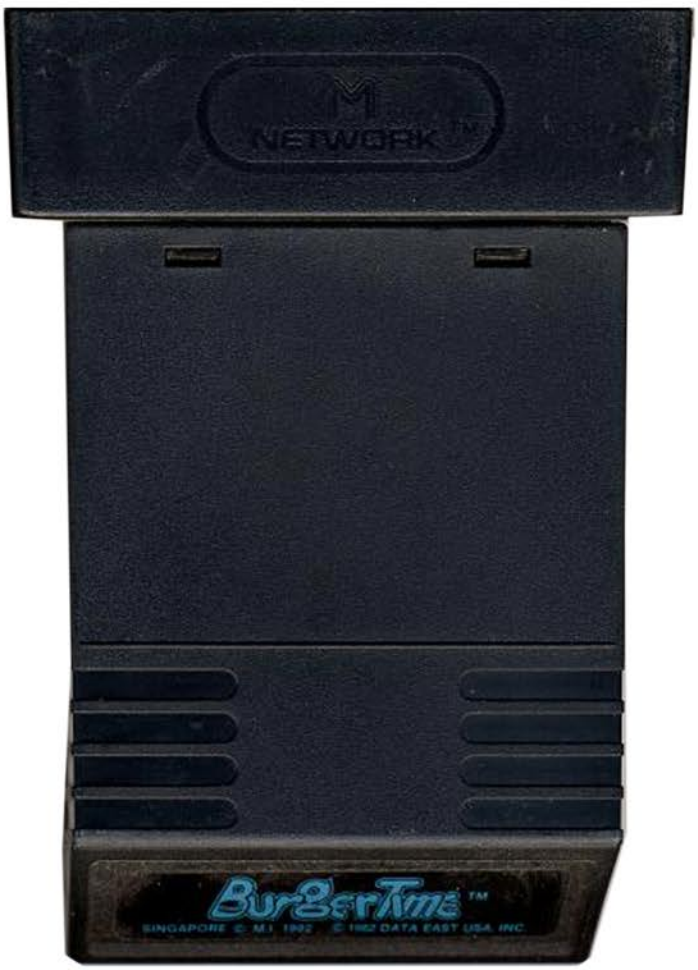
# BUMPER BASH

# BURGERTIME

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 1 - 2
Genre: Arcade - Platformer

Alternate Title: N/A
Model #: MT4518
Rarity: 3
Programmer: Ron Surratt

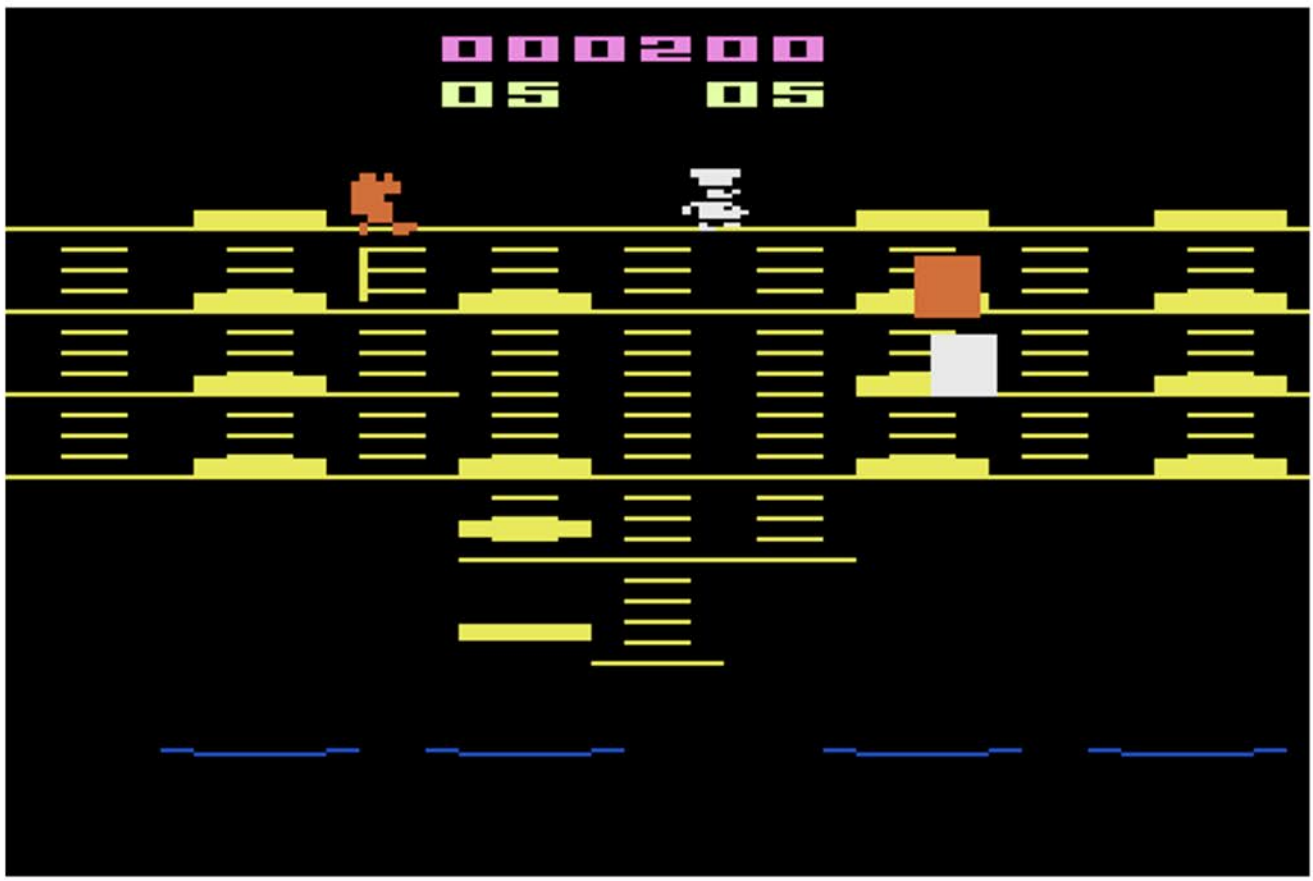
This port of the arcade classic is one of the ugliest games ever made.

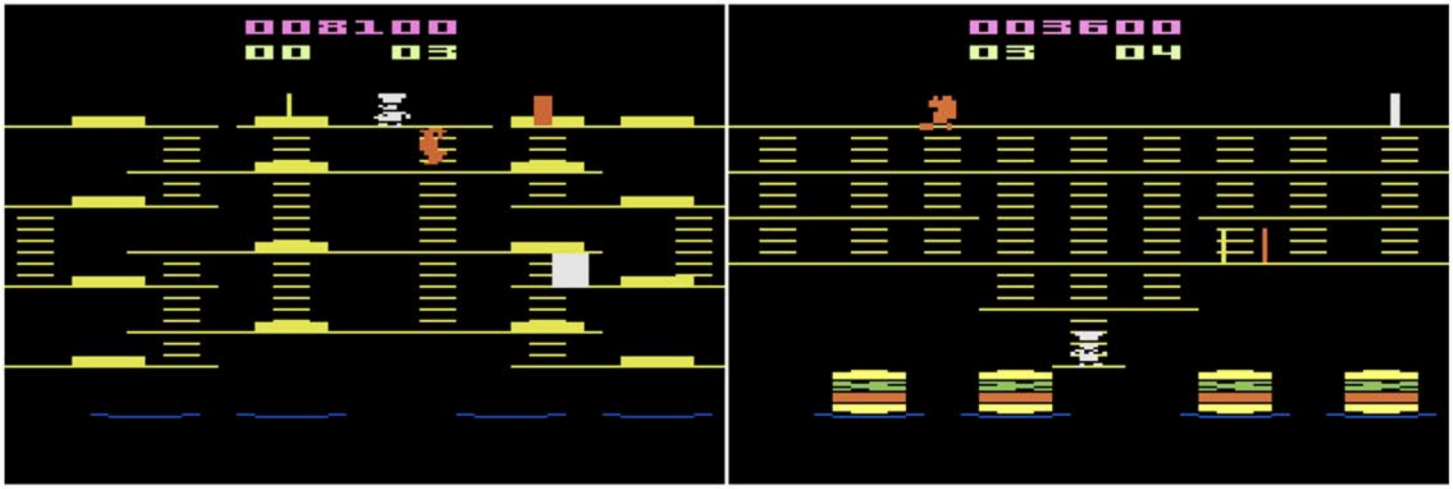


Have you ever wanted to be a chef trapped in a restaurant nightmare where you have to assemble hamburgers ingredient by ingredient while being pursued through a multi-story maze by killer sentient food? Well have I got the game for you. Actually I have an unbelievably bad port of the arcade game you should be playing.

You are in control of The Chef, who must build his giant hamburgers one ingredient at a time. This is accomplished by walking across them, which to put it mildly is a bit unsanitary. If there are ingredients below the one you walked across they will be bumped down a level, setting off a chain reaction that impact every layer beneath you. Once you have all four pieces in place it will actually look like a hamburger rather than the four yellow colored ingredients you scampered across.

There are four evil food items that are attempting to impede your quest to build the perfect burger. Pursuing you through each level are a hot dog, an egg, a breadstick and a wedge of cheese. Well, that's what the instruction manual claims they are. Instead you are being chased by two blinking squares, a line and an apostrophe with legs. Even by 2600 standards the graphics here are incredibly poor. Poor graphics or not however, they are still quite deadly if they come into contact with you. Luckily The Chef has a couple of tricks up his sleeve to take them out.

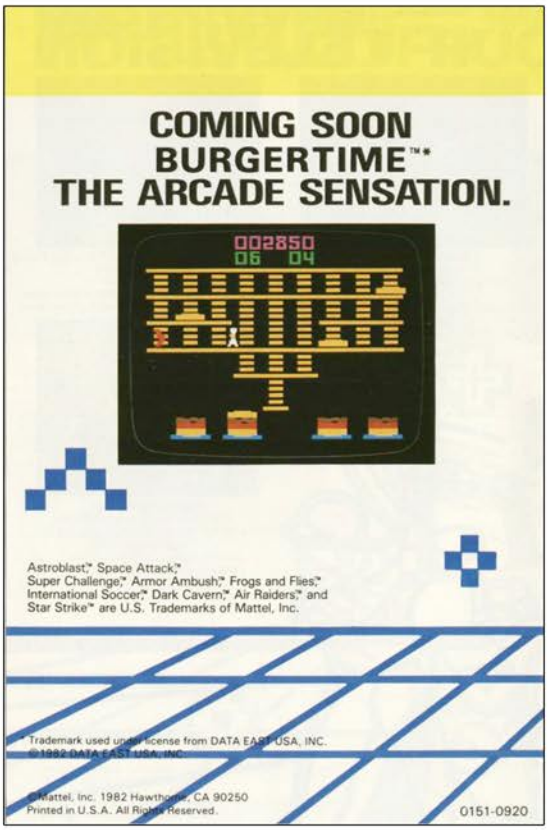


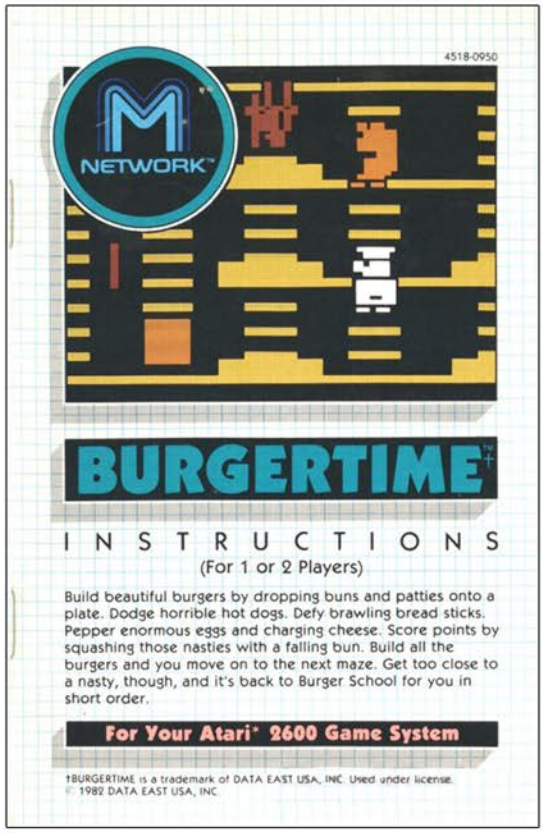



The best way to dispatch your food nemesis is to use the burger ingredients against them. This can be done either by crushing them with a falling piece, or by triggering an ingredient fall while the bad guy is still on it. In both cases they will be off the screen for a few seconds before respawning at the top of the board (which can occasionally be fatal if you happen to be in that space at the time). Your other method of attack is limited in both quantity and quality. When you press the button The Chef will throw out a dash of pepper, stunning anything that is currently in front of him for a few moments. This gives him a brief opportunity to run through them, which comes in handy in the later levels as there are dead ends that can leave you cornered. Well, the pepper comes in handy in theory since The Chef is so slow that it can be very difficult to make it through the stunned food before it becomes active again.

This brings us to the other major problem with the game, the gameplay. Now I don't expect a chef to be the fleetest of foot, nor do I expect a bunch of sentient food items to be able to move at a sprinters pace, but it would be nice if they moved at something above a snails pace. The other tricky thing is dealing with the ladders, as you have to perfectly line up The Chef onto the landing before he will step off the ladder, which can be an issue when you are about to be killed by an evil hot dog. Too often you will find yourself trying in vain to make an escape, only to do the Scooby Doo run on the ladder.

While the game is slow to play and hideous in terms of graphics, the one place where it isn't half bad is in the music department. Apparently the entire game budget went to capturing the arcade theme, which they do an admirable job of. Unfortunately when the music is the only positive thing you can say about a game, it's probably a safe bet you shouldn't waste your time with it.

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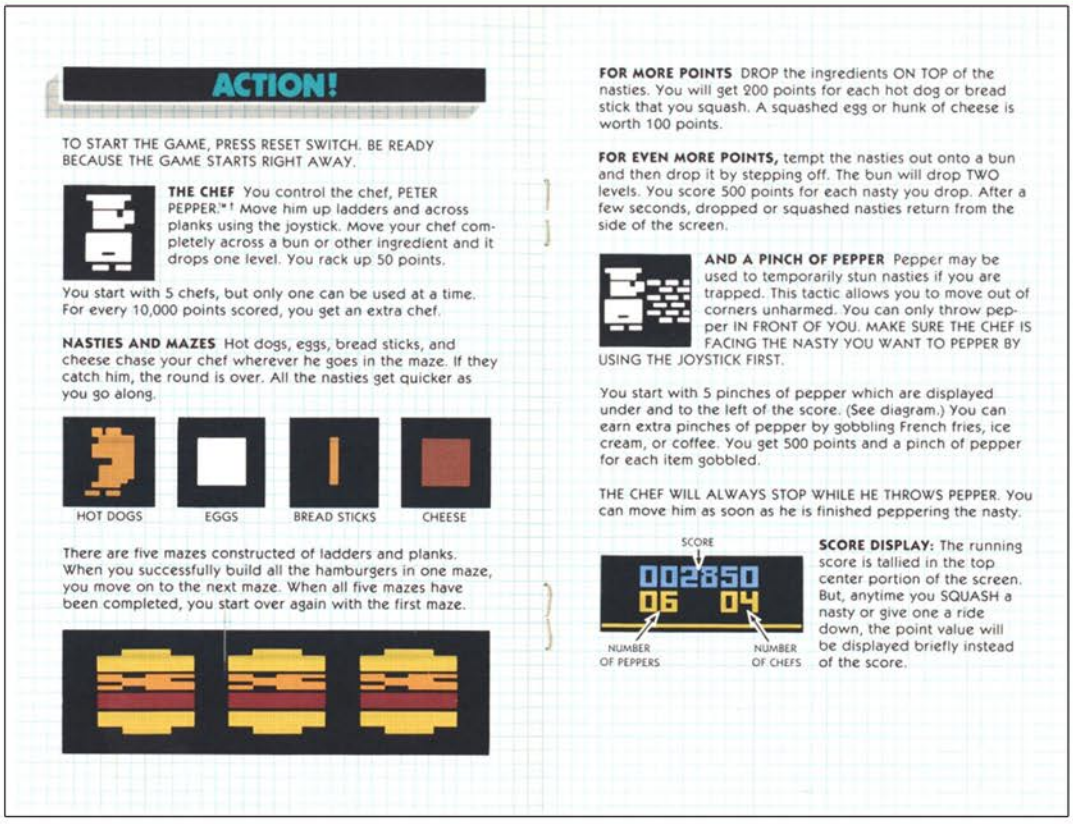
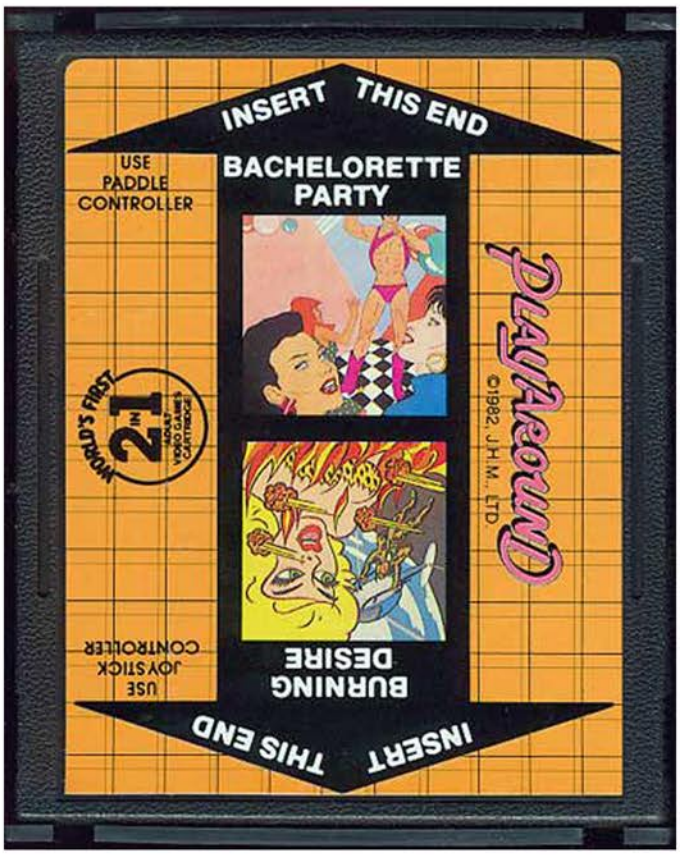


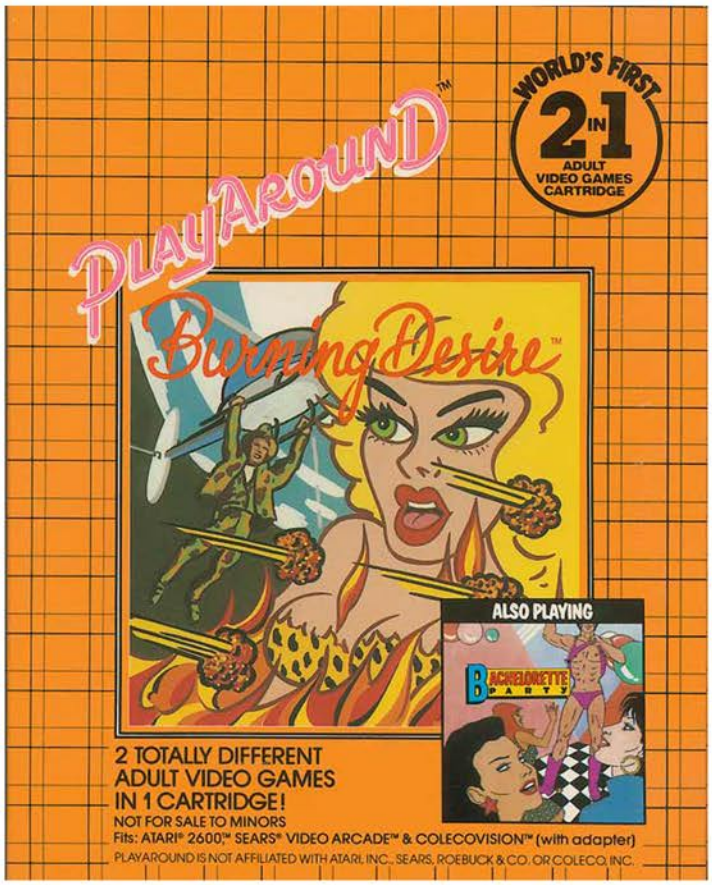
# Burning Desire / Bachelorette Party

Release Date: 1982
Publisher: Playaround
Controller: Paddles
Players: 1 - 2
Genre: Adult

Alternate Title: N/A
Model #: 202
Rarity: 5
Programmer: Joel Martin

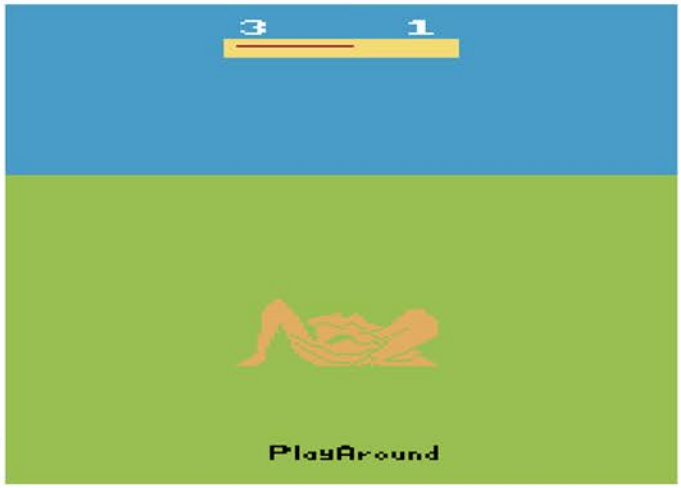
This may be the single most absurd concept for a video game ever.



(For the review of Bachelorette Party please see the Bachelor Party review. The games are identical with the exception of the gender swap.)

In Burning Desire you must rescue the damsel in distress in what is arguably the most unique and ineffective way possible. The lady in question has apparently been kidnapped by restless natives and put between two pillars of fire in an effort to sacrifice her to the gods. Armed with a helicopter and a rescue worker who is very, very excited to be doing rescue work, it's up to you to save her before she becomes engulfed in flames.




Now the way you go about rescuing her starts out simple enough, but quickly turns into an X-rated sideshow performance art trick. Your rescue worker is armed with a fire extinguisher that must be used to knock down each pillar of fire. The extinguisher can only fire one shot at a time, meaning if you want to put out the fire before it turns your future date into a pile of ash you will have to get really close to the flames. Once you have succeeded in taming the fire the lady will turn her head skyward and start bobbing her head. That's your cue to position your…umm…member over her head so that she can latch on with her mouth, allowing you to fly away to safety. Once you have escaped certain death and are safely in a field somewhere she…umm…shows her gratitude.

On paper the rescue sounds easy, but in practice it is far more difficult. In addition to the fire slowly moving towards the lady there are two natives flanking the flaming altar. Since they don't want you to succeed they are throwing what I hope are rocks at you. Luckily your helicopter is immune to them, but you will lose a life if the overly excited rescue worker takes a hit. The other obstacle in your path is the chopper fuel level, which decreases surprisingly fast.

None of this really matters however since this is little more than a joke game that very few people will play for longer than five minutes. That said, it absolutely must be played if for no other reason than to take part in what has got to be the single most surreal video game rescue ever.

Top Left: Bachelorette Party Screenshot
Top Right: Burning Desire Manual Cover
Below: Burning Desire Manual Page Samples

**BURNING DESIRE™**

1. Follow the separate directions for selecting the correct game on your Playaround™ 2-in-1 Cartridge.
2. With the power off insert cartridge into game console.
3. Connect the left joystick. When playing hold the joystick with the red button at the upper left.
4. Turn power ON. If no picture, check your game and TV connections and then repeat steps 1, 2 and 3. If everything is OK then push reset or the fire button on the joystick to begin the game.

**GAME PLAY**

The object of this game is to rescue the Damsel in Distress from the flaming pyre by maneuvering the helicopter with the joystick and by pressing the fire button, putting out both flames with our hero's fire extinguisher. At the same time, you must avoid getting hit by the rocks being thrown at you by the bad guys. And you must avoid running out of fuel.

Once both flames are low enough, our lady will start bobbing her head up and down, and by moving the helicopter so that our hero's member is directly over her mouth, she'll grab hold of him, and by maneuvering the helicopter aloft, (push joystick up) the two will fly off on a trip around the world.

You have three (3) turns per game. Moving the joystick left, right, up or down will result in the corresponding movement of the helicopter.

If you squirt either of the bad guys, he will become temporarily disabled and stop throwing rocks.

However, if you take too long, she'll be consumed by the flames and you'll have to start putting out the flames all over again. If you squirt the maiden by mistake, the flames rise back to their original height.

If you get hit by a rock or run out of fuel (fuel level is indicated by a horizontal line up in the scoreboard at the top of the screen) you lose one of your three turns. Remaining turns are indicated by the left hand number at the top, and the number of successful rescues are shown on the right. A successful rescue will also result in a fuel refill.

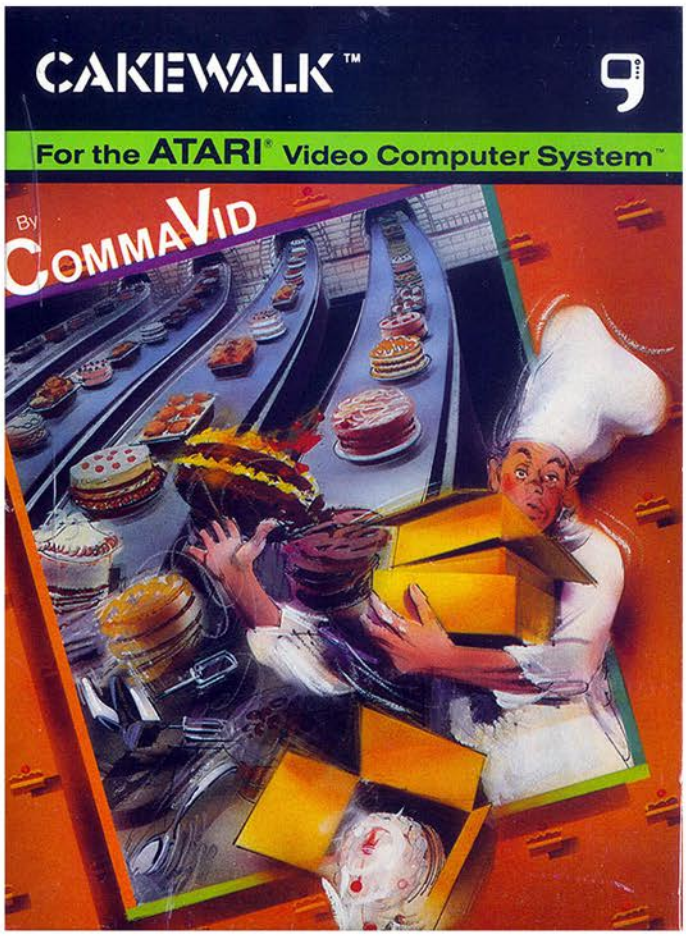
# Burning Desire / Bachelorette Party

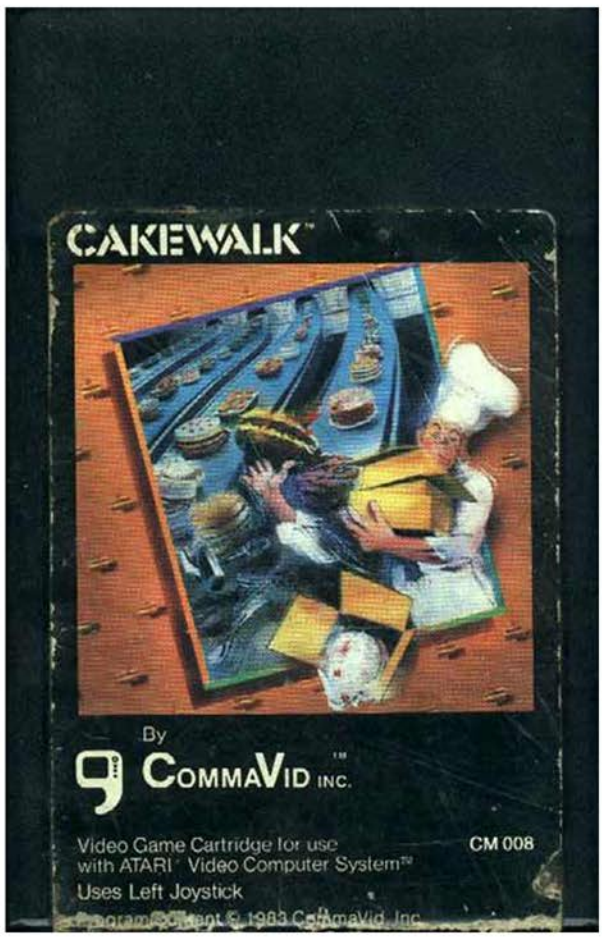
# CAKEWALK

Release Date: 1983
Publisher: Commavid
Controller: Joystick
Players: 1
Genre: Arcade - Catch'em

Alternate Title: N/A
Model #: CM008
Rarity: 9
Programmer: Irwin Gaines

This baking themed game is a solid entry into the arcade style gameplay genre.

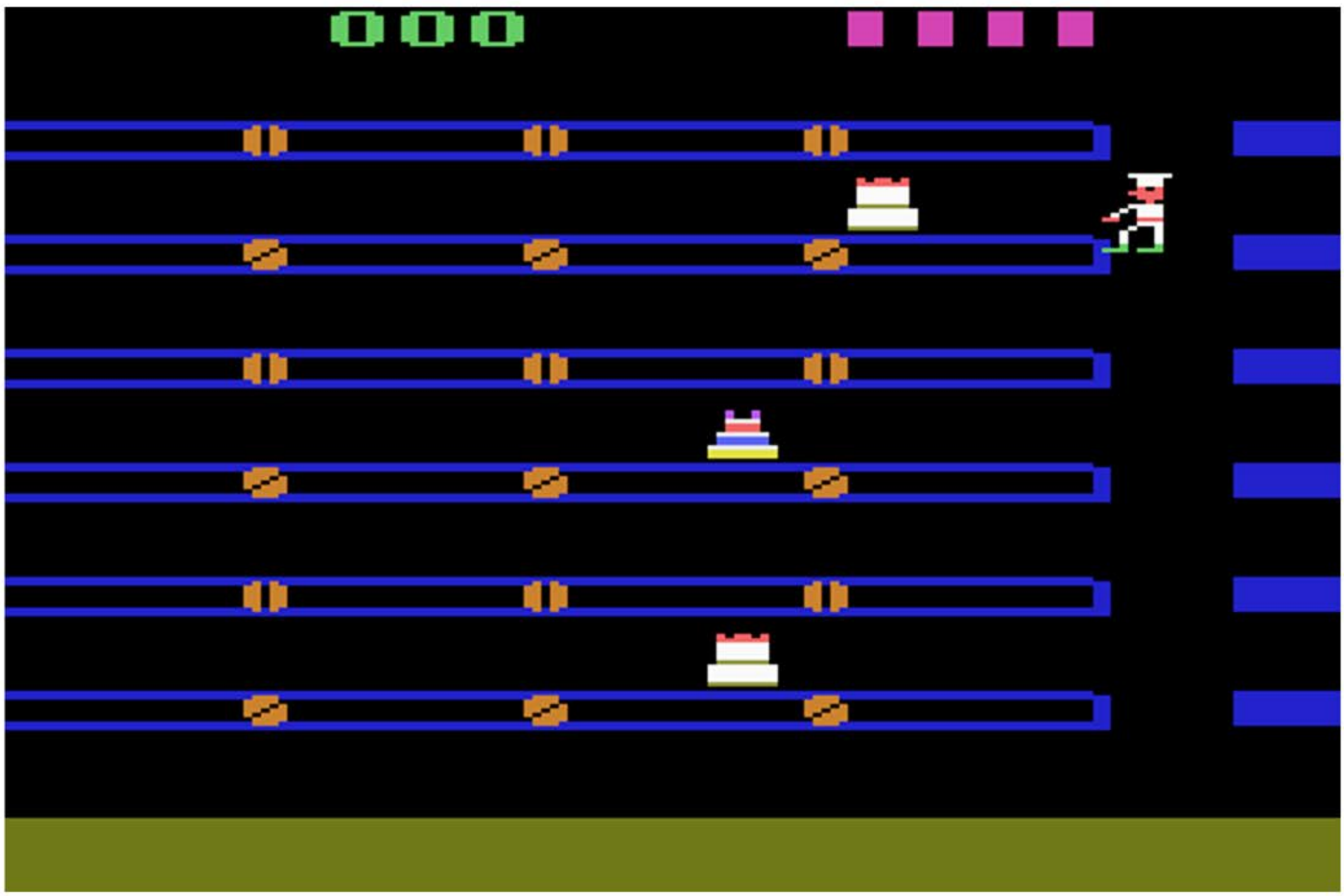


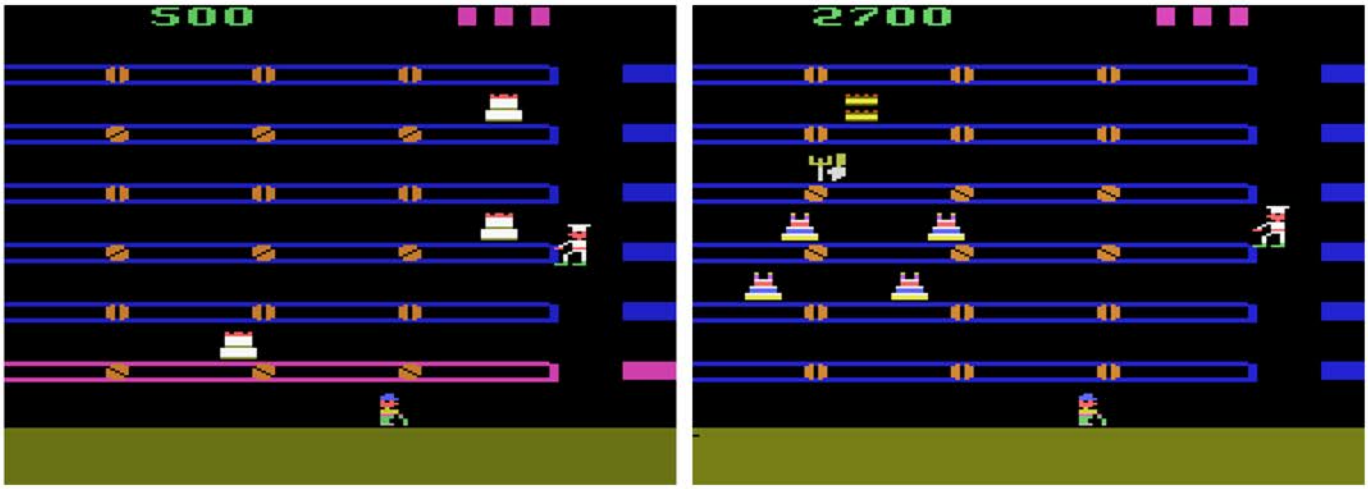



In this incredibly rare title you control a baker who is faced with six out of control conveyer belts that are spitting out cakes and pies at an alarming rate. It's your job to catch each item and move it over to the counter for safe keeping. As is customary in these situations, it is easier said than done.

As soon as you turn on your 2600 you are greeted with the floating head of a mustachioed baker who is gazing down upon an endless stream of delicious cakes. Unfortunately you are also greeted with an incredibly grating theme song that plays again as soon as you hit the button to begin your game. If you plan on playing this game for any length of time you should get used to hearing this tune as it plays between every level during your coffee break.

If you have ever played the arcade classic Tapper, then you will be right at home in Cakewalk. There are six long conveyer belts that will bring down cakes and pies for you to catch. In the beginning they will come out sparingly one at a time and will be moving at a slow pace. Once you survive a couple of levels however there will be multiple items coming at you on all of the belts at once. There are two vital tools that can help you survive the onslaught of pastries, freezing a conveyor and speeding them up.



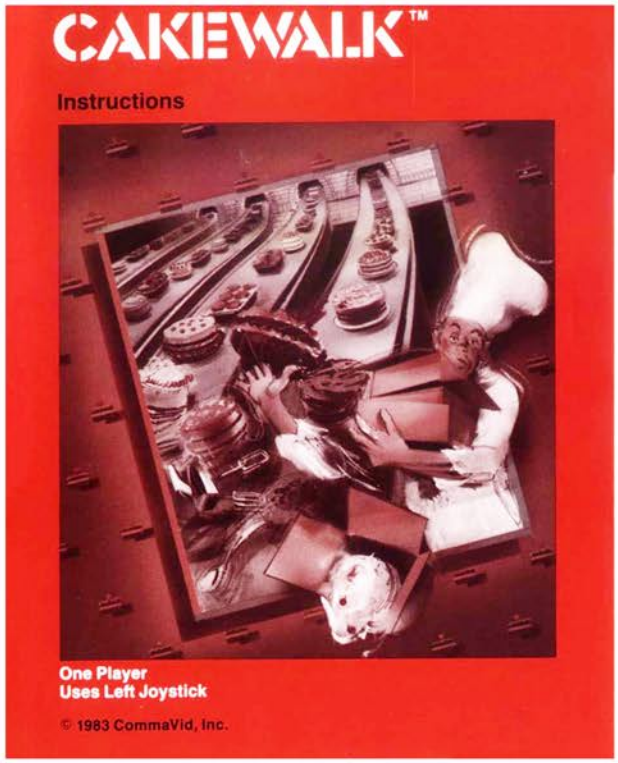



Speeding up the conveyor sends the cakes flying across the screen, allowing you to put them away in time to run and catch the next one (although this feature is only in certain gameplay settings). If it looks like two of the cakes are going to hit the end of the line at the same time you have the ability to stop one of them dead in its tracks. You do have to be careful though since you can only have one frozen conveyor belt at a time.

It isn't all cakes and pies however, as there are a couple other things that will occasionally show up. One is a sentient gingerbread man who apparently doesn't want to be eaten since he will run up and down the conveyor belt in an attempt to evade you. The other thing is a deadly set of silverware. The only thing I can come up with as to why a fork and spoon would be deadly is that the baker is horribly allergic to doing the dishes.

Instead of lives you are given cleanups from the surly janitor that is standing at the bottom of the screen, apparently waiting for you to screw up. If you miss a cake it will fall slowly to the bottom of the screen, at which point the surly janitor will make his way over with his push broom and clean up the mess (or clean you up since you melt at the touch of silverware). You begin with four cleanups, but you get an extra one with each coffee break earned.

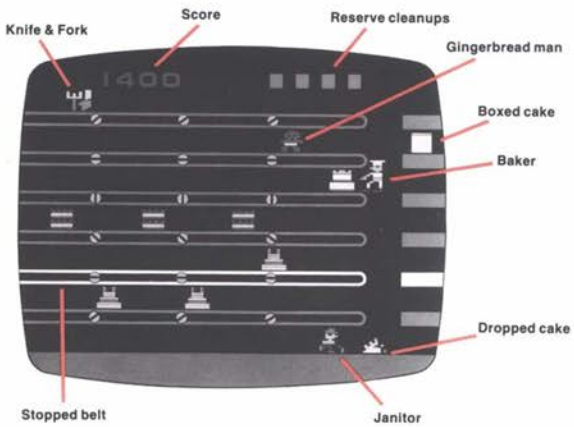
It's a shame that Cakewalk had such a limited release because it's a very solid title that holds up well today. Just make sure to plug your ears for the theme song.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

## USING THE JOYSTICK

- Hold the base of the joystick in your hand with the fire button in the left corner nearest the TV. Pushing forward and backward on the joystick moves the baker up and down.
- Pressing the **fire button** stops the belt nearest the baker. This stopped belt will start moving again after about 4 seconds, or will start immediately if you stop another belt. A stopped belt becomes **red** (brighter grey on a B/W TV).




This color change will help you see quickly that you have stopped the desired belt.

- In game variations with "Belt Speedup", pushing the joystick to the right will speed up the belt nearest the baker.
- Pushing the joystick left has no function in any game version.

## PLAY FEATURES

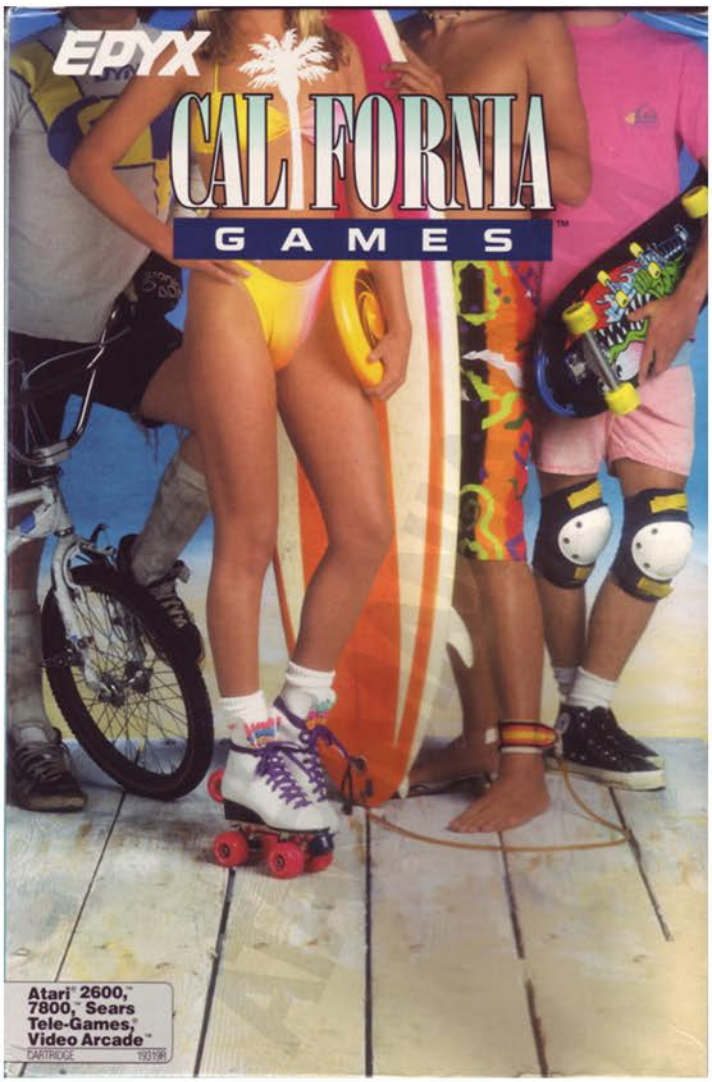
- Each pastry caught scores 100 points.
- The baker **must not catch** the **knife and fork** that appear occasionally. These are the only objects that the baker must avoid.
- When a pastry is dropped, the janitor will clean it up. The number of reserve "cleanups" is shown at the top left of the screen as a row of red blocks. At most 4 cleanups can be kept in reserve. When a pastry is dropped (or a baker injured on the Knife and Fork), with no clean-ups in reserve, the game ends.
- Periodically, when enough pastries have been caught, a **coffee break** is earned. Pastries stop appearing on the belts and a steaming **cup of coffee** appears on the center belt. The **game pauses** until the baker touchs the cup of coffee, and the coffee will not fall off the belt. When you are ready to resume play, move the baker to the coffee cup. He will consume it, and a new and more difficult onslaught of pastries will start.
- An **extra reserve cleanup** is earned **at the end of each coffee break** when the baker drinks his coffee.

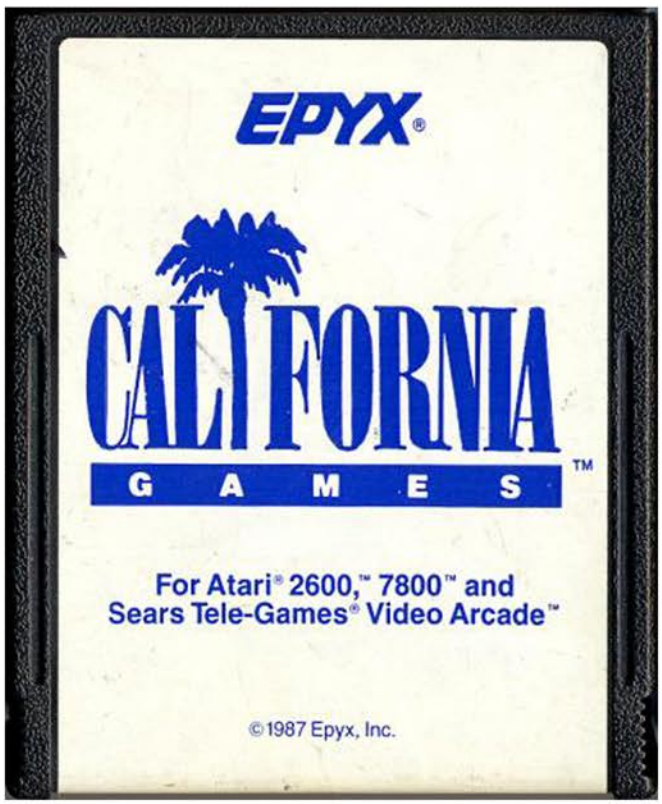
# California Games

Release Date: 1987
Publisher: Epyx
Controller: Joystick
Players: 1 - 8
Genre: Sports

Alternate Title: N/A
Model #: 19319R
Rarity: 4
Programmer: Steve Baker / Peter Engelbrite

Grab seven of your friends and head out to California for some extreme sports action!



Well maybe not extreme, especially in the case of the Foot Bag event, but definitely some outside the mainstream sports action! After you and your seven friends pick your preferred sponsor from a list that includes Casio, OP and Epyx it's time to begin the competition. On the agenda today are four events: Foot Bag, Skateboard Half Pipe, Downhill BMX, and Surfing.

Foot Bag (or Hacky Sack depending on what part of the country you are from) consists of one goofy looking guy in the park playing with a small bag. Seriously, your character looks like a middle aged hipster with the striped shirt, knee high socks with shorts, and a giant bald spot. This is the type of man that you warn your children to stay away from. Creepiness aside, the man does know his way around a foot bag. You have ninety seconds to kick or head butt the bag as many times and in as many different ways as you can. You get bonus points for chaining together tricks (like spinning around while the bag is in the air or kicking it with your heel).

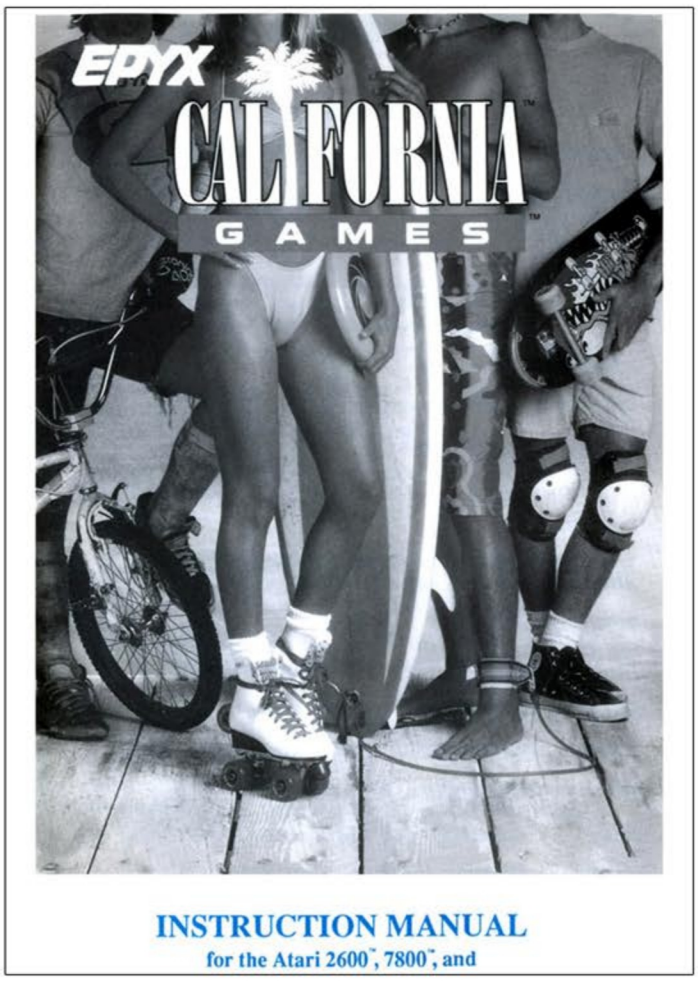
The Half Pipe event had potential to be an exciting event. I mean a skateboarder with no fear flying through the air doing any manor of tricks, it could have been great. Instead what we get is a casual afternoon on the half pipe in front of the Hollywood sign where you simply ride from one side to the other and do a kick turn. If you time it right you might be able to do an aerial turn or a handstand, but for the most part the only thing you are going to be doing is turning around. Scratch that, given how finicky the controls are you are going to be spending most of the time picking yourself up off the ground since even doing a simple turn will send you tumbling.

The BMX Downhill event is easily the best event. You are a maniac on a bike who doesn't have a care in the world about his well being. Before you is what seems like a never ending hill filled with tree stumps, full trees, skulls from dead animals, mud, water pits and of course, a bevy of jumps that will send you flying high in the air so you can recklessly do half a dozen backflips before landing. The event is fast paced and allows for a lot of crashes, which is good since you will be smacking into things or landing on your head after mistiming a backflip. Once you get the hang of things there are flags placed throughout the course that give you bonus points, but on your first few trips down the hill don't expect to get them except by accident.

Surfing is an incredibly realistic representation of the sport. By realistic I of course mean that it is a near perfect representation of what it would be like if any one of us tried to get up on a surf board on a wave of that size. Three seconds of "oh my god I'm surfing" before being flung over the wave to a drowning death. Points are awarded for turning around, or "Hanging 10" by standing on the end of your board as if to taunt death since you know he's about to take you anyway.

At the end of each event if you have more than one person playing there will be points given (5 for first, 3 for second, 2 for third). At the conclusion of the four events the points are tallied and the king of the California Games is crowned.

Given that this is one of the latest games released for the 2600 it's no wonder that the graphics are fantastic for the system. That said, it pales in comparison in every way to the NES version that was released roughly a year later. Still though, it should be checked out just to see the 2600 pushed to its graphical limits. Plus there is a nice rendition of "Louie Louie," so you can't really go wrong there.




Left: Manual Cover

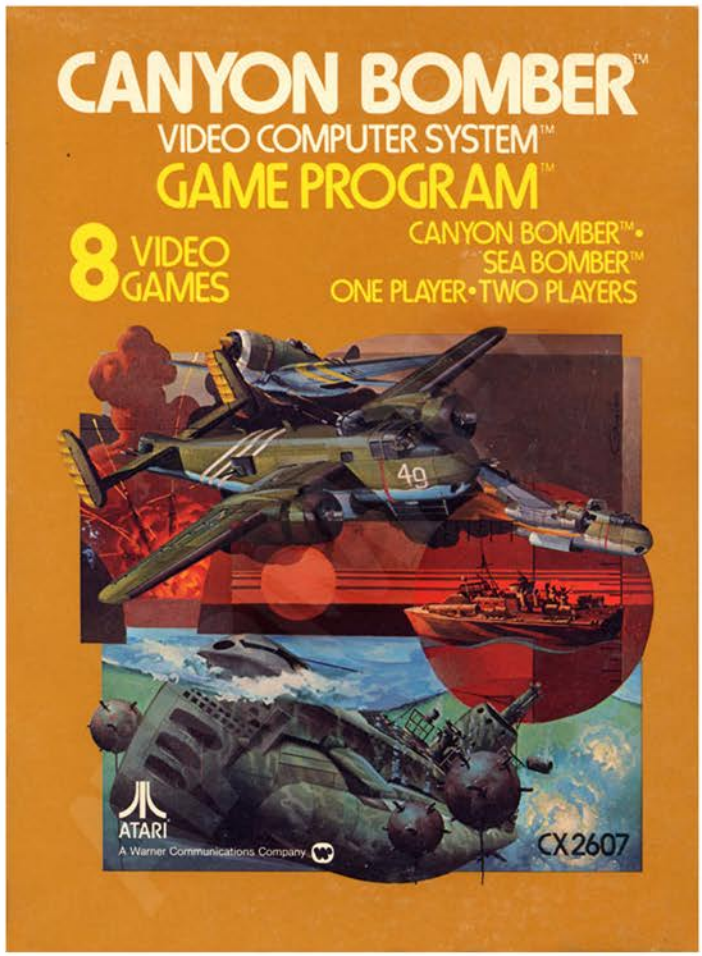
Below: Title Screen

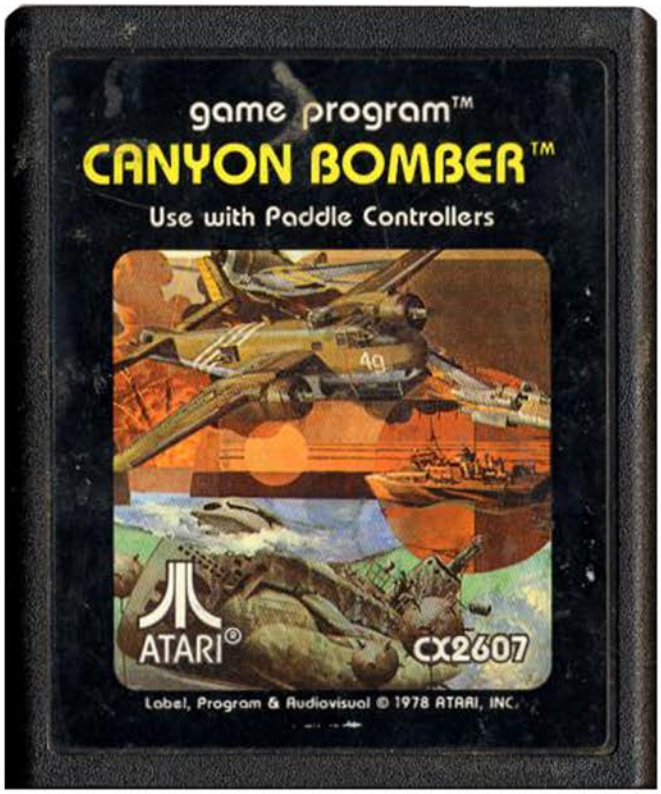
# Canyon Bomber

Release Date: 1978
Publisher: Atari
Controller: Paddles
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2607
Rarity: 2
Programmer: David Crane

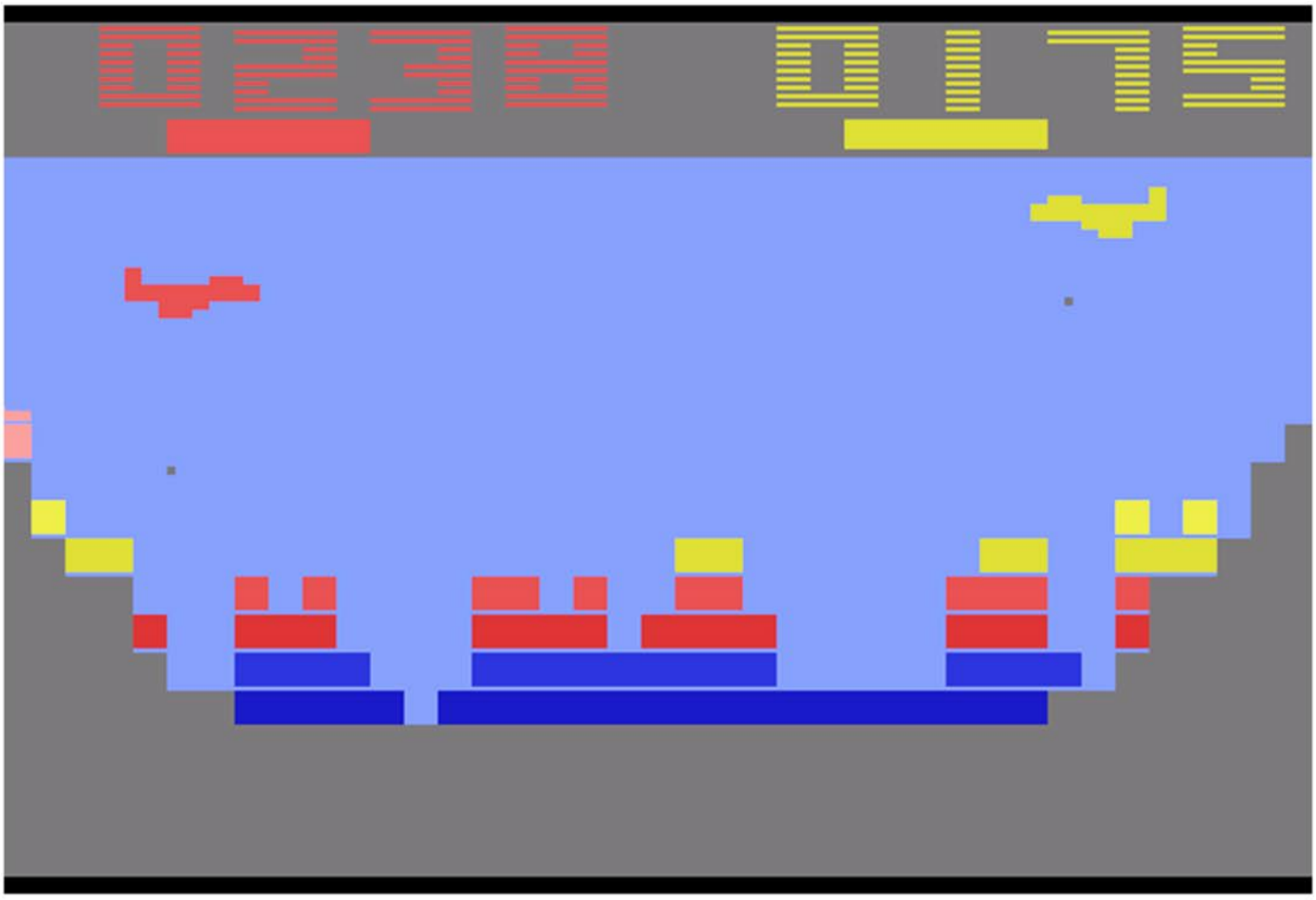
This early 2600 game hasn't withstood the test of time.

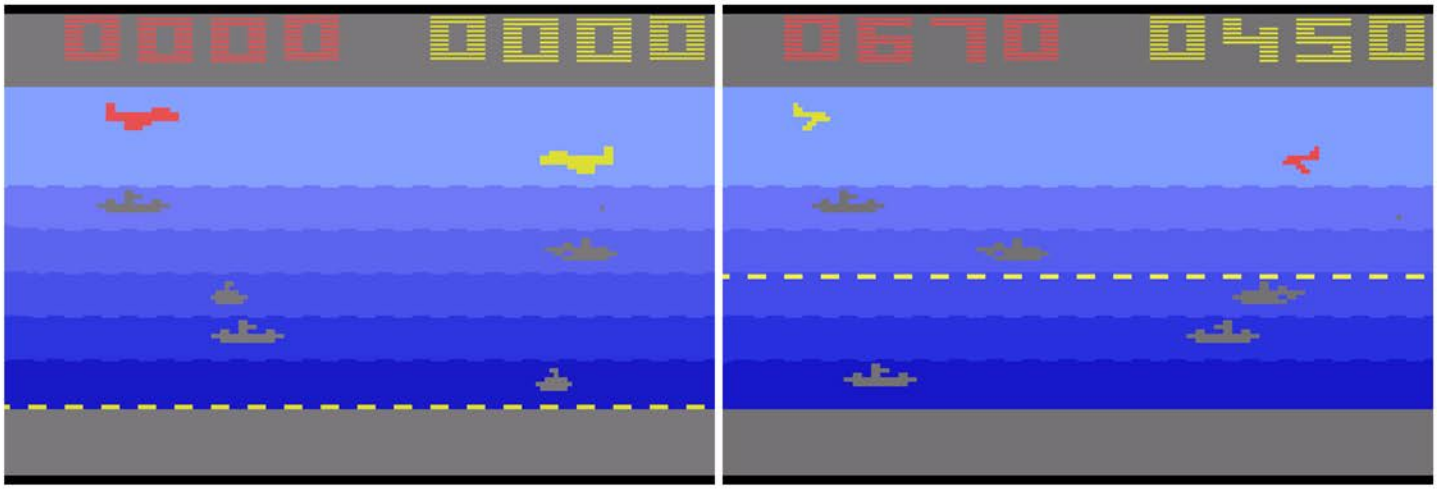


Given that this is one of the earliest 2600 titles it comes as no surprise that Canyon Bomber is incredibly simplistic. For most of the gameplay selections it is overly basic, however the final Sea Bomber campaign is quite challenging.

For the Canyon Bomber portion you control an entire air force whose only mission is to bomb the holy heck out of the ground below. Seriously, there are no targets, just eight layers of ground that must be destroyed. You have an ever changing assortment of aerial vehicles (BiPlane, Helicopter, Jet and High Altitude Bomber) that are unfortunately on auto pilot. The only control you have over them is when to release the bombs. To add to the frustration, you can only release one bomb at a time, meaning you have to wait until impact before you can fire again.

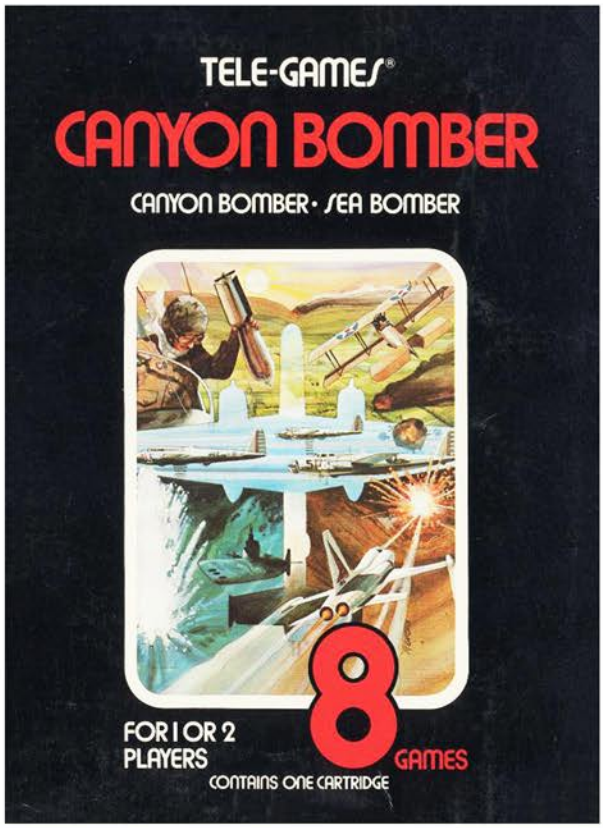


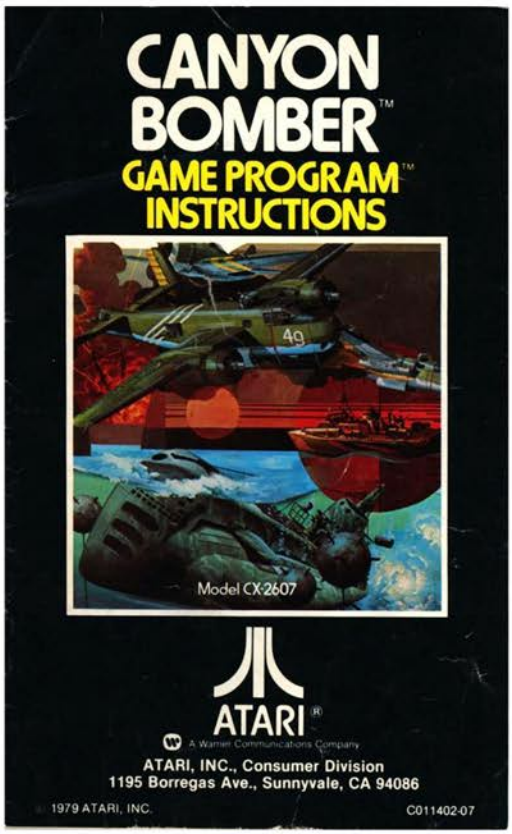



The ultimate goal is to outscore your aerial nemesis by blowing up the blocks worth the most. The deeper the bomb goes, the more points you get, it's as simple as that. While the entire game sounds easy it…well…it actually is quite easy. Early on it's impossible for you to miss, and even when you and your computer opponent have laid waste to the tundra below there are usually still easy targets for you to hit. There are two ways to win, either by hitting 1,000 points or by allowing your opponent to miss six times. Unless you are playing on the unlimited bombs setting, expect the game to end much sooner than 1,000 points (and with the computer ahead ninety-nine percent of the time because it is ruthless).

The other gameplay setting, Sea Bomber, is vastly different from it's land based counterpart. While the general concept is still the same in that you have your air force flying over hostile territory that is in dire need of destruction, there are two significant differences. The first is that instead of shooting the ground, you are hunting five lanes of constantly moving enemy ships. Secondly there is an added degree of difficulty in that you have to pick which lane you are aiming for since you are dropping depth charges instead of regular bombs. This simple addition turns a dull button pressing game into an incredibly challenging test of your bombing ability. It also means that you have a fighting chance against the computer since it misses as often as you do.

Sea Bomber aside, there really isn't much to see here unless you want to get a glimpse of what was cutting edge back in 1978.




Top Left: Sears Tele-Games Cover
Top Right: Manual Cover
Below: Catalog Samples

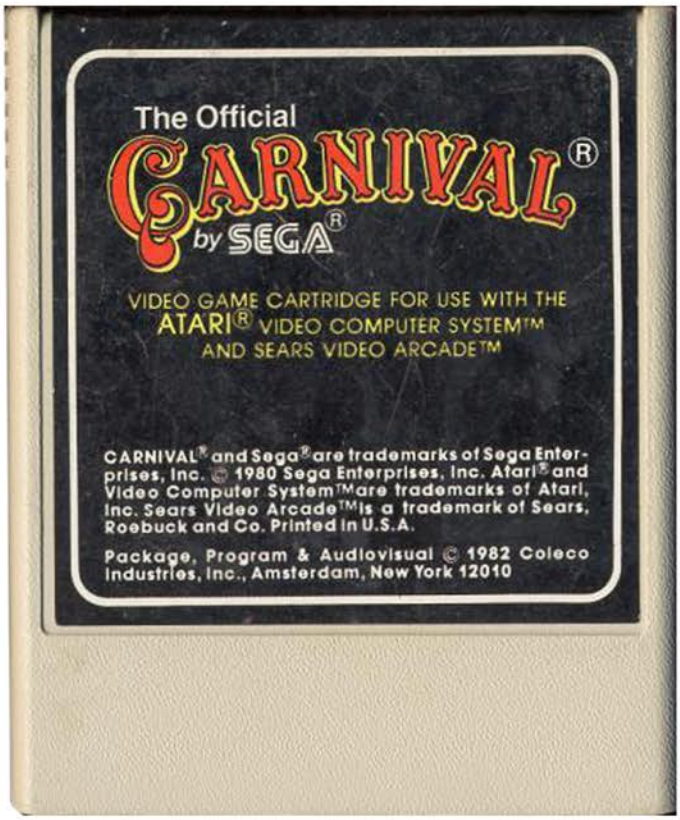
# Canyon Bomber

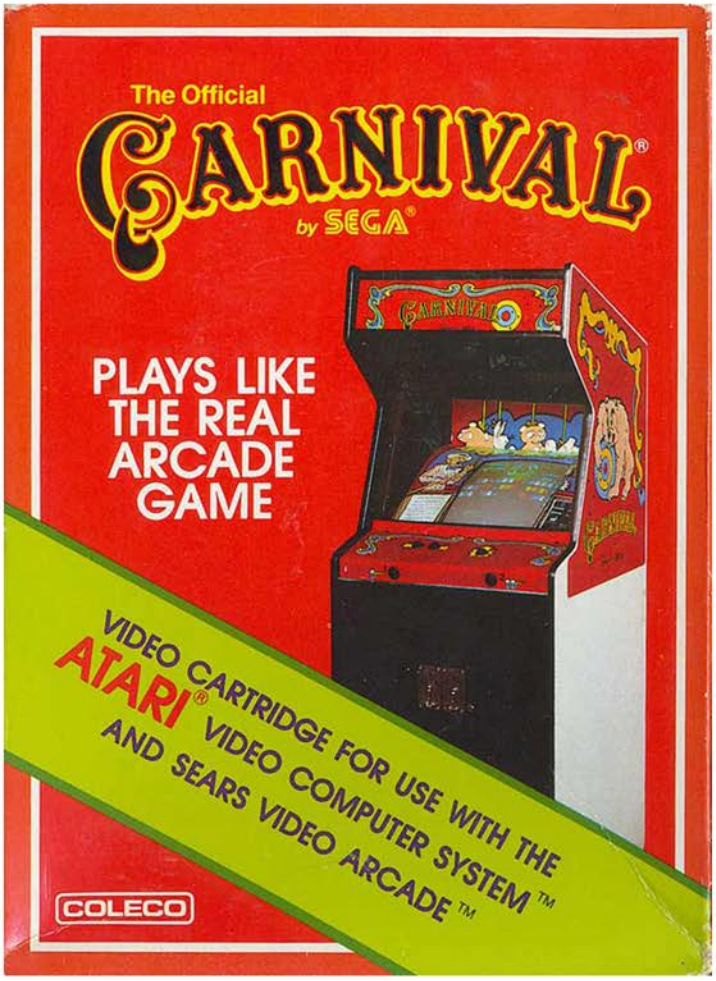
# CARNIVAL

Release Date: 1982
Publisher: Coleco
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 2468
Rarity: 2
Programmer: Steve Kitchen

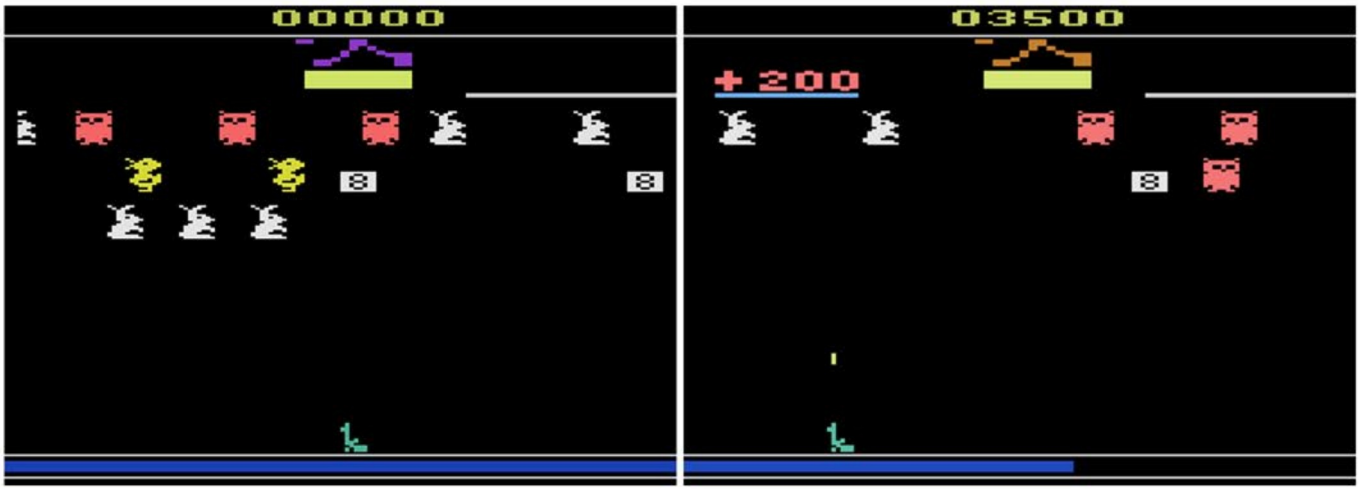
Who doesn't love a good ole fashioned carnival shooting game?



In this scaled down arcade port, you get to experience all the fun of a carnival shooting gallery without the need to interact with any carnies. The downside however is that you won't be able to win your girl a prize with your sharp shooting.

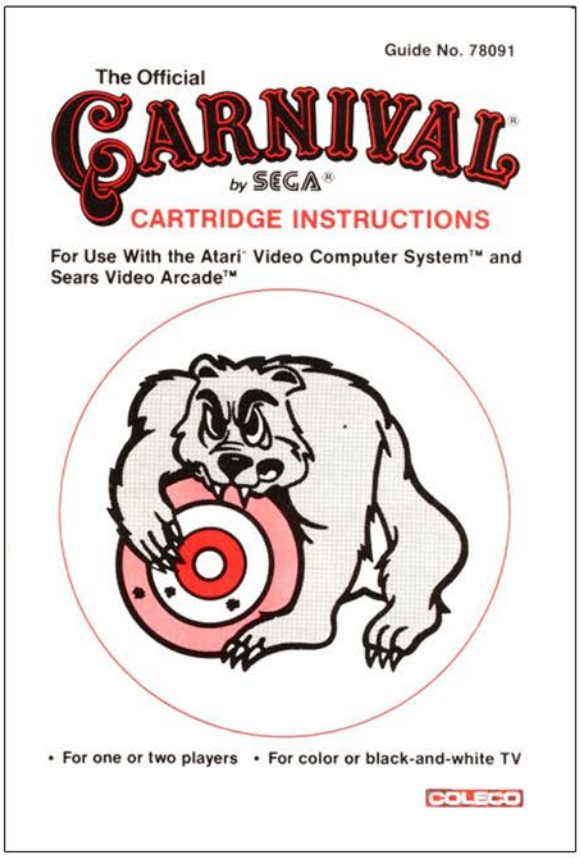
When the game begins you control a pistol loaded up with forty shots to take out as many ducks, rabbits and owls as you can. While moving across the bottom of the screen, be sure to line up your shots carefully because you have a limited supply in order to clear the screen of the slowly moving animals. If you begin to run low on bullets there are two ways to get more. There is a white box with a number 8 mixed in with the targets that will give you eight more shots, and occasionally on the top left of the screen the Bonus section will have some extra bullets. It's important to pay attention however as the bonus section will sometimes have a minus sign instead of a plus sign, which will result in you losing bullets.



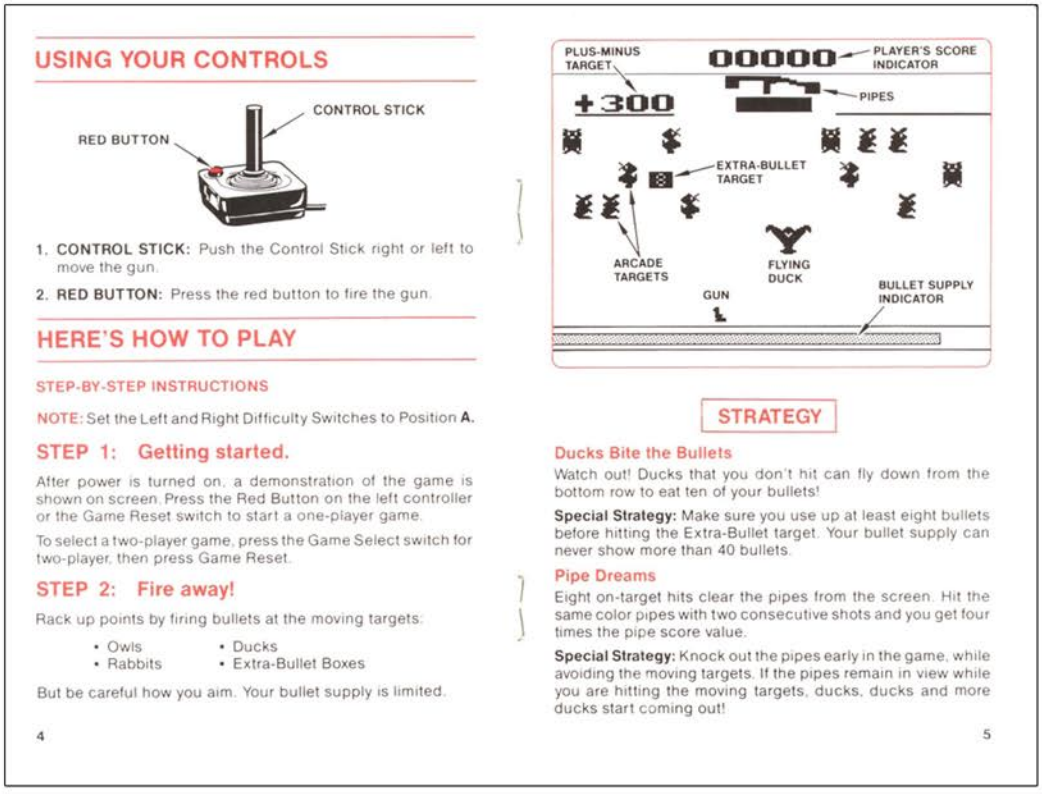

Speaking of losing bullets, the ducks are coming for them with a vengeance. Without warning a duck will spread its wings and descend upon you while emitting one of the most ear piercing screeches you will ever hear coming from your speakers. If you don't get it before it gets you, the duck will devour ten of your bullets.

While the ducks can be troublesome, by far the most annoying target are the pipes. At the top of the screen there is a rotating wheel that is constantly changing colors. Without reading the manual most people would assume that it was screen deception rather than a target, but those people would be wrong. The biggest issue with the pipes is that you have to make a heck of a skill shot in order to register a hit. Not only do you have to avoid the giant barrier beneath it that conceals ninety-eight percent of the pipes, but you must time your shot perfectly so that it misses the three rows of moving targets while catching one of the spokes on the tip. In order to remove it you have to hit it eight times, or if you are really good you can take it down in two shots assuming you can shoot the same color twice in a row. It is very important that the pipes be taken out early. If you clear all three rows before taking care of the pipes an endless stream of bullet eating ducks will descend upon you like some twisted 2600 version of The Birds. If you are able to clear the pipes and take out all three rows of targets, you get bonus points based on how many bullets you have left, then everything begins again. This continues until you are all out of bullets.

The controls and aiming are all very solid, unfortunately the game becomes dull rather quickly due to the fact that all the bullets are flying in only one direction. Frankly it's not very exciting when the biggest threat to your longevity is your poor aim and limited ammo.




Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples



## USING YOUR CONTROLS



1. **CONTROL STICK:** Push the Control Stick right or left to move the gun.
2. **RED BUTTON:** Press the red button to fire the gun.

## HERE'S HOW TO PLAY

### STEP-BY-STEP INSTRUCTIONS

NOTE: Set the Left and Right Difficulty Switches to Position **A**.

### STEP 1: Getting started.

After power is turned on, a demonstration of the game is shown on screen. Press the Red Button on the left controller or the Game Reset switch to start a one-player game.

To select a two-player game, press the Game Select switch for two-player, then press Game Reset.

### STEP 2: Fire away!

Rack up points by firing bullets at the moving targets:

- Owls
- Rabbits
- Ducks
- Extra-Bullet Boxes

But be careful how you aim. Your bullet supply is limited.





## STRATEGY

### Ducks Bite the Bullets

Watch out! Ducks that you don't hit can fly down from the bottom row to eat ten of your bullets!

**Special Strategy:** Make sure you use up at least eight bullets before hitting the Extra-Bullet target. Your bullet supply can never show more than 40 bullets.

### Pipe Dreams

Eight on-target hits clear the pipes from the screen. Hit the same color pipes with two consecutive shots and you get four times the pipe score value.

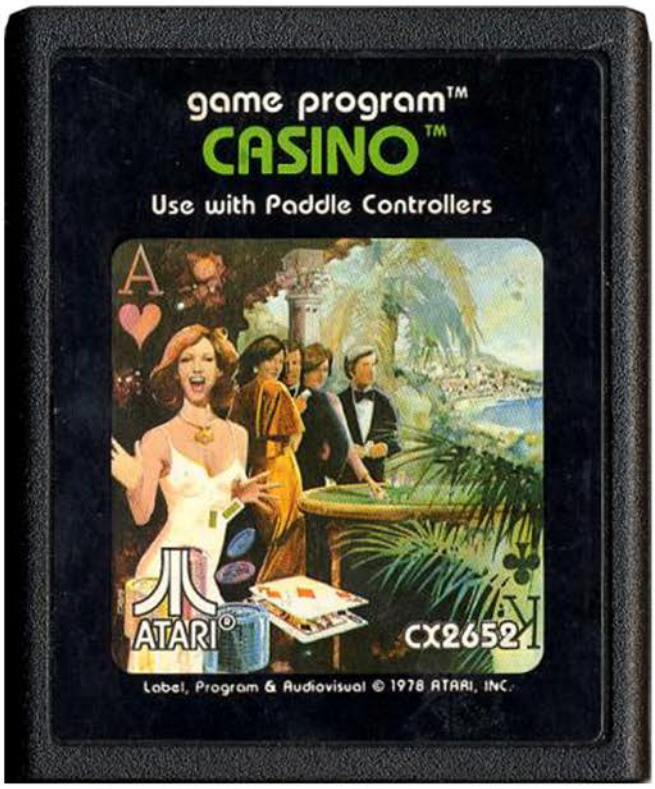
**Special Strategy:** Knock out the pipes early in the game, while avoiding the moving targets. If the pipes remain in view while you are hitting the moving targets, ducks, ducks and more ducks start coming out!

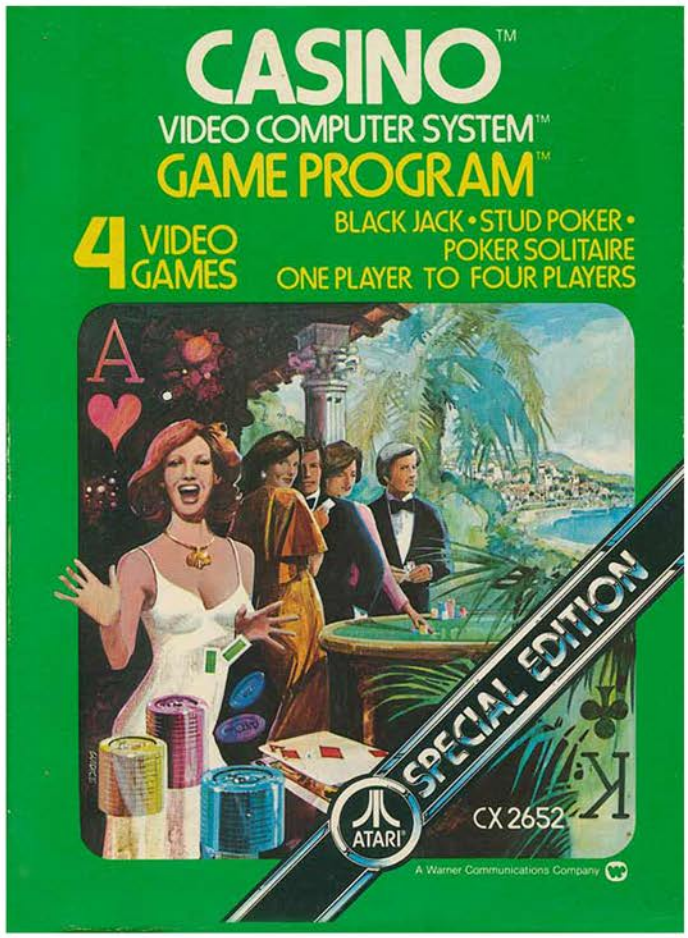
# Casino

Release Date: 1978
Publisher: Atari
Controller: Paddles
Players: 1
Genre: Cards

Alternate Title: Poker Plus
Model #: CX2652
Rarity: 1
Programmer: Bob Whitehead

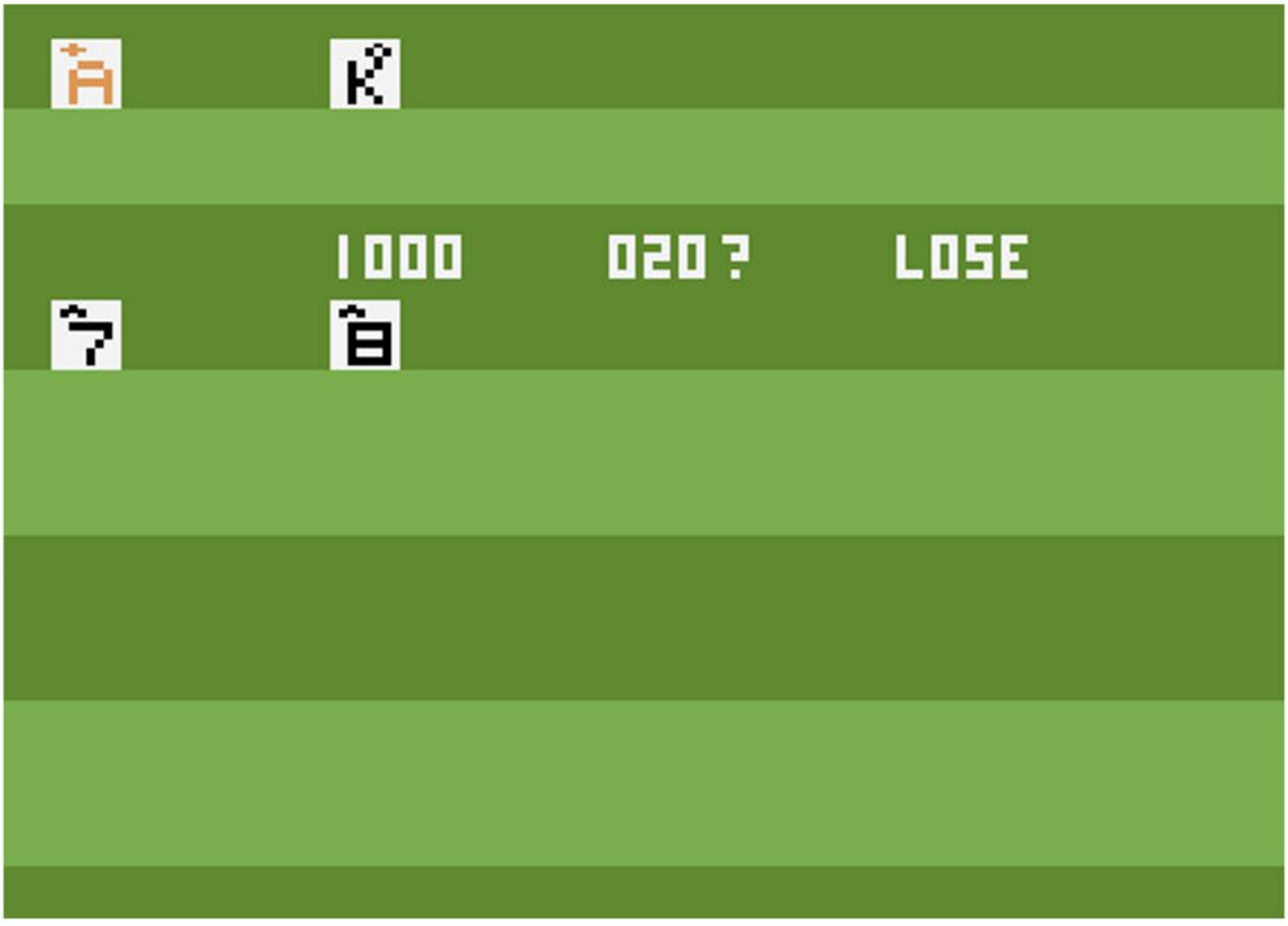
Casino gives you three different card based games to satisfy your gambling desires.

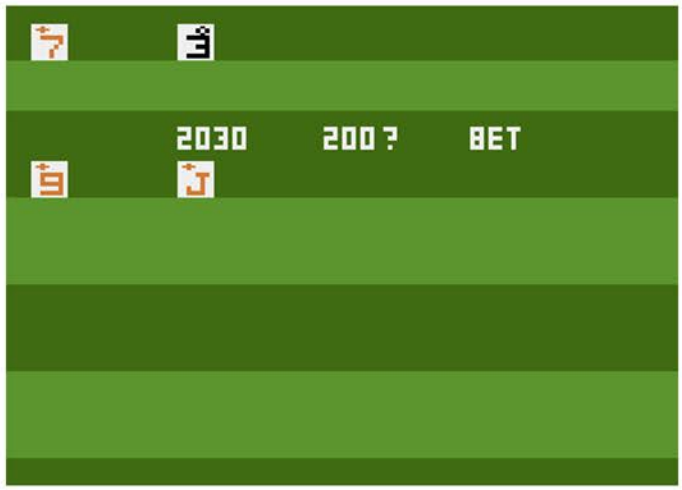


Blackjack, or twenty-one, is a surprisingly fleshed out version of the game (and considerably more in depth than the previous standalone cartridge). The basic premise of the game is to get as close to 21 without going over and to have a higher total than the dealer. Before the deal you place your bet (up to 200 chips), the hand is dealt and you have the option to hit (take another card), split (break into two hands if you have identically valued cards), or double down (double your bet while taking only one more card). Once you decide to stand the dealer reveals his hand, if you have a higher total you double your bet, and if not you lose everything. After that the dealer shuffles and deals the next hand.

Stud Poker is a high stakes game that allows you to bet four times during the hand. Before the first card is dealt you and the dealer ante up. All cards are dealt face up so you can see exactly what you are up against. If you like your chances you will have the opportunity to raise the stakes after the second, third, fourth and fifth card are dealt. After the final betting takes place whoever has the best hand wins (standard poker hands apply).

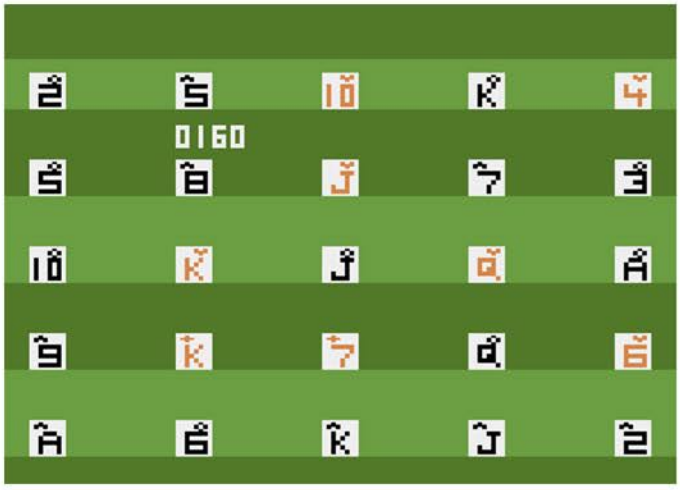


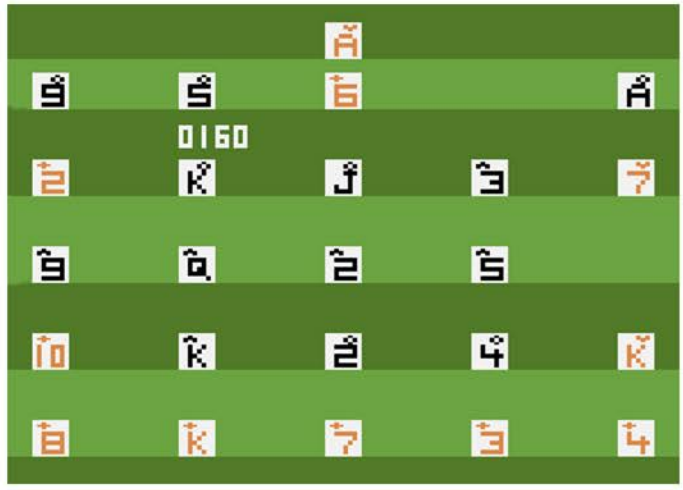


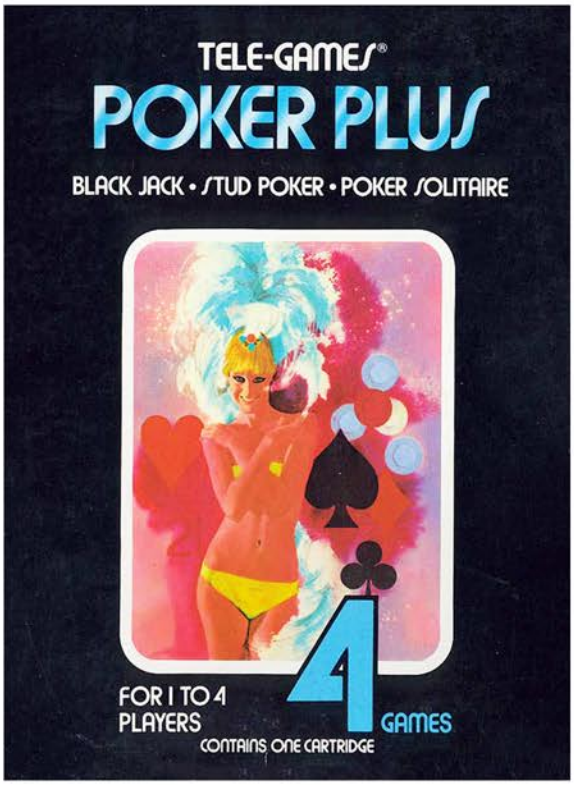

Both Blackjack and Stud Poker can support up to four players and have some surprisingly advanced features for this early of a 2600 game. For starters each players bank roll can be carried over from Blackjack to Stud Poker and back again by hitting the game select button. Not only that, but if one of the players needs a break from the action they can drop out of the game while keeping their chip stack. All it takes is a simple button press for them to be dealt in again. While this may seem mundane, in 1979 it was groundbreaking.

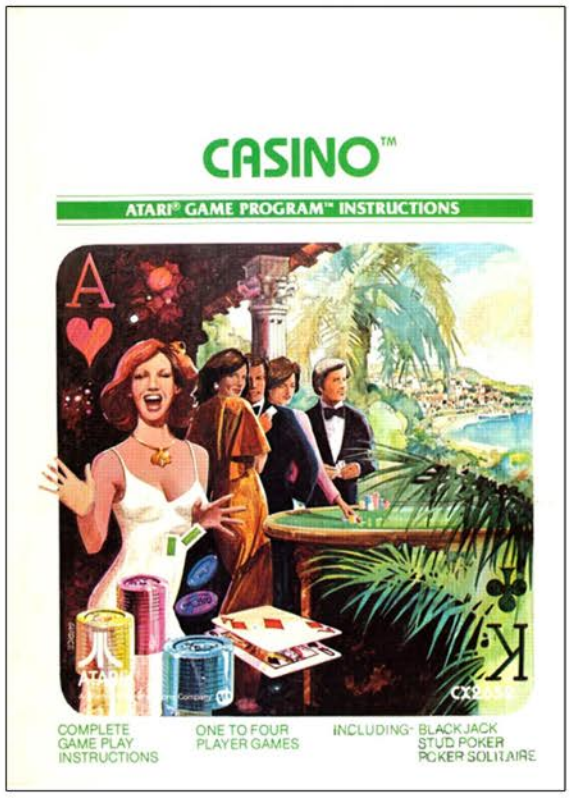
The final game is called Poker Solitaire. When you begin you will have twenty-five empty spots (five rows/columns), and a random card at the top of the screen. You get to choose where you place each card as it comes up, with the goal being to create the best possible poker hands horizontally, vertically and diagonally. Once all twenty-five cards are in place the computer will tally up your score, which gives you something to shoot for the next time you play.

Casino does what it does very well, unfortunately given the plethora of web and app based blackjack and poker games there is very little reason to pop this cartridge in nowadays.

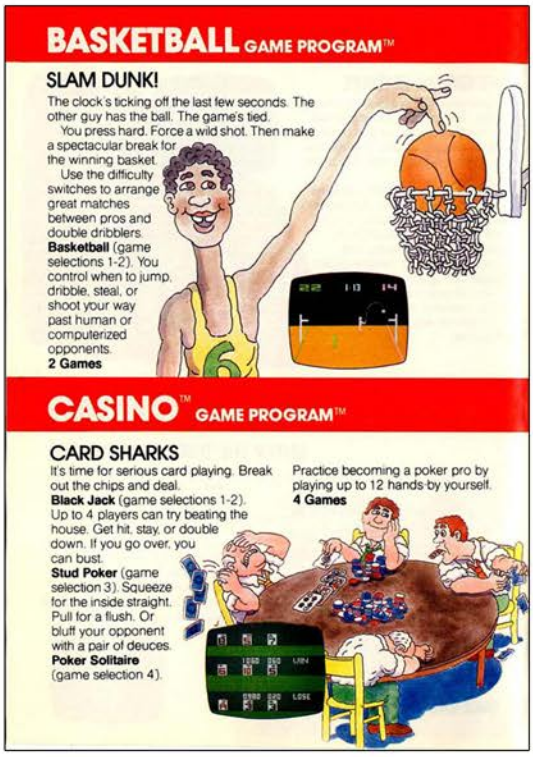


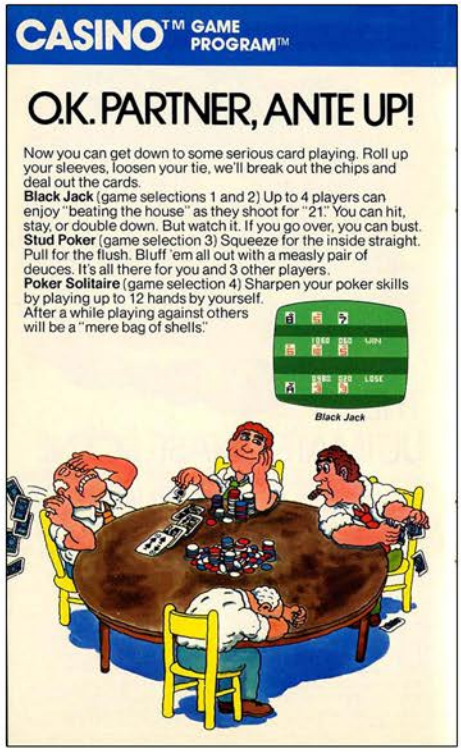






Top Left: Sears Tele-Games Box
Top Right: Manual Cover
Below: Catalog Samples



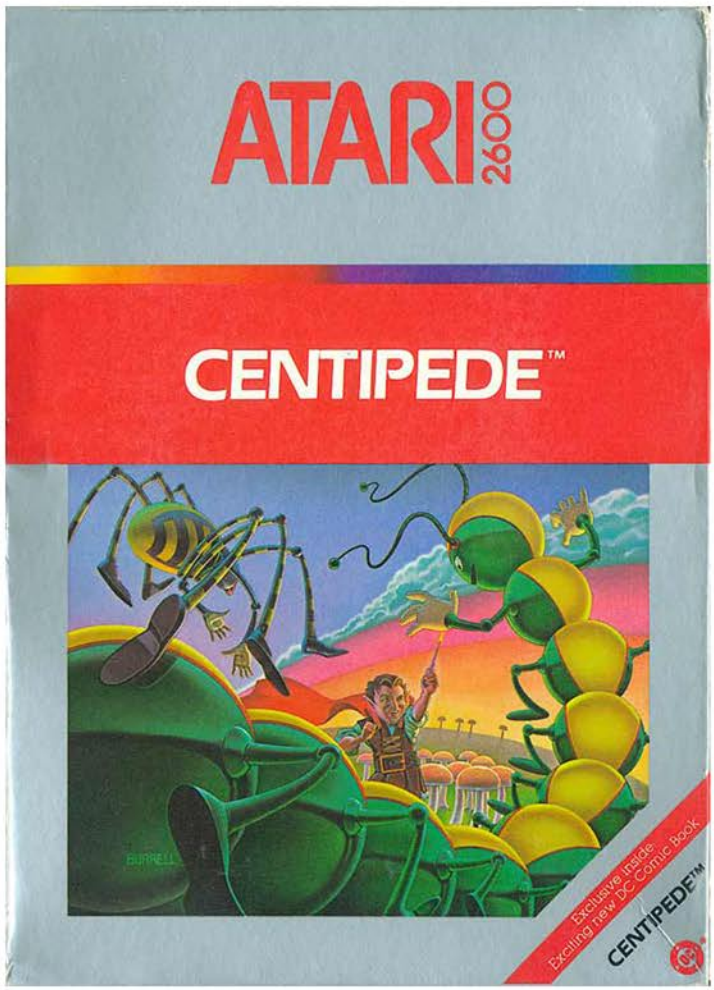



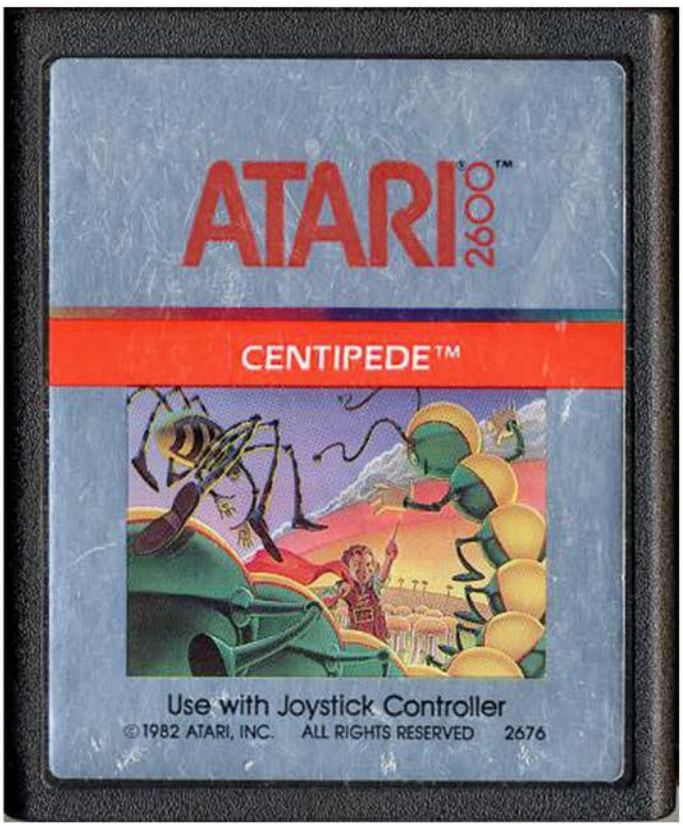
# CENTIPEDE

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2676
Rarity: 2
Programmer: N/A

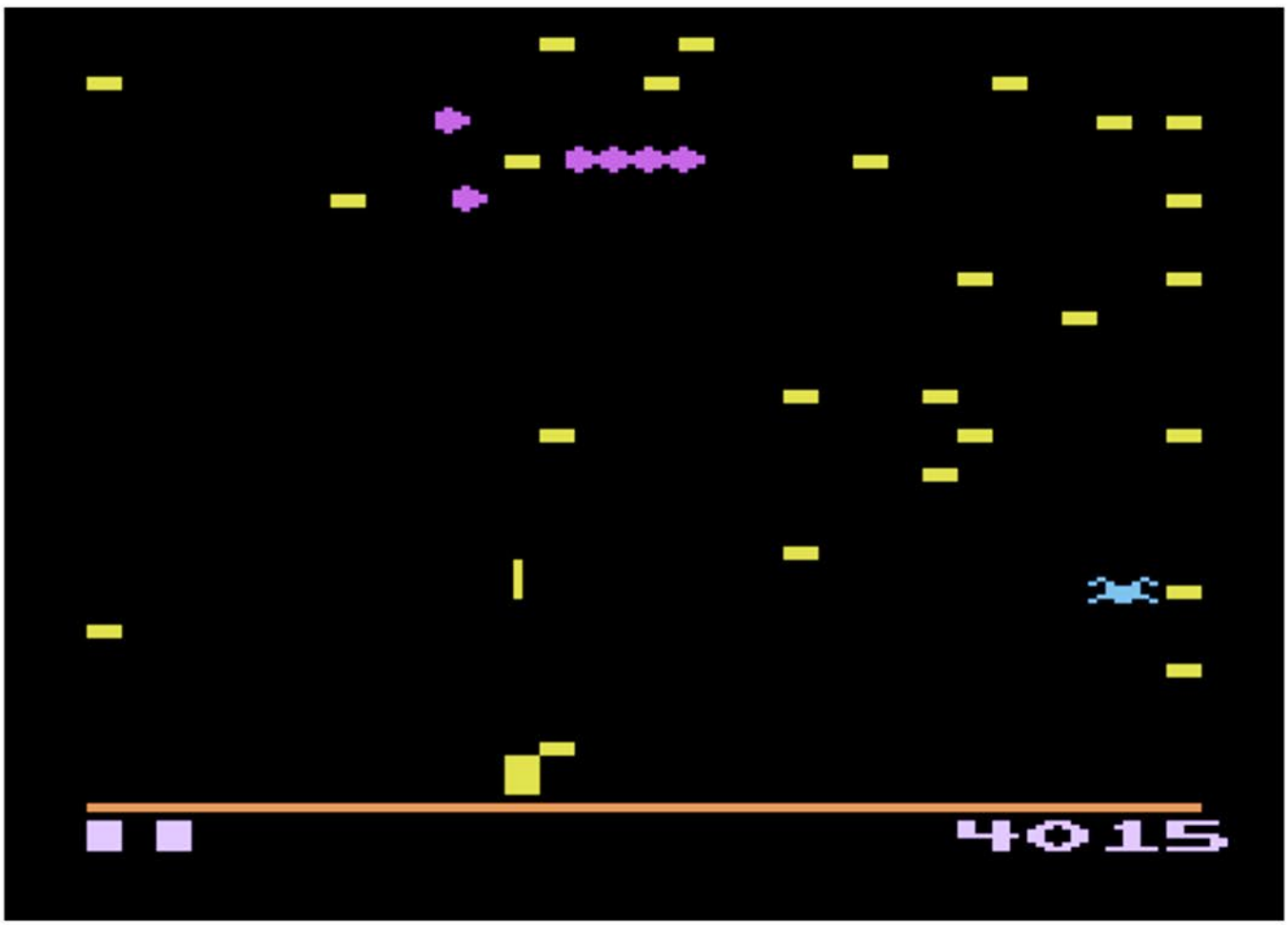
This is a surprisingly solid port of the arcade classic.

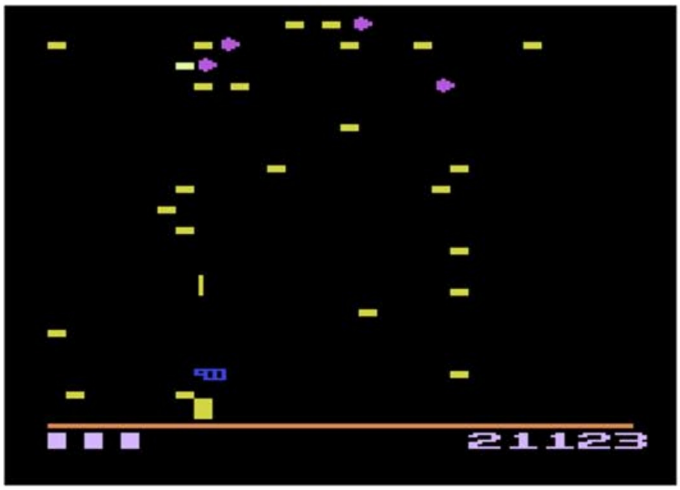


You take control of a magic wand wielding elf who must protect his enchanted mushroom garden from a host of insect invaders. And yes there is a joke to be made about the designers being on “enchanted mushrooms” when coming up with this concept, but I’m going to be classy and ignore it.

You begin the game at the bottom of the screen and have free reign over the bottom third of the play field. Above you is a random assortment of rectangle shaped mushrooms that you are protecting from invasion. Ironically one of the most effective ways of slowing down the invasion is to destroy the mushrooms, which forces your main nemesis to take the long road to you. The centipede moves horizontally across the screen until it touches a mushroom, at which point it drops down a level and reverses course. So the fewer mushrooms there are, the longer you have to use your magic wand to dispatch it.



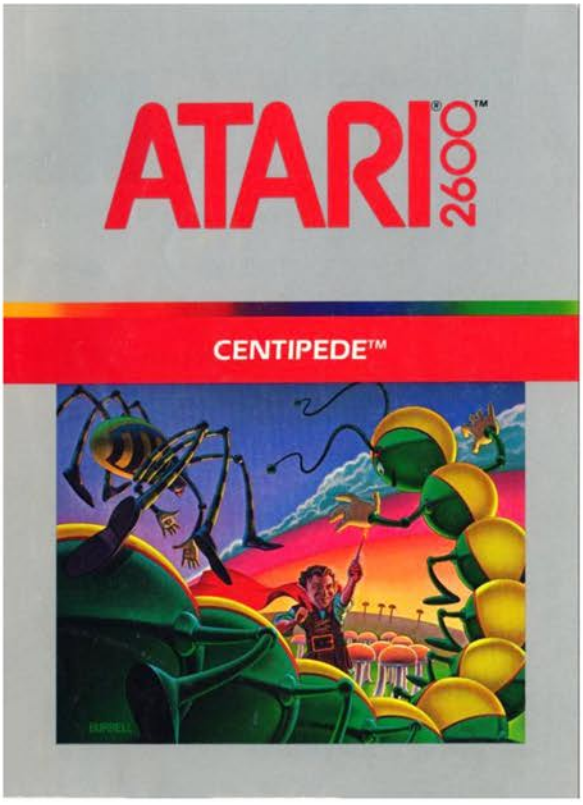


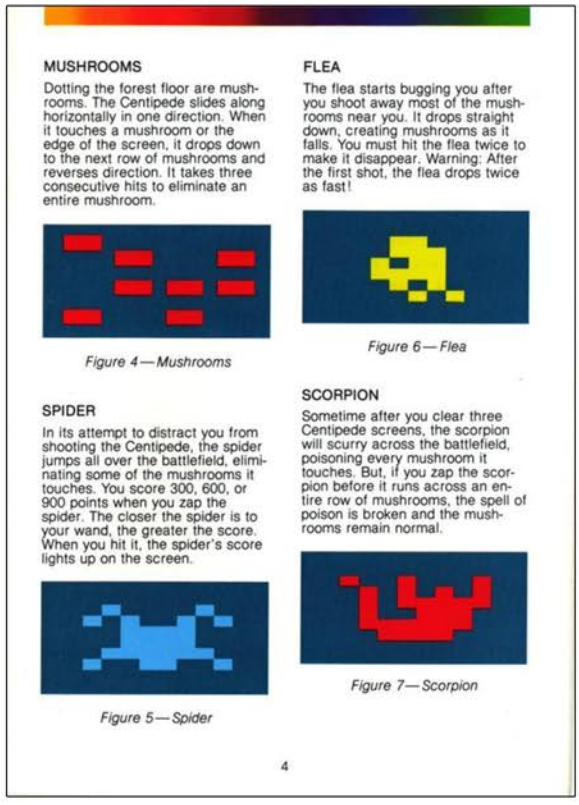
The centipede has nine sections that must be taken out before a new one emerges. Every time you destroy a segment it turns into a mushroom, which means if you don't place your shots just right you will quickly have a centipede fueled nightmare on your hands. For example, if you hit the middle segment and turn it into a mushroom, both the front and the back halves start acting independently of each other, so instead of one giant centipede, you have two smaller and faster ones to deal with.

There are three other pests that you must deal with in your quest for the perfect mushroom garden. The easiest to deal with is The Flea, who will occasionally drop from the top of the screen leaving a trail of mushrooms in its wake. The Spider will be your most common encounter, harassing you at nearly every moment by bouncing around the bottom of the screen. The most annoying enemy is The Scorpion, which changes every mushroom it touches into a poisonous white mushroom. This is problematic because as soon as the centipede touches a white mushroom it drops straight down to the bottom of the screen. Nothing like getting bummed rushed by half a dozen centipede parts to ruin a perfectly good afternoon.

The graphics are very underwhelming, with virtually everything being rectangles or squares. Thankfully however the gameplay is fast and furious, which captures the arcade experience quite well. There is also trackball support for those who are purists, but the game plays quite nicely with just the regular old joystick controller. It is worth a look for fans of the arcade original.

Top Left: Title Screen
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



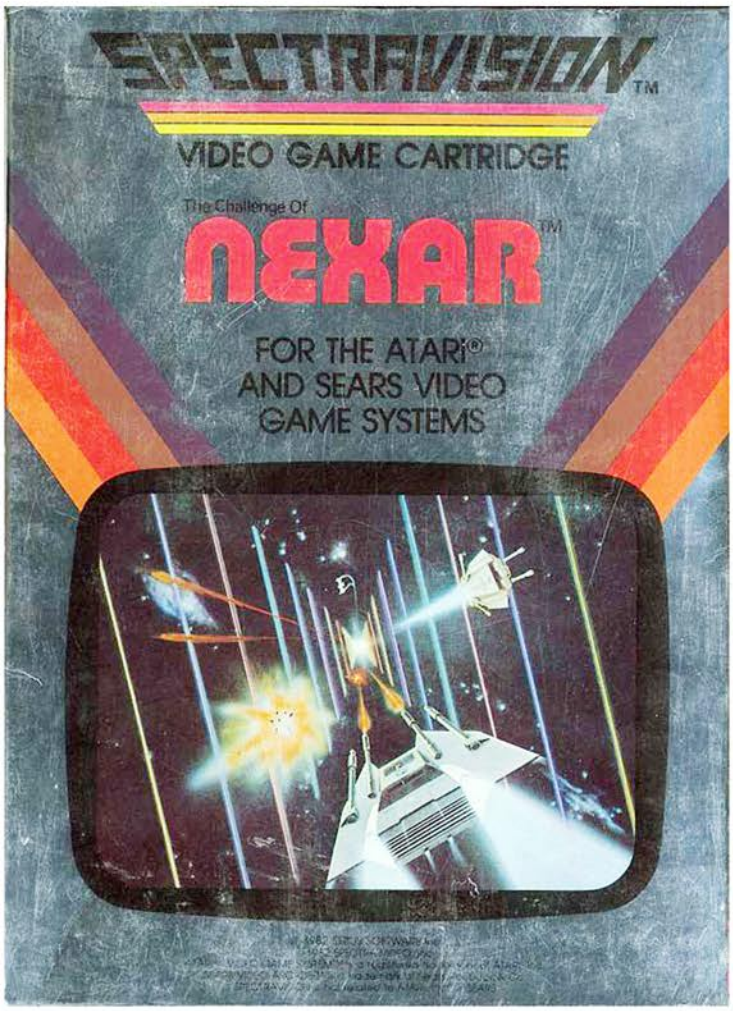



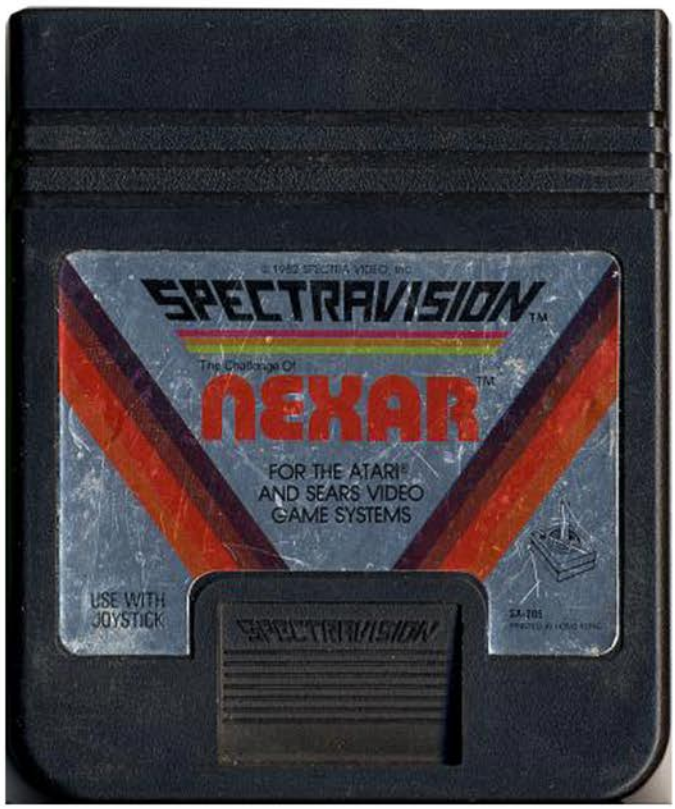
# Challenge of Nexar

Release Date: 1982
Publisher: Spectravision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: SA-206
Rarity: 4
Programmer: David Lubar

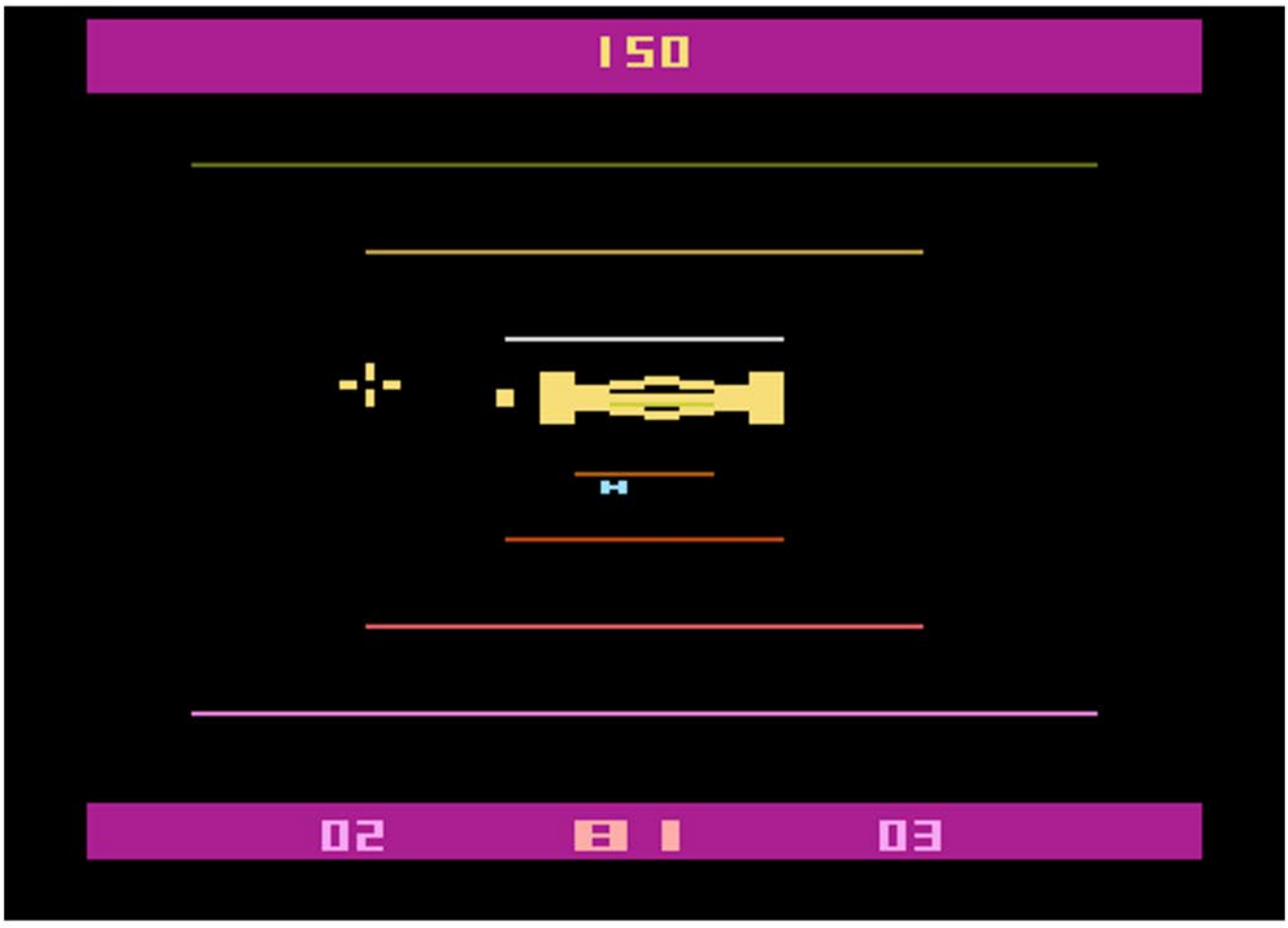
This space themed shooter is decidedly middle of the road.

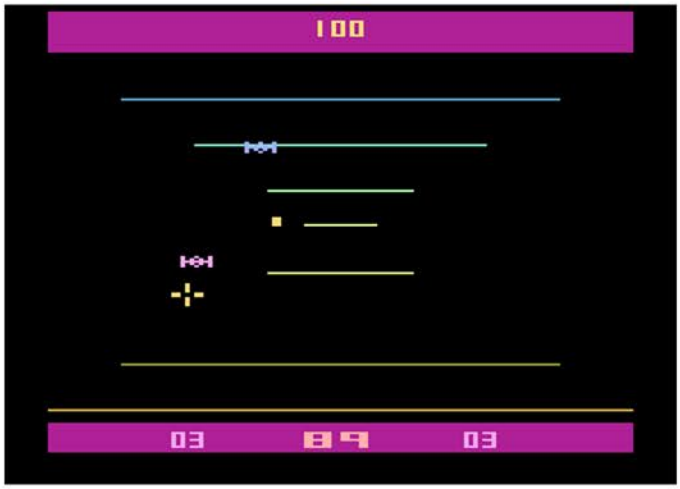


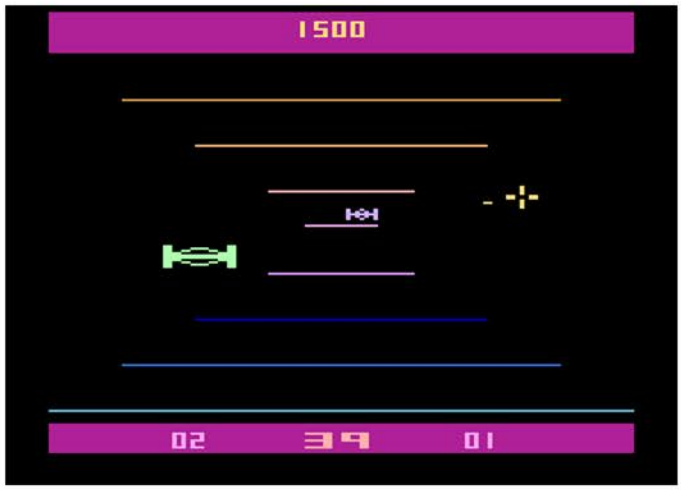



Welcome to the Challenge of Nexar and congratulations on taking your first step towards becoming the Spectra-Warrior. If you somehow survive the increasingly difficult ninety-nine levels you will be granted the aforementioned title. In the much more likely event that you fail miserably your family can expect to receive a nicely typed form letter informing them of your untimely demise. Good luck.

When you embark on your journey you will find yourself at the controls of a lonely crosshair that is traveling down an enemy filled warp zone. Your mission is to destroy a set number of Radioactive Beacons that randomly appear along the way. Standing in your way is a never ending stream of kamikaze Tie-Fighters that are incredibly good at their mission. They are so good in fact that even after you reduce their ship to flaming rubble they can still kill you, which means if you want to blow them up you have to make sure you do it at a distance to give yourself enough time to avoid the debris.



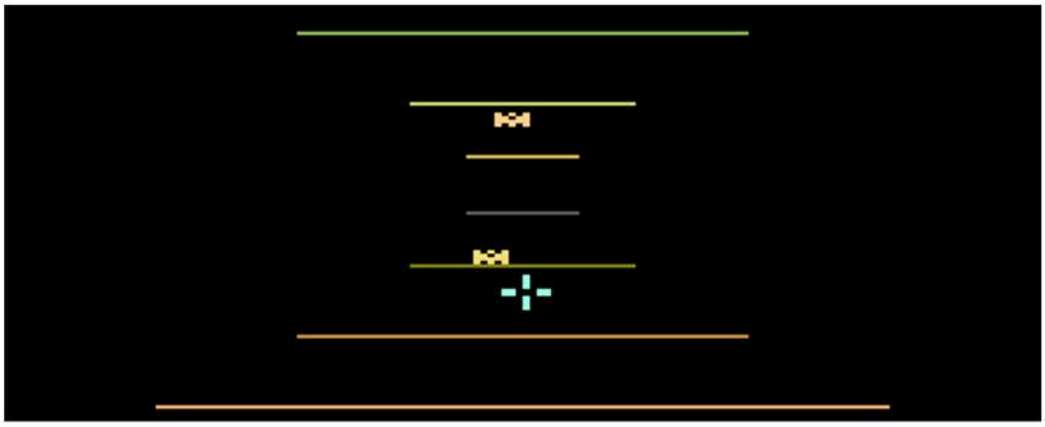


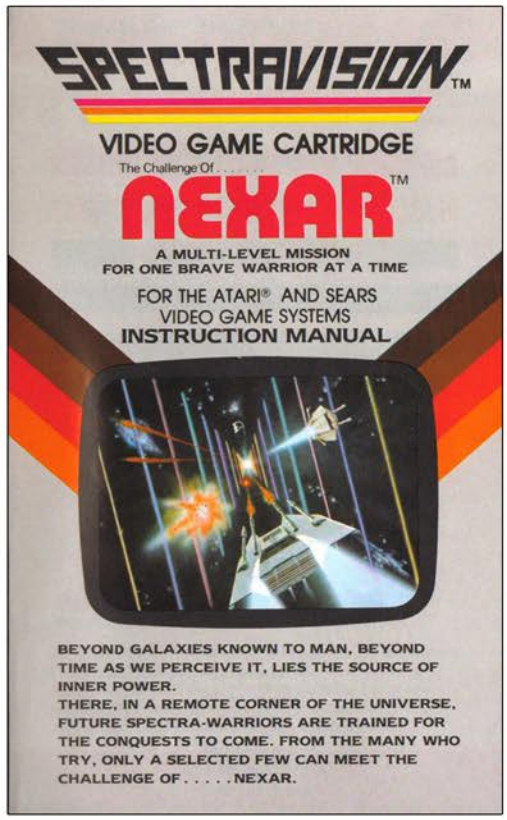




At the start of the first level you are given the rather easy task of destroying three beacons in ninety-nine seconds. If you complete that task you travel further into the warp zone where you have a fresh clock to destroy four beacons. Every time you are successful at your beacon destroying mission you get a brand new clock and one additional beacon to hunt down. Needless to say, this becomes an incredibly difficult task relatively quickly since the beacons randomly spawn, meaning you have little to no control when it comes to the things you have to destroy actually being on screen for you to destroy. It's all kind of a moot point anyway since the enemy ships begin acting like a magnet to your ship after only a few levels.

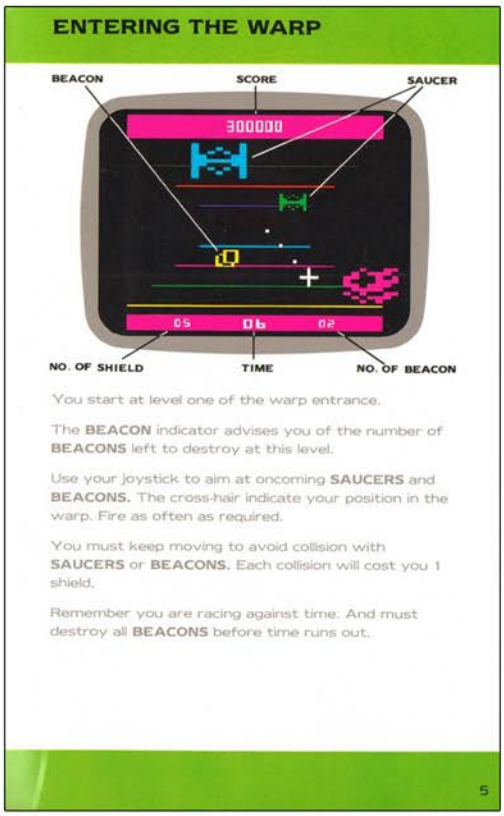
The graphics are fairly decent for this type of game. The enemy ships do resemble the Tie-Fighters from Star Wars, and the beacons are easy enough to pick out of a crowd. While there is no scrolling background, there is a nice illusion of movement thanks to a trio of lines at the top and bottom of the screen that change colors in a scrolling pattern. Unfortunately it does have the ability to give some people (myself included) a splitting headache due to the faux motion.

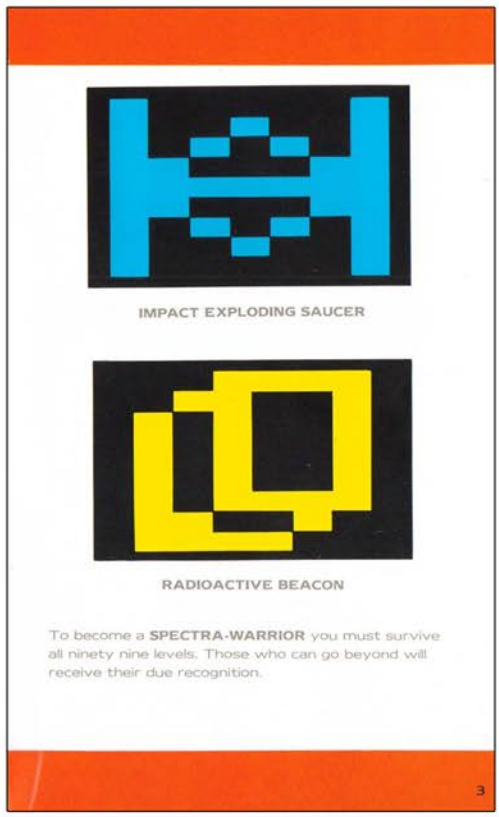
At the end of the day, this is a middle of the road space shooter. There are some that are better and some that are way worse. It's worth a look for those who want to blow up imitation Tie-Fighters.






Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples



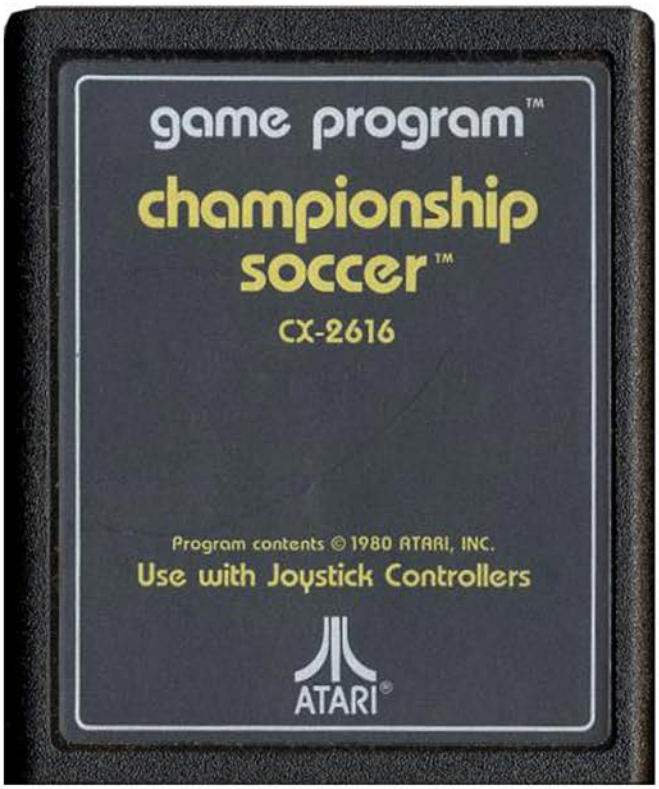



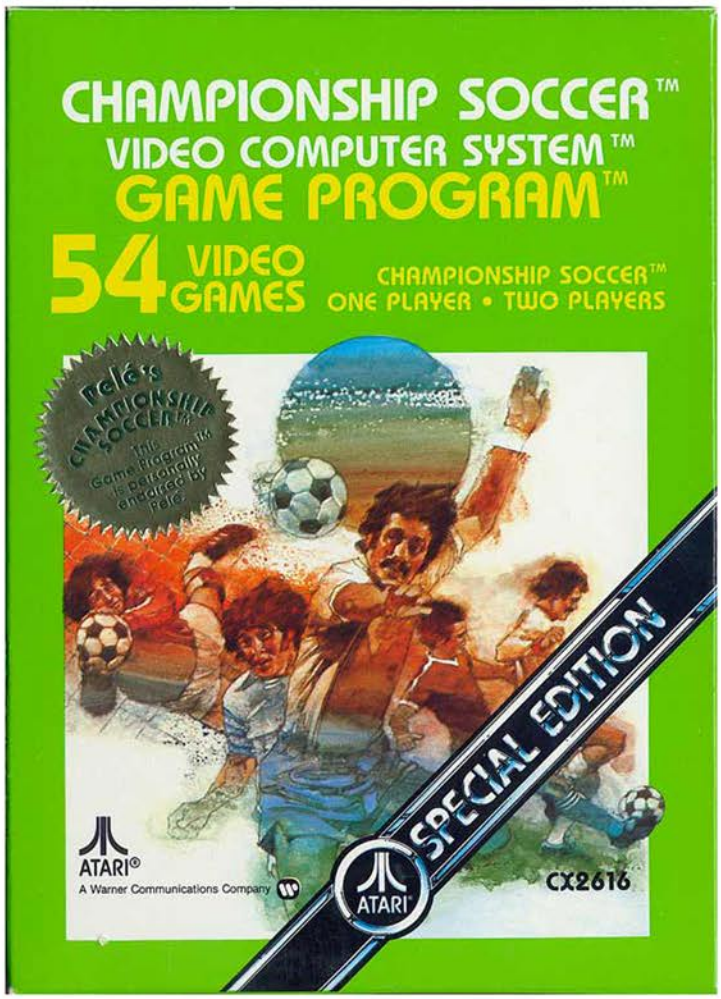
# Championship Soccer

Release Date: 1980
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: Pele's Soccer
Model #: CX2616
Rarity: 2
Programmer: Steve Wright

This celebrity endorsed title barely qualifies as the game of soccer.



This soccer game has been officially endorsed by soccer legend Pele! After playing the game for longer than five minutes it occurred to me that one of two things was true: either there weren't a lot of soccer video games on the market and Pele really wanted to endorse something, or Atari drove up to Pele's front door with a dump truck full of cash.

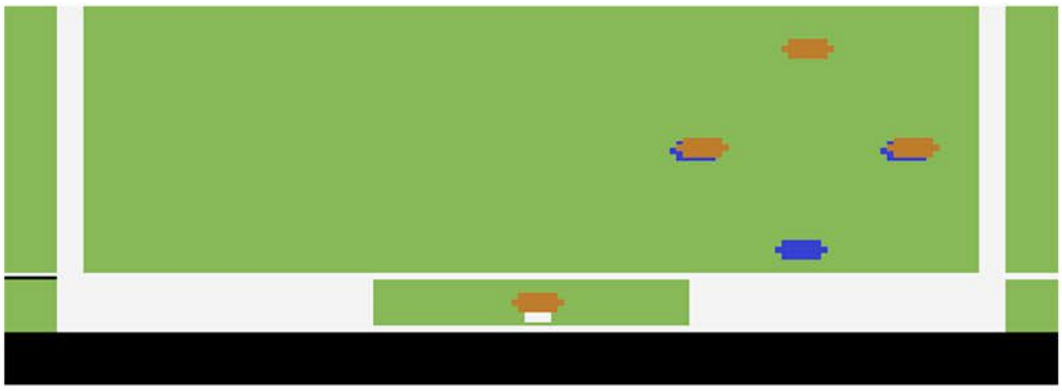
According to the front of the box there are a total of fifty-four gameplay varieties, so you have some decisions to make before kicking off. With such a large number of games one would assume Atari would have to get really creative (like having a super bouncy soccer ball or obstacles on the field). Unfortunately there are only four things you can decide: Team Speed, Out of Bounds being on or off, the size of the goal, and number of players. Not the most exciting of options.

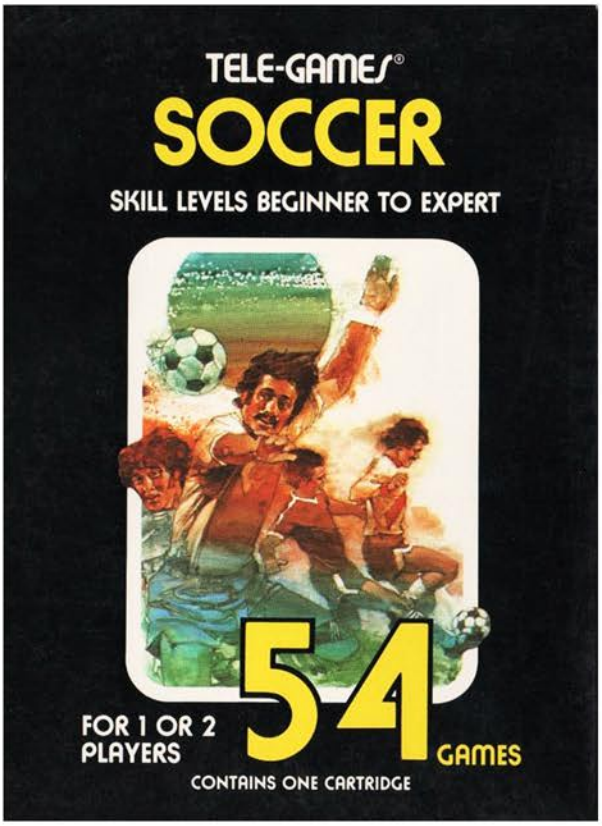
Once you make your choice it's time for kickoff! Instead of a full assortment of players you and your computer opponent take the field with three players each (not including the goalie). These players are apparently really close since they all move as a single unit, with one player being forward and two back. They also all appear to have ADD as none of them can concentrate for longer than two seconds.

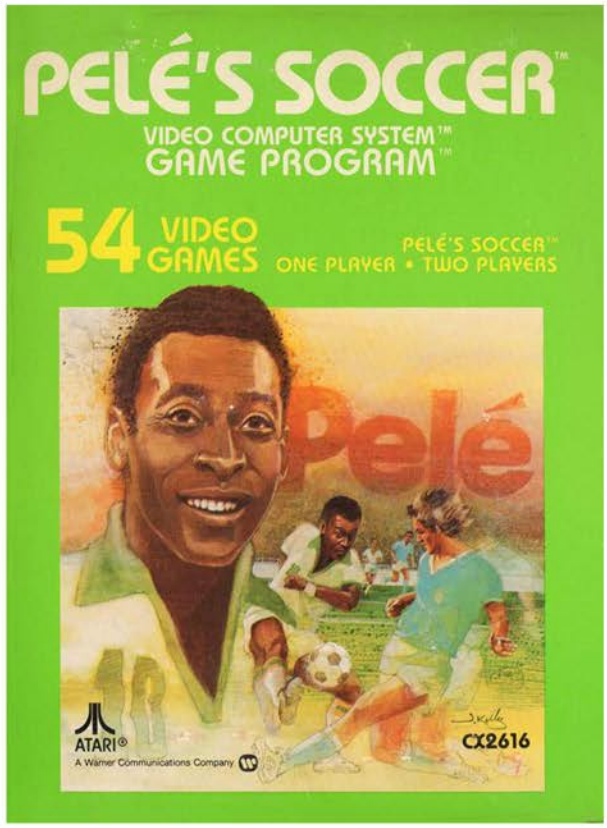
In soccer the key to victory is ball control. If you have the ball it means your opponent doesn't, which means he can't score on you. This tactic is lost on your team as they kick the ball away after two steps. And I don't mean they dribble the ball just far enough ahead of them that they remain in control, no, they kick it far enough away that it takes half a dozen steps to reach it again. More often than not you and your opponent will take turns kicking the ball to each other before one you misplays it. Worst yet, this kick is done automatically so if you happen to be facing the wrong direction you will watch helplessly as your defender passes the ball to the other team with nothing standing between them and your goalie except green grass.

If you are fortunate enough to get a breakaway, and can somehow get the ball to your forward you get to take a shot. Well, you get to take a shot assuming he is in control of the ball close enough to the goal and you press the shoot button in the split second before and after the auto kick triggers. And if by some miracle you score you are treated to a rather impressive fireworks display. Which to be honest is well deserved given how difficult it is to score in this game.

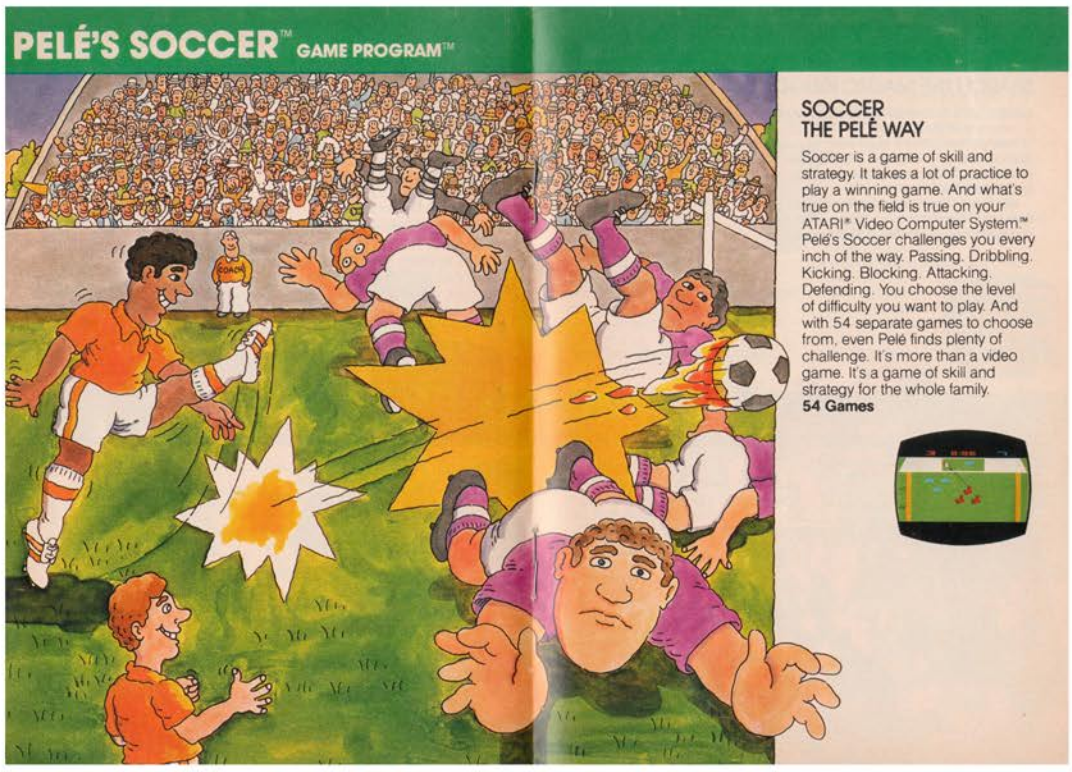
The only reason to check this game out is if you want to do some research before making a guess at just how much money was in that dump truck that was left in Pele's driveway.






Top Left: Sears Tele-Games Box
Top Right: Pele's Soccer Box
Below: Catalog Sample



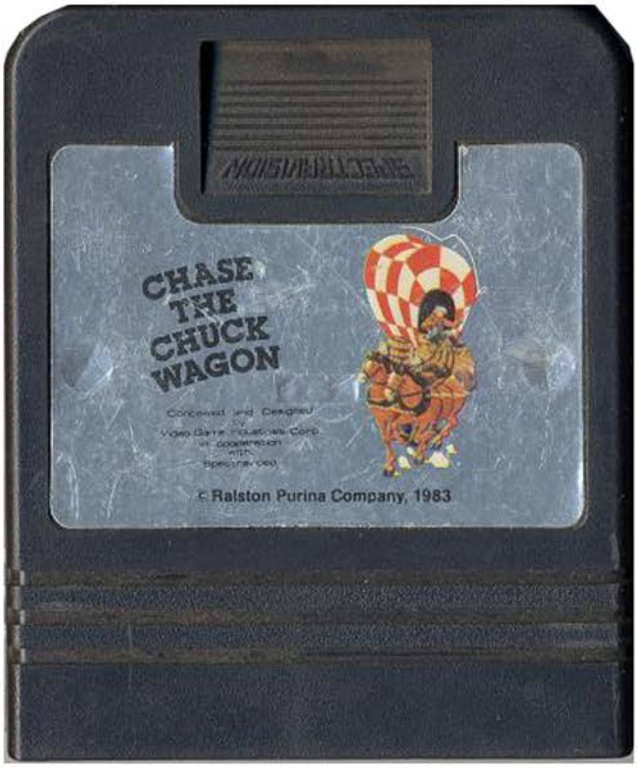

# Championship Soccer

# Chase the Chuckwagon

Release Date: 1983
Publisher: Spectravision
Controller: Joystick
Players: 1
Genre: Arcade - Maze

Alternate Title: N/A
Model #: N/A
Rarity: 8
Programmer: Mike Schwartz

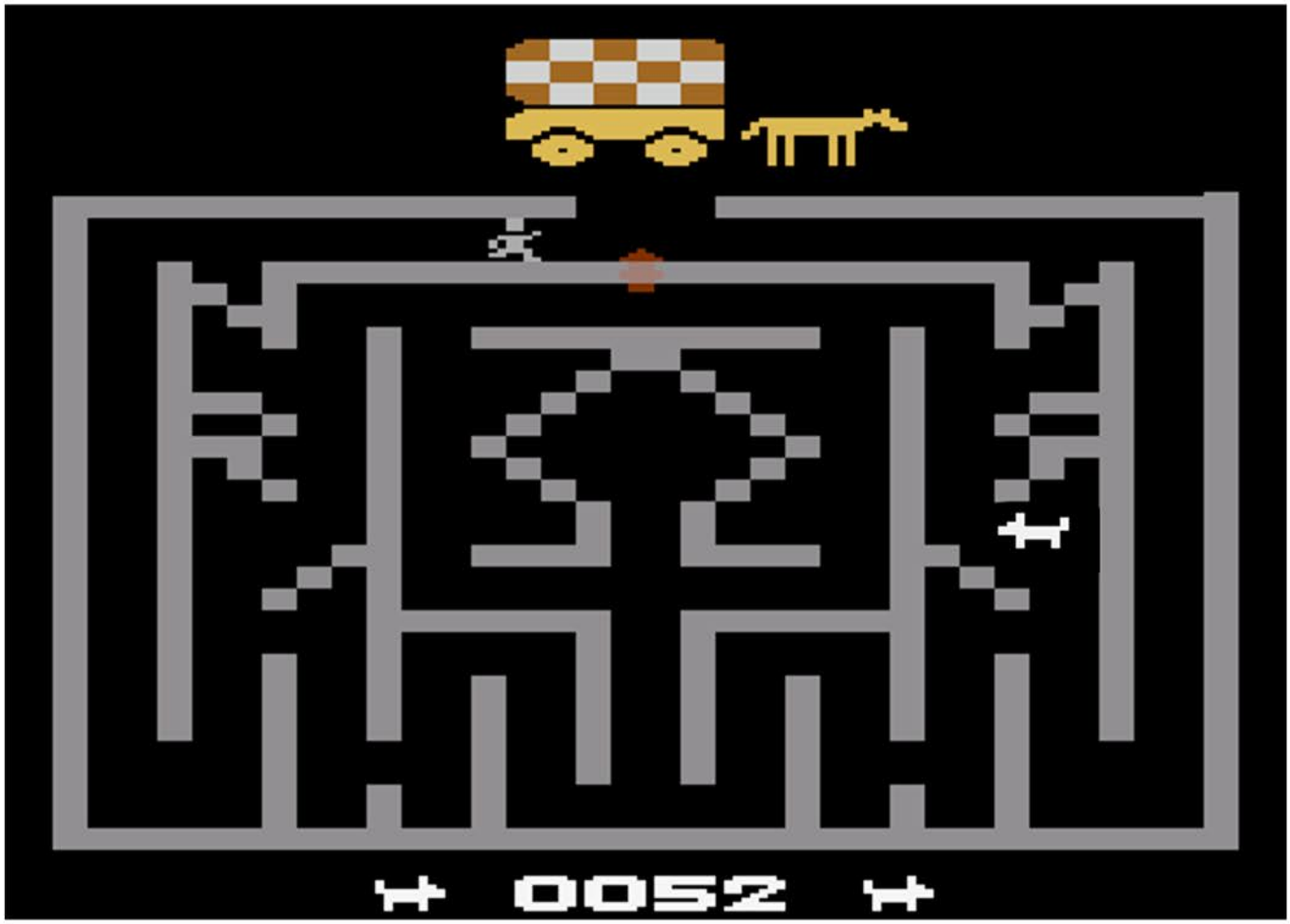
This is quite possibly the first (and only) example of a video game being based on a television commercial.



You take control of Chuckie the Dog as he gets to live out every 1980's dog's dream and chase the chuck wagon. Unlike the TV dog however, it's relatively easy for Chuckie to catch it.

Rather than start out in the family living room like his TV counterpart, Chuckie begins his quest in the middle of a maze that must be completed in under sixty seconds (thirty if playing on the difficult setting). There are four different stages that consist of mazes that were deemed too easy for the back of kids menus. In fact, the only challenge at all comes from the incredibly narrow entryways that will cause Chuckie to get hung up if he doesn't hit it just right.

Standing between him and the chuck wagon is the world's lousiest dog catcher and some random haunted items that float across the screen. The haunted item can be something that resembles a meatball, a severed cat head, a bone, or a rival dog. If it comes into contact with Chuckie he will be frozen for a few seconds, which usually isn't a big deal unless the trajectory of the item causes it to hit him multiple times, resetting the freeze counter with every hit. This isn't a huge deal unless the dog catcher is nearby, which is highly unlikely due to him being absolutely terrible at his job.




## Chase the Chuckwagon

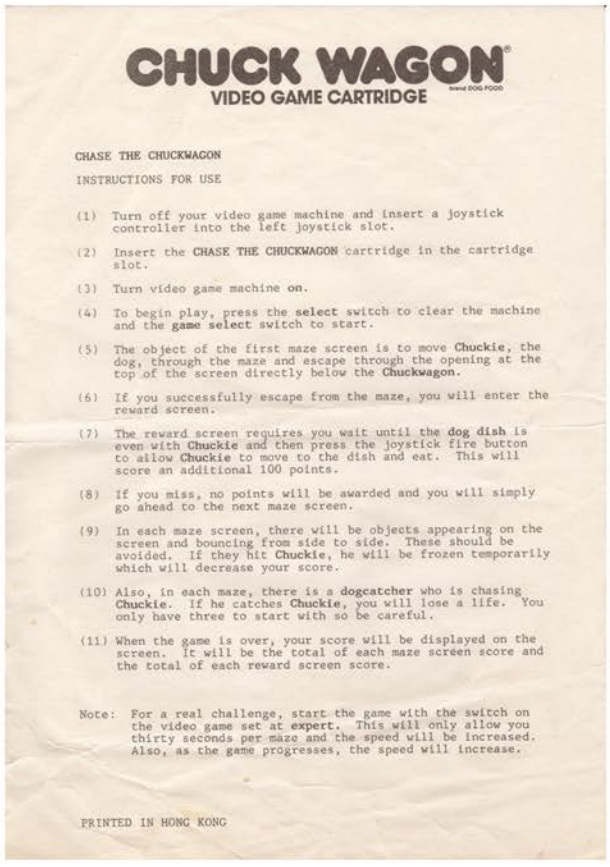
Apparently good help is hard to find, because there really isn't any other way to explain how this guy got the job. Instead of actively pursuing Chuckie, the dog catcher randomly moves around the maze. Often times he will pace back and forth down a single corridor, giving the chuck wagon pursuing pooch free reign over the maze. The only time the dog catcher becomes dangerous is when he decides to patrol the lone pathway to the exit.

When you successfully complete the maze you are taken to a bonus level. A bowl of dog food descends from the heavens at a rapid pace, forcing you to press the button when it is parallel to Chuckie. If you hit it just right, you have a happily fed puppy. If you don't, Chuckie watches helplessly as his dinner falls to the abyss below.

If you want to see a prime example of just how insane the early 1980's video game landscape was (i.e. a mail order game from a dog food company based on one of its commercials) then you should check this out. If you are looking for a fun game, you should look elsewhere.

Above: Title Screen

Right: Instruction Manual



CHUCK WAGON®
brand DOG FOOD
VIDEO GAME CARTRIDGE

CHASE THE CHUCKWAGON

INSTRUCTIONS FOR USE

(1) Turn off your video game machine and insert a joystick controller into the left joystick slot.

(2) Insert the **CHASE THE CHUCKWAGON** cartridge in the cartridge slot.

(3) Turn video game machine **on**.

(4) To begin play, press the **select** switch to clear the machine and the **game select** switch to start.

(5) The object of the first maze screen is to move **Chuckie**, the dog, through the maze and escape through the opening at the top of the screen directly below the **Chuckwagon**.

(6) If you successfully escape from the maze, you will enter the reward screen.

(7) The reward screen requires you wait until the **dog dish** is even with **Chuckie** and then press the joystick fire button to allow **Chuckie** to move to the dish and eat. This will score an additional 100 points.

(8) If you miss, no points will be awarded and you will simply go ahead to the next maze screen.

(9) In each maze screen, there will be objects appearing on the screen and bouncing from side to side. These should be avoided. If they hit **Chuckie**, he will be frozen temporarily which will decrease your score.

(10) Also, in each maze, there is a **dogcatcher** who is chasing **Chuckie**. If he catches **Chuckie**, you will lose a life. You only have three to start with so be careful.

(11) When the game is over, your score will be displayed on the screen. It will be the total of each maze screen score and the total of each reward screen score.

Note: For a real challenge, start the game with the switch on the video game set at **expert**. This will only allow you thirty seconds per maze and the speed will be increased. Also, as the game progresses, the speed will increase.

PRINTED IN HONG KONG

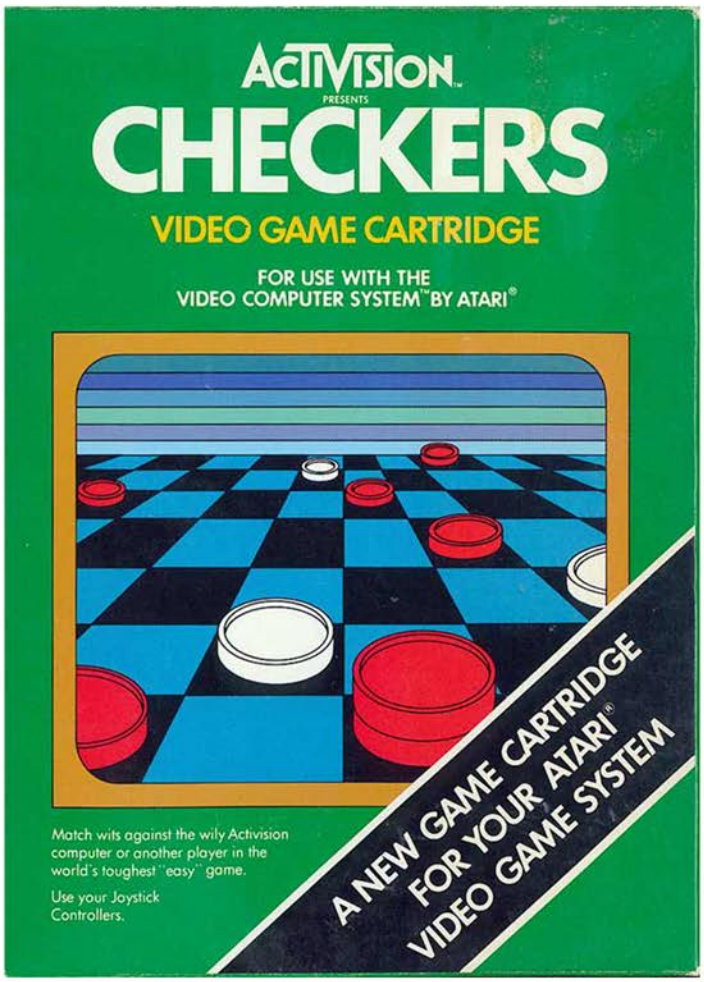
# Chase the Chuckwagon

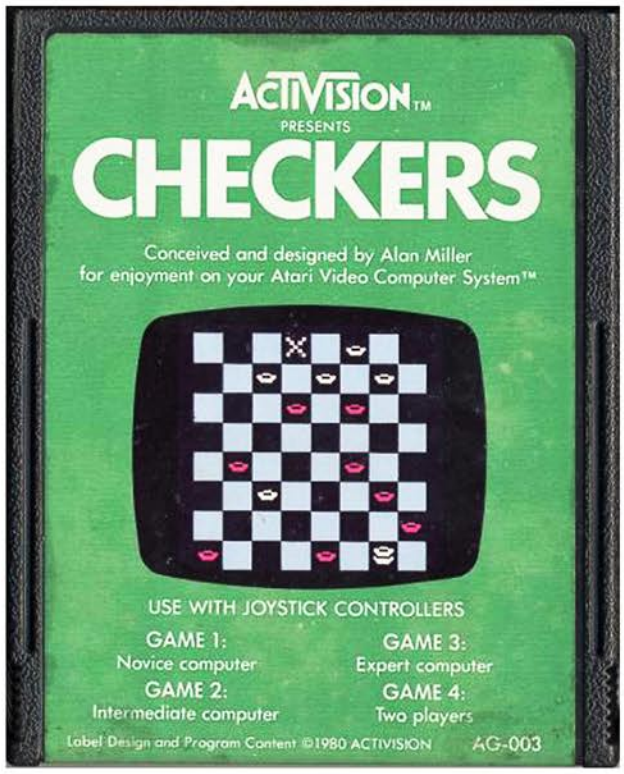
# CHECKERS

Release Date: 1980
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Board Game

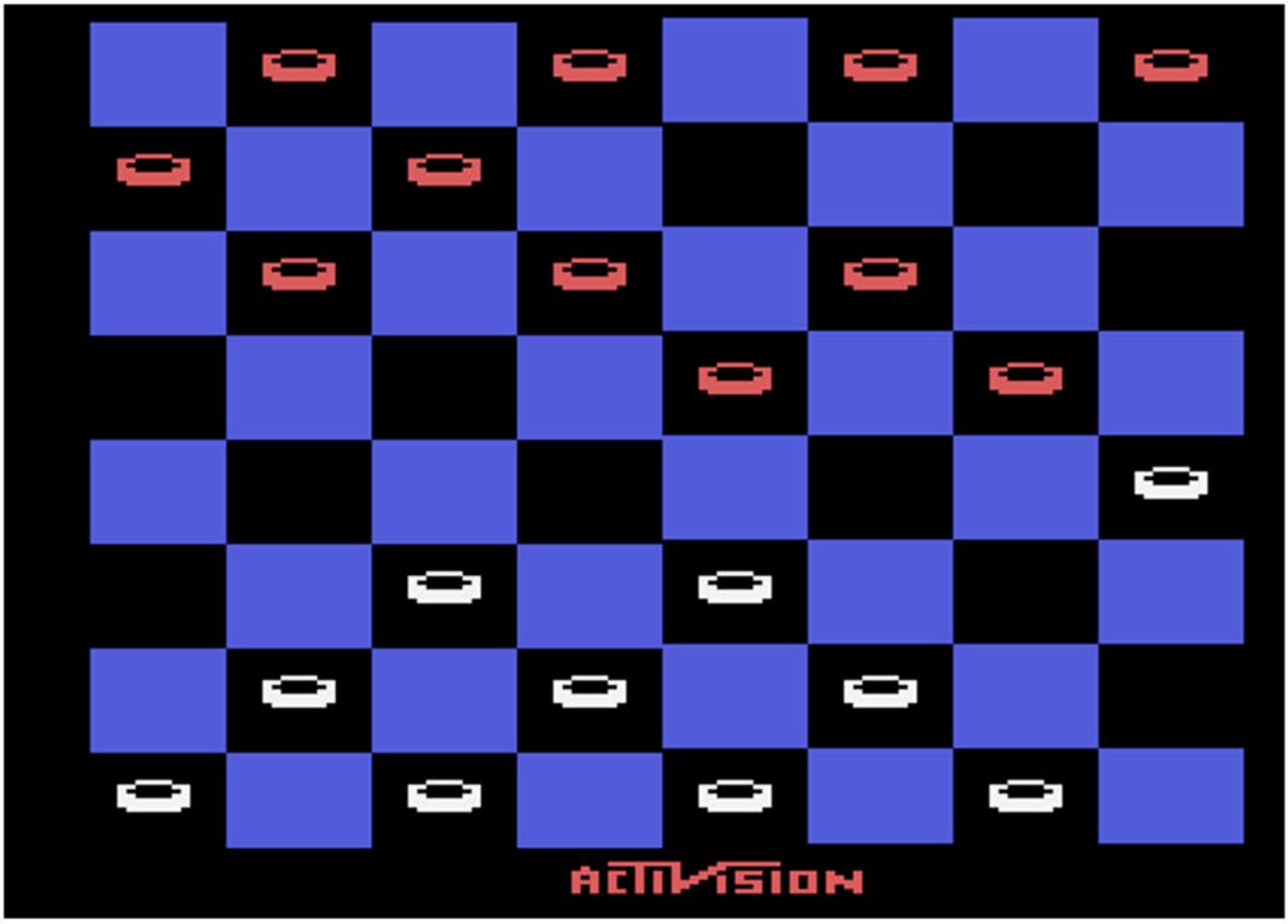
Alternate Title: N/A
Model #: AG-003
Rarity: 4
Programmer: Alan Miller

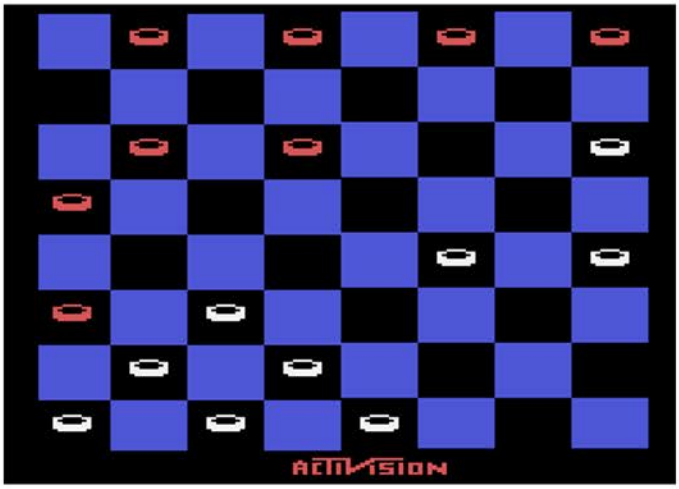
Based on the popular board game, this video version does an admirable job of emulating the real life experience.

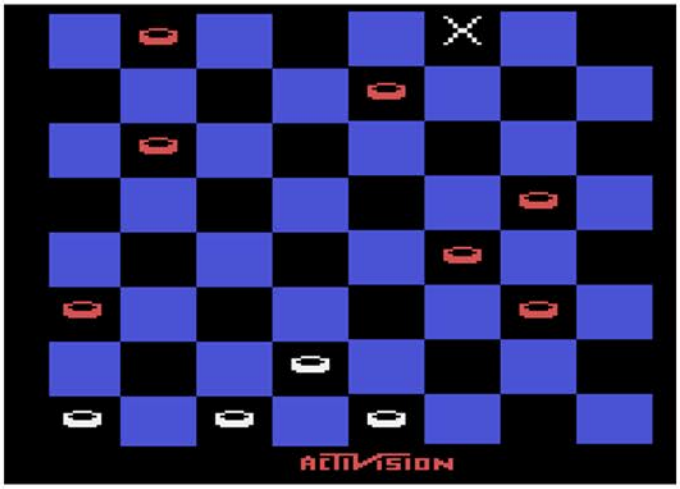


Checkers is a thrilling duel that pits you against a human or computer opponent in a no holes bared turn based battle to the death! OK, that might be overselling it a bit. For the one person reading this who has never heard of or played checkers before, the game is simple. You and your opponent have twelve pieces on a checkered board, with the goal being to leap over all of the other player's pieces. You each take turns moving the pieces one at a time until someone emerges victorious. If you can get one of your pieces all the way across the board, it becomes a king and can move in any direction, which gives you a significant advantage.

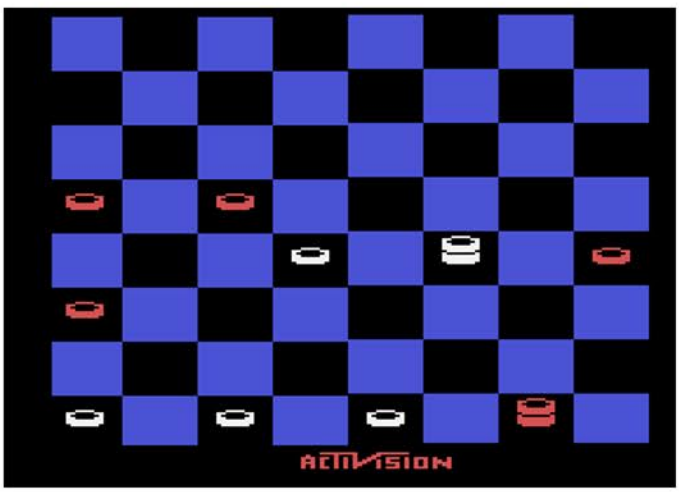


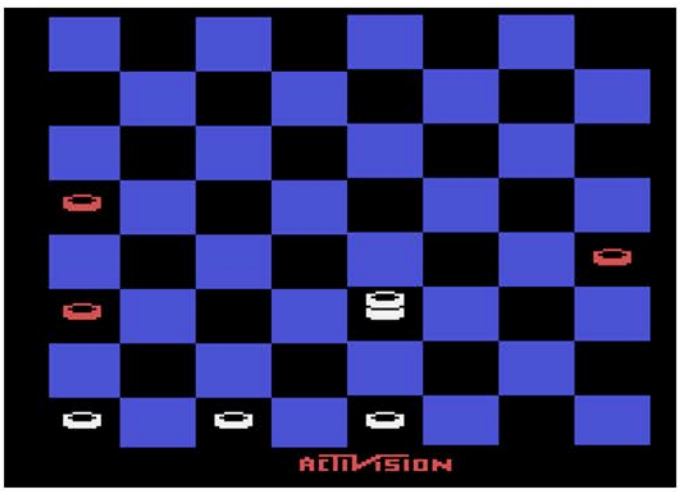


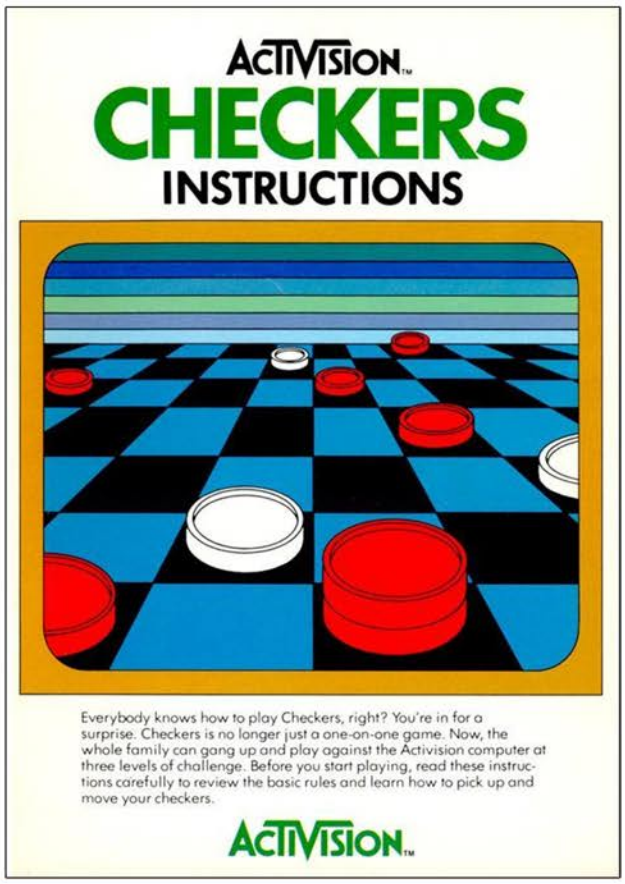




This particular version of the game is a straightforward rendition of the game (I mean come on, it's checkers, it's not like they can mess it up that badly). The controls are relatively smooth, there are three different skill levels, and while the graphics are simplistic it's very easy to tell the two colors apart. There are three annoyances that are worth mentioning however. The game forces you to take a jump if it is available, which means the computer can force you into bad moves if you aren't careful. As the computer decides what move to make next the screen will go black, sometimes lasting for an uncomfortable amount of time in the more advanced levels. Although the AI is nice enough to let you know it has made a move by emitting an ear drum shattering tone.

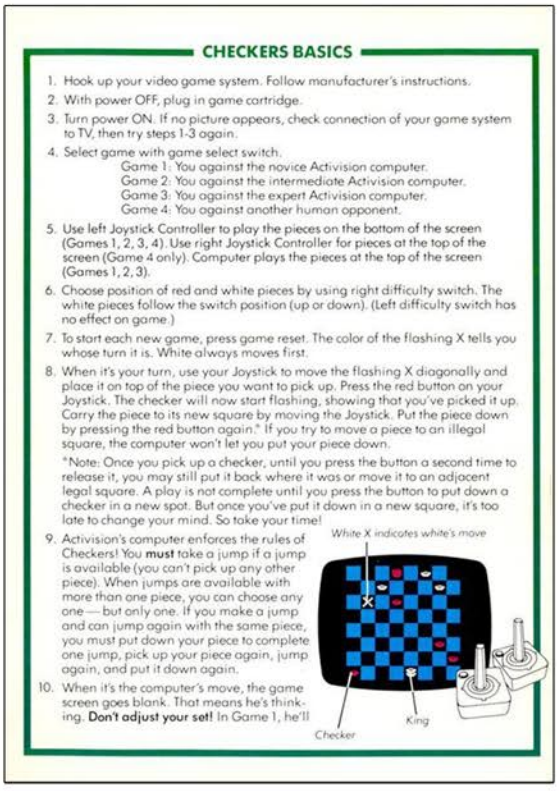
While the game is solid for what it is, the reality is that this version of checkers is completely outdated and useless given the almost limitless numbers of versions that are available on the web. The only reason to check it out is to take a glimpse back into history to see just how far people were willing to go in order to play a digital version of checkers.

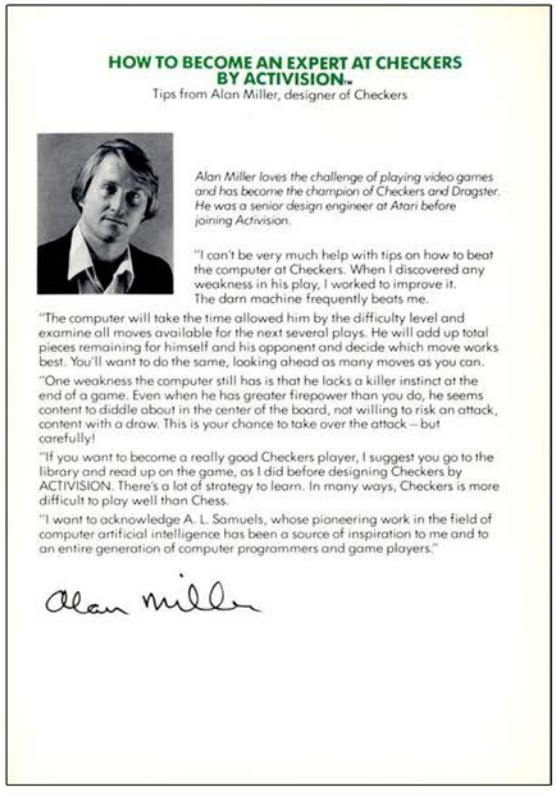





Top Left: Catalog Sample
Top Right: Manual Cover
Bottom: Manual Page Samples



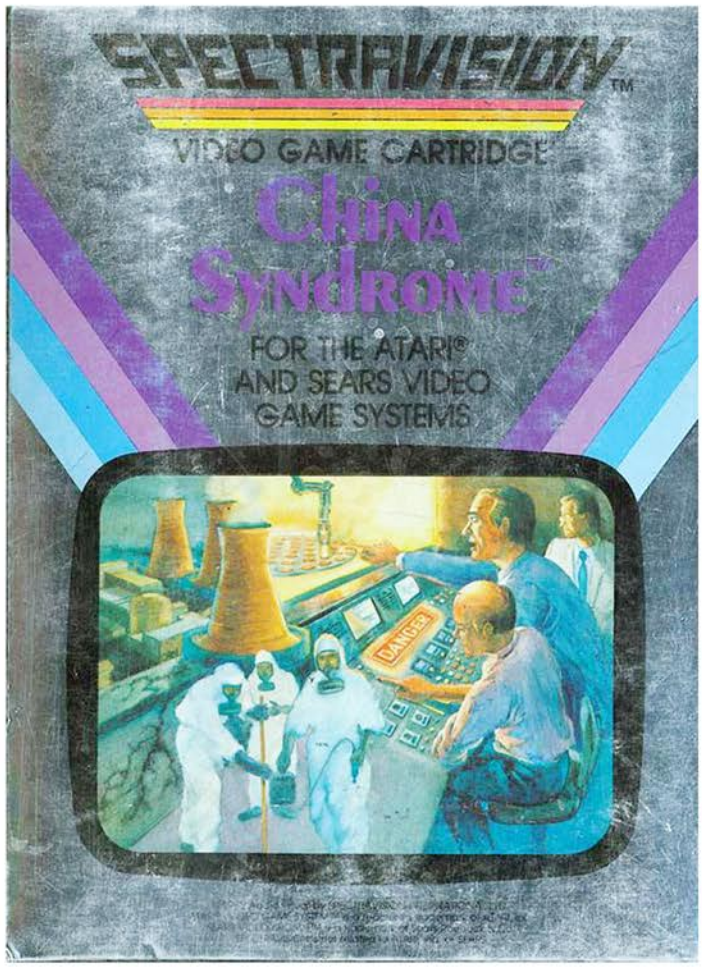



# China Syndrome

Release Date: 1982
Publisher: Spectravision
Controller: Joystick
Players: 1
Genre: Arcade

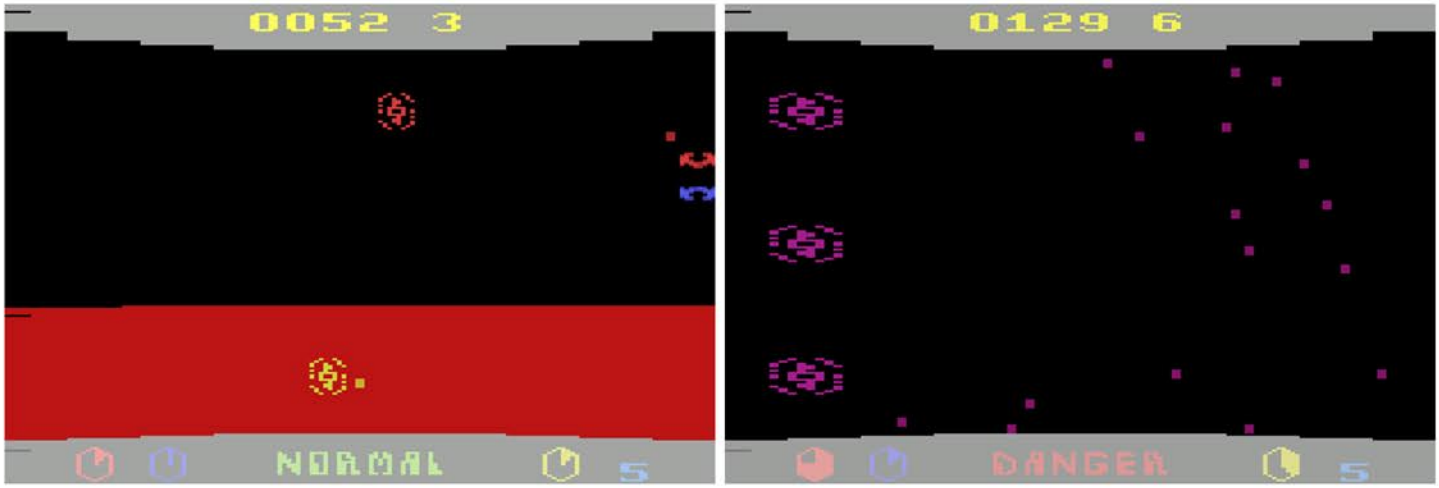
Alternate Title: N/A
Model #: SA-205
Rarity: 5
Programmer: N/A

This movie based title is a surprisingly intense experience.



Based on the 1979 Jane Fonda/Michael Douglas dramatic thriller, China Syndrome puts you in the role of a nuclear power plan control operator that is given the simple task of single handedly preventing a meltdown that will destroy everything on Spectra Island. Of course Spectra Island sounds like the headquarters of a 1960's era Bond villain, so maybe a meltdown isn't such a bad thing.

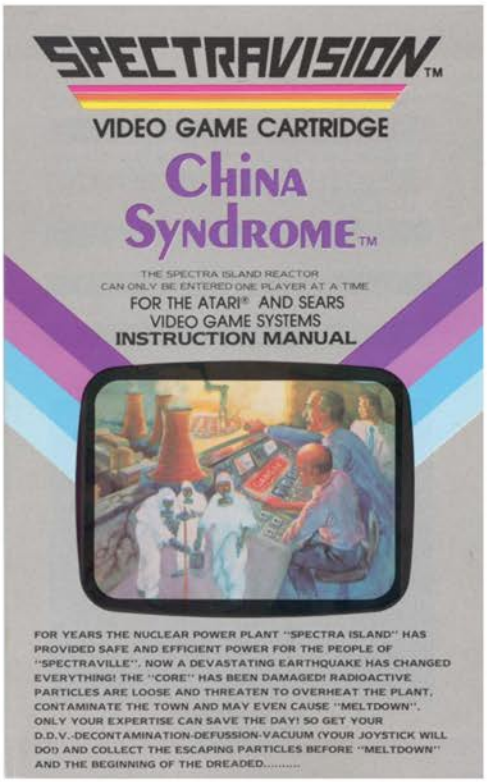
The game takes place on a single screen that is broken up horizontally into color coded thirds (red, blue and yellow). Each area has self contained radiation particles that bounce back and forth across the screen, and must be cleaned up using your robotic arm crosshairs. This is accomplished by holding down the button, causing your robot arm to capture a nearby particle. Given that you can't move the arm when it is in capture mode means you have to time it just right if you want to avoid a meltdown.

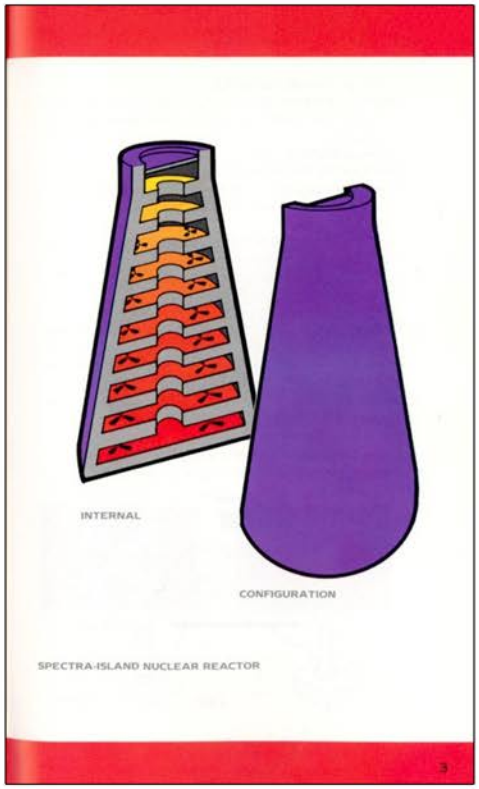



Each level starts off with a single particle, although if you take too long to clean it up the lone particle will multiply and become two particles, which raises the radiation level. Without immediate attention those two become four, which means you are mere moments away from a minor meltdown causing the destruction of your robot arm. Early on it is quite easy to keep the radiation levels to a minimum since the particles are slow in both movement and reproductive speed. By the midway point of the nine levels you have to be on your cleanup game or you will quickly be overwhelmed.

As the levels progress, so does the difficulty. In addition to the particle speed there are core venting fans scattered across the board. These fans do absolutely nothing to help stem the tide of radiation particles, however they do a great job of getting your way. If you come into contact with one you lose a robot arm and must start the level over. When they first appear they are relatively small, but they grow in size with each subsequent level.

When you finally lose all of your reserve robot arms there is a full scale meltdown, which is something that is straight out of a nightmare. A bright red color slowly fills the screen from the top down while some of the most horrific noises ever to come out of an Atari 2600 are blasted through your speakers. This goes on for nearly thirty seconds, which is not only excessive but will also be great motivation to get off the couch and hit the power off button.




Top Left: Manual Cover
Top Right: Manual Page Sample
Below: Catalog Samples

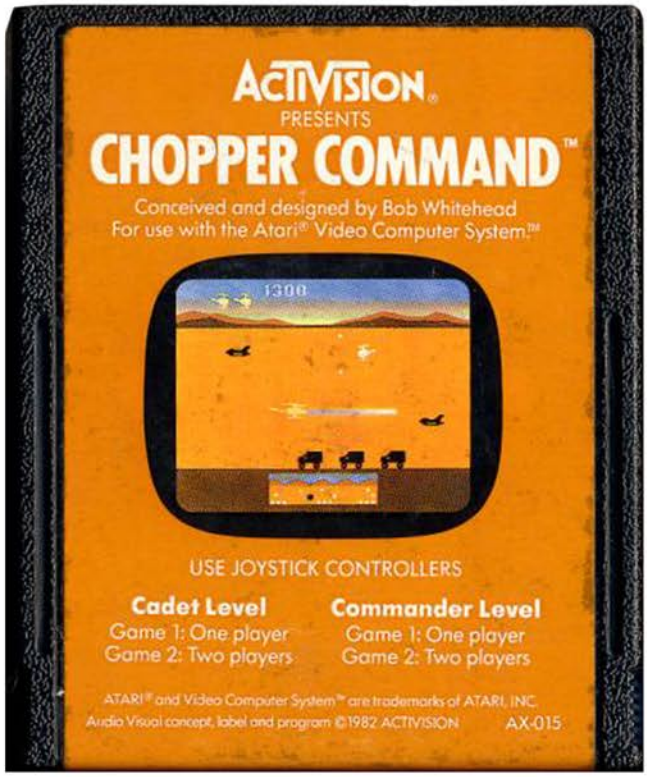
# China Syndrome

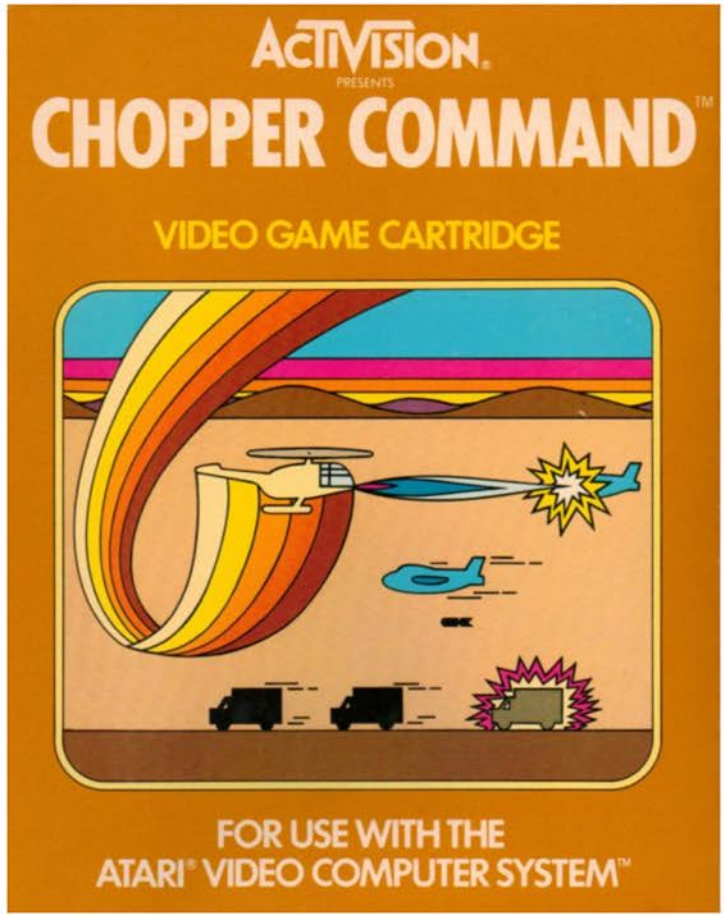
# Chopper Command

Release Date: 1982
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AZ-015
Rarity: 2
Programmer: Bob Whitehead

This is one of the finest shooters in the 2600 catalog.



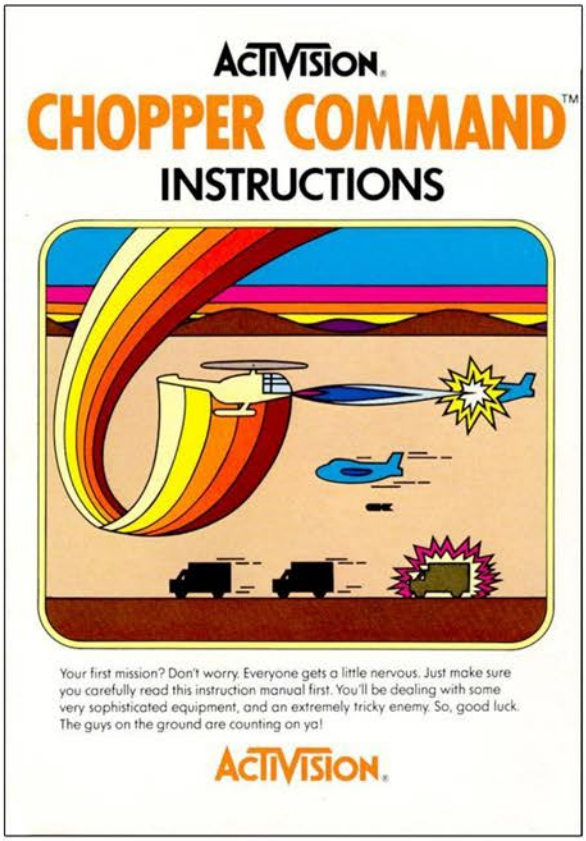
Take control of a heavily armed chopper and protect your convoy from the entire enemy air force. Sure the odds may be stacked against you since it's twelve against one, but you have one distinct advantage over your opponents. Lasers, and lots of them.

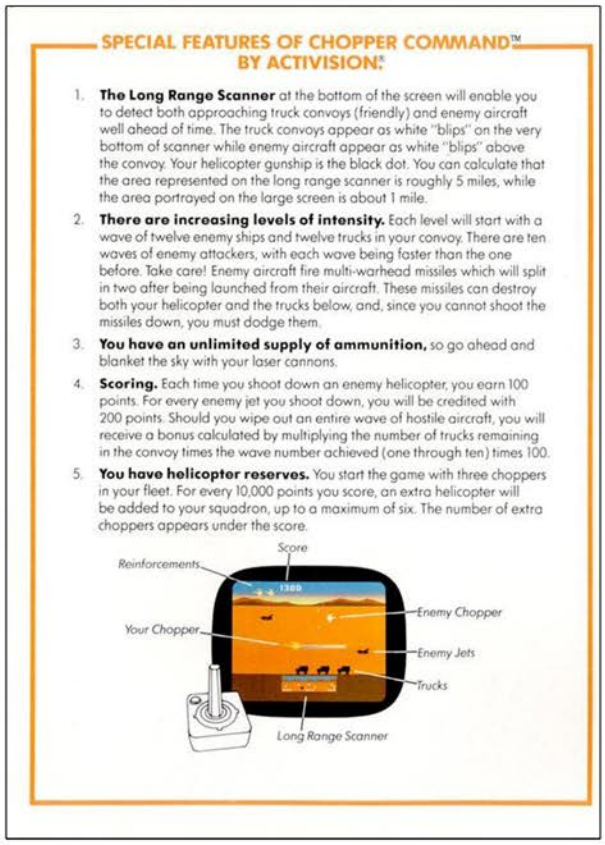
As you begin your escort mission you will be able to see what you are up against thanks to the rudimentary radar positioned at the bottom of the screen. This allows you to keep tabs on the trucks you are protecting as well as the enemy aircraft that are hovering overhead. Each convoy section has three enemies gunning for them, and it's your job to vaporize those ships before they can take out your trucks. Early on this is a fairly easy task as everything moves at a slow deliberate pace. By the fourth level however the truck drivers have all been replaced with former NASCAR drivers, causing both them and the bombers above to scream across the desert.

There are two types of enemy aircraft, choppers and jets, although there isn't much difference between them. Both move at roughly the same speed and fire the exact same type of physics defying vertical shot. The only thing setting them apart from one another is how big they are, with the choppers being wider and easier to hit while the jet is thinner and requiring a perfect shot to take out.

Despite being a futuristic laser firing chopper your armor leaves a lot to be desired since one small touch turns you into flaming wreckage. When you first begin the enemy bullets will be the biggest threat to your survival. Once fired the enemy bullet will hang in the air for a moment before splitting into two vertical shots, one meant to take out a truck below and the other taking out anything above it. After everything is sped up however the most likely cause of your destruction will be a kamikaze pilot smashing into you. Things will be moving so quickly that an enemy jet or chopper will appear out of nowhere and make it halfway across the screen before you have an opportunity to move out of the way. Unless you are a seasoned pilot or have incredible luck you shouldn't expect to live too long.

Putting aside the harsh difficulty curve, Chopper Command is a fast paced action packed game that still holds up quite well today. It is certainly one of the gems in the 2600 catalog.




Top Left: Manual Cover
Top Right: Manual Page Sample
Bottom Left: Patch (10,000 Points Required)
Bottom Right: Catalog Sample

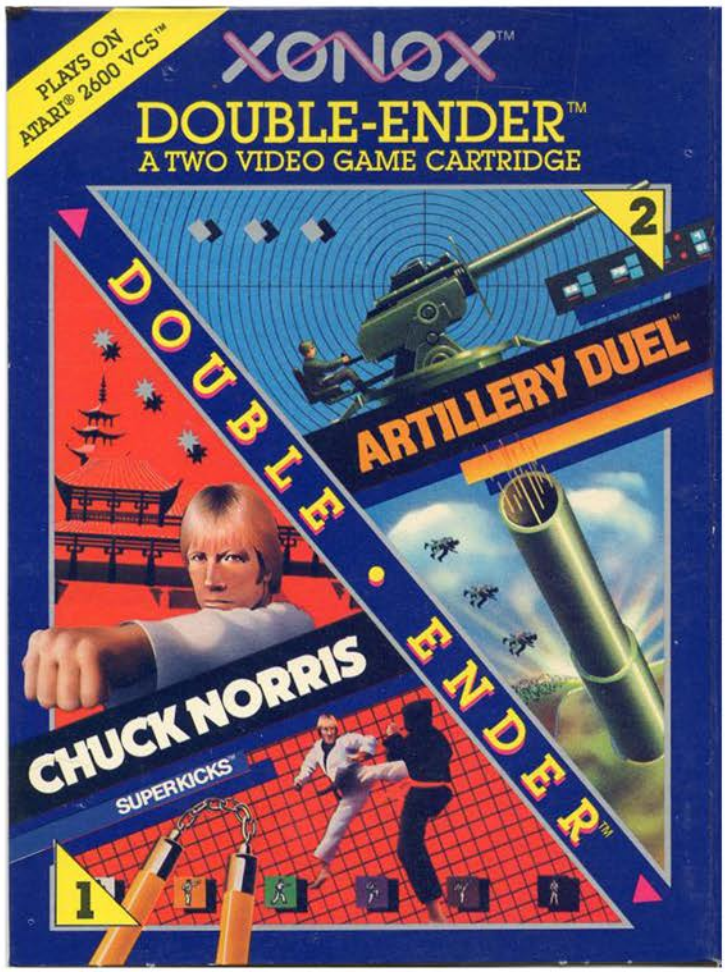
# CHOPPER COMMAND

# Chuck Norris Superkicks

Release Date: 1983
Publisher: Xonox
Controller: Joystick
Players: 1
Genre: Arcade - Beat'em Up

Alternate Title: N/A
Model #: 99003
Rarity: 5
Programmer: Robert Weatherby

This is one of the biggest missed opportunities in gaming history.



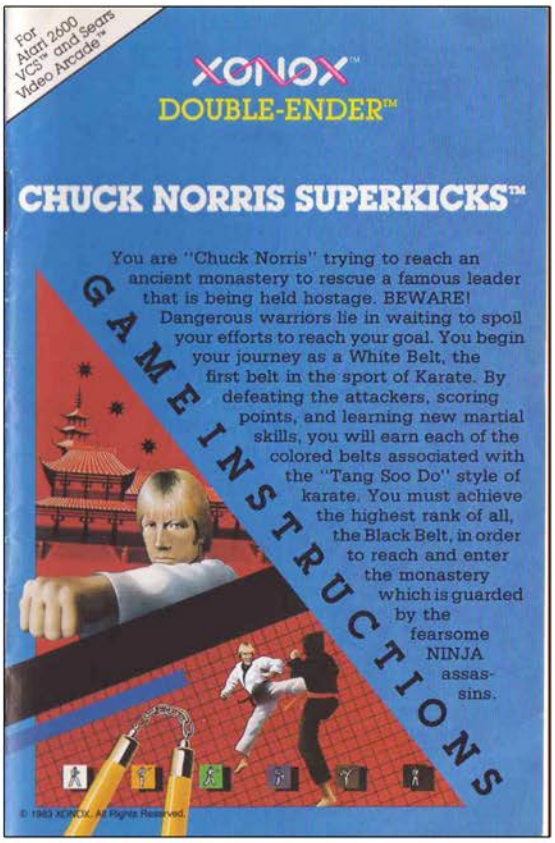
You are in control of arguably the greatest action hero in the history of cinema, Chuck Norris. Chuck is wandering through a foreign land on a quest to liberate a famous leader from a ninja guarded monastery as well as earn his black belt. Apparently Mr. Norris is on a tight timeline because he only has six minutes to save the unnamed leader from captivity, although that time goes by much quicker than one would think possible.

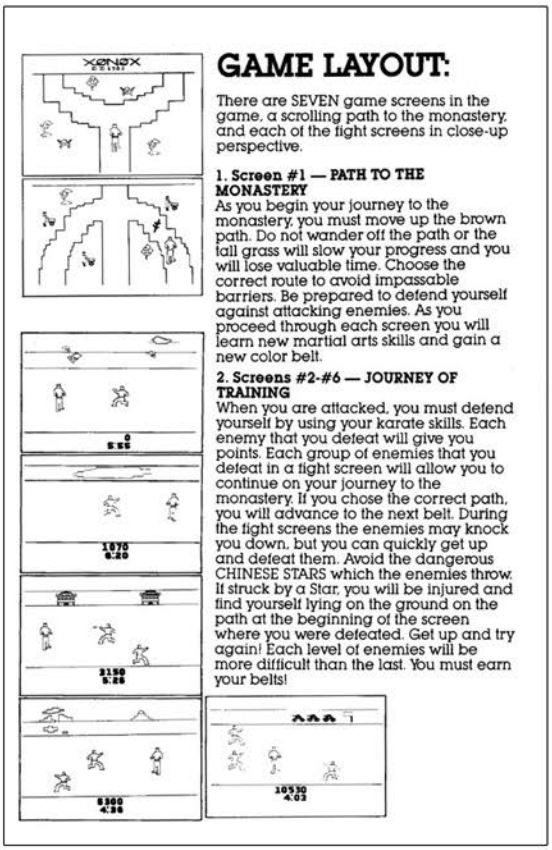
Your quest begins on a dirt pathway that is carved into the grasslands of this random Asian country. As Chuck strolls through the countryside he is attacked by a random assortment of thugs, ranging from Yakuza to Ronin to Goeman. Well, that's what the instruction manual calls them at any rate as they all look identical except for different colored shirts and pants. They even have the same two attacks, casually bumping into Chuck and occasionally throwing a ninja star at him. When bumped, Lone Wolf McQuade falls to the ground where he is stunned for a few seconds, so it's nothing more than a minor inconvenience. The only attack you should be concerned with is the ninja star, which sends you back to the start of whatever section of the path you are on, costing you valuable time. The enemies start out coming at you one at a time, making it easy to dispatch them. As the game progresses though their numbers will increase to two or even three of them on the screen at one time. Thankfully only one of them will be armed with ninja stars, meaning you can focus on the rest of the gang while staying far away from them.

Each set of bad guys can only be defeated using a specific attack. In the beginning the only things in your martial arts arsenal will be a thrust kick and a straight punch, however once you have moved up in belt rank a powerful somersault kick becomes available. If you use the wrong attack on an enemy they will easily smack you down to the ground, where you will be helpless if they decide to toss a ninja star at you. Of course even if you attempt to use the correct attack it can still result with you landing flat on your back since you have to hit either up or down on the controller while hitting the button. It doesn't matter if you throw a punch if triggering it moves you in position to punch the air above them.

The biggest nemesis Chuck will face on his journey isn't trained killers, rather it is grass. Either Mr. Norris is highly allergic to grass or he is very easily distracted at the possibilities of having a picnic. If you touch the grass in any way, be it walking through it or simply grazing it with your foot, the timer goes into fast forward mode. To give you an idea of just how quickly it can go, if Chuck starts walking in the grass the entire six minute time will be gone before he can take four steps. Adding to this problem is that it is incredibly easy to lose an hour off the clock thanks to the controls being clunky, making it likely that you will touch the grass at some point. To make this even worse, there will randomly be fallen trees blocking your path, forcing you to not only backtrack and try another path, but to also get into another fight with a band of thugs.

Once you get the hang of things the game isn't terrible, although there really isn't anything special here. Unless you want to take control of the legendary Chuck Norris it's not worth playing.



## GAME LAYOUT:

There are SEVEN game screens in the game, a scrolling path to the monastery, and each of the fight screens in close-up perspective.

**1. Screen #1 — PATH TO THE MONASTERY**
As you begin your journey to the monastery, you must move up the brown path. Do not wander off the path or the tall grass will slow your progress and you will lose valuable time. Choose the correct route to avoid impassable barriers. Be prepared to defend yourself against attacking enemies. As you proceed through each screen you will learn new martial arts skills and gain a new color belt.

**2. Screens #2-#6 — JOURNEY OF TRAINING**
When you are attacked, you must defend yourself by using your karate skills. Each enemy that you defeat will give you points. Each group of enemies that you defeat in a fight screen will allow you to continue on your journey to the monastery. If you chose the correct path, you will advance to the next belt. During the fight screens the enemies may knock you down, but you can quickly get up and defeat them. Avoid the dangerous CHINESE STARS which the enemies throw. If struck by a Star, you will be injured and find yourself lying on the ground on the path at the beginning of the screen where you were defeated. Get up and try again! Each level of enemies will be more difficult than the last. You must earn your belts!

Top Left: Manual Cover
Top Right: Manual Page Sample
Bottom Left: Kung Fu Superkicks Cart
Bottom Right: Double Ender Cart

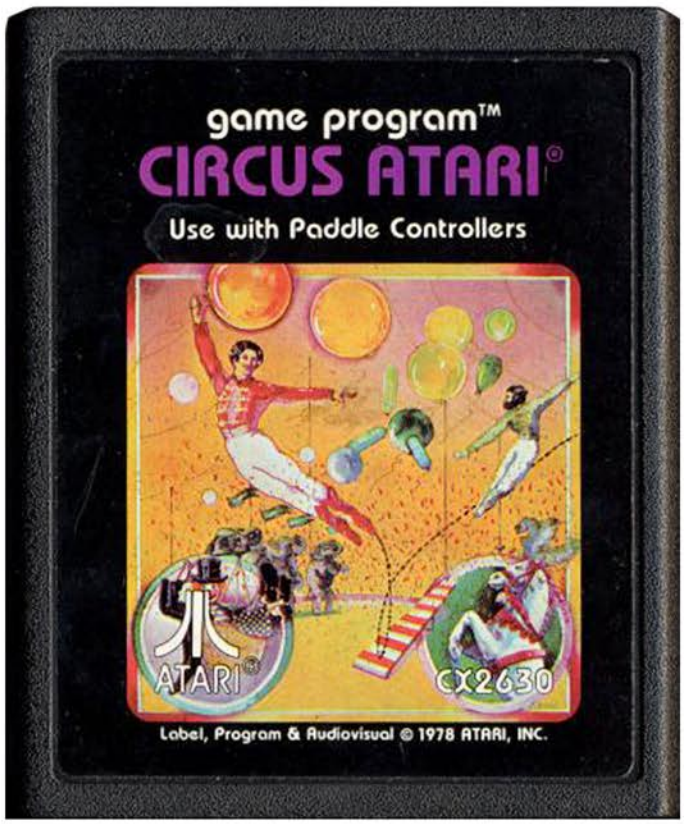
# CHUCK NORRIS SUPERKICKS

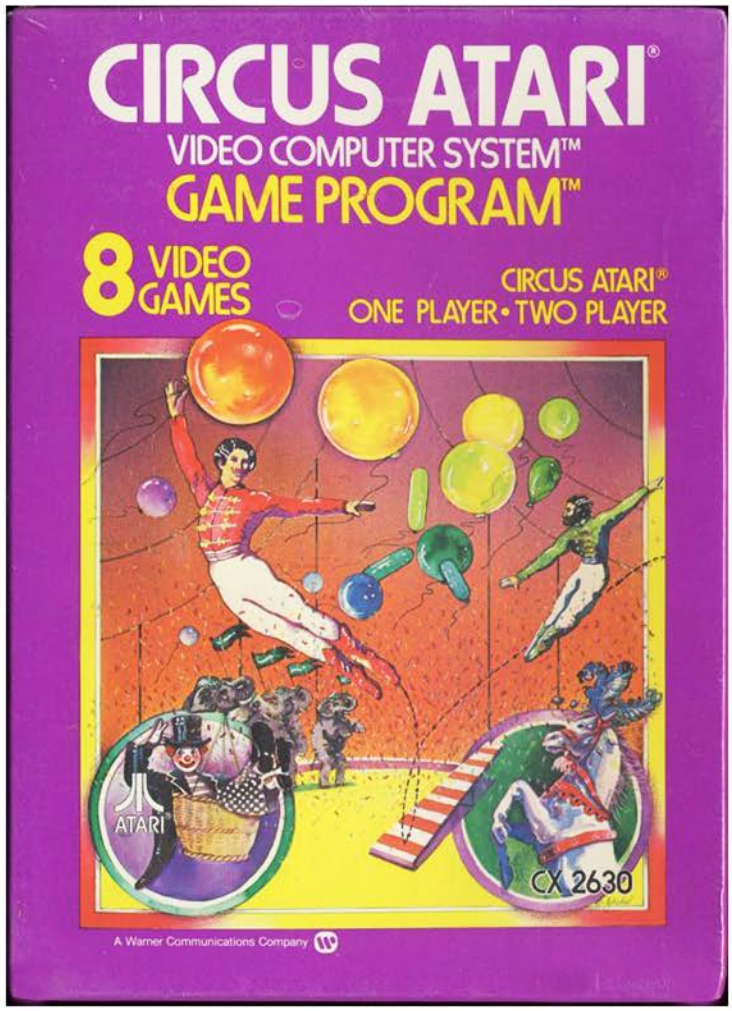
# Circus Atari

Release Date: 1980
Publisher: Atari
Controller: Paddles
Players: 1 - 2
Genre: Arcade - Breakout

Alternate Title: N/A
Model #: CX2630
Rarity: 2
Programmer: Mike Lorenzen

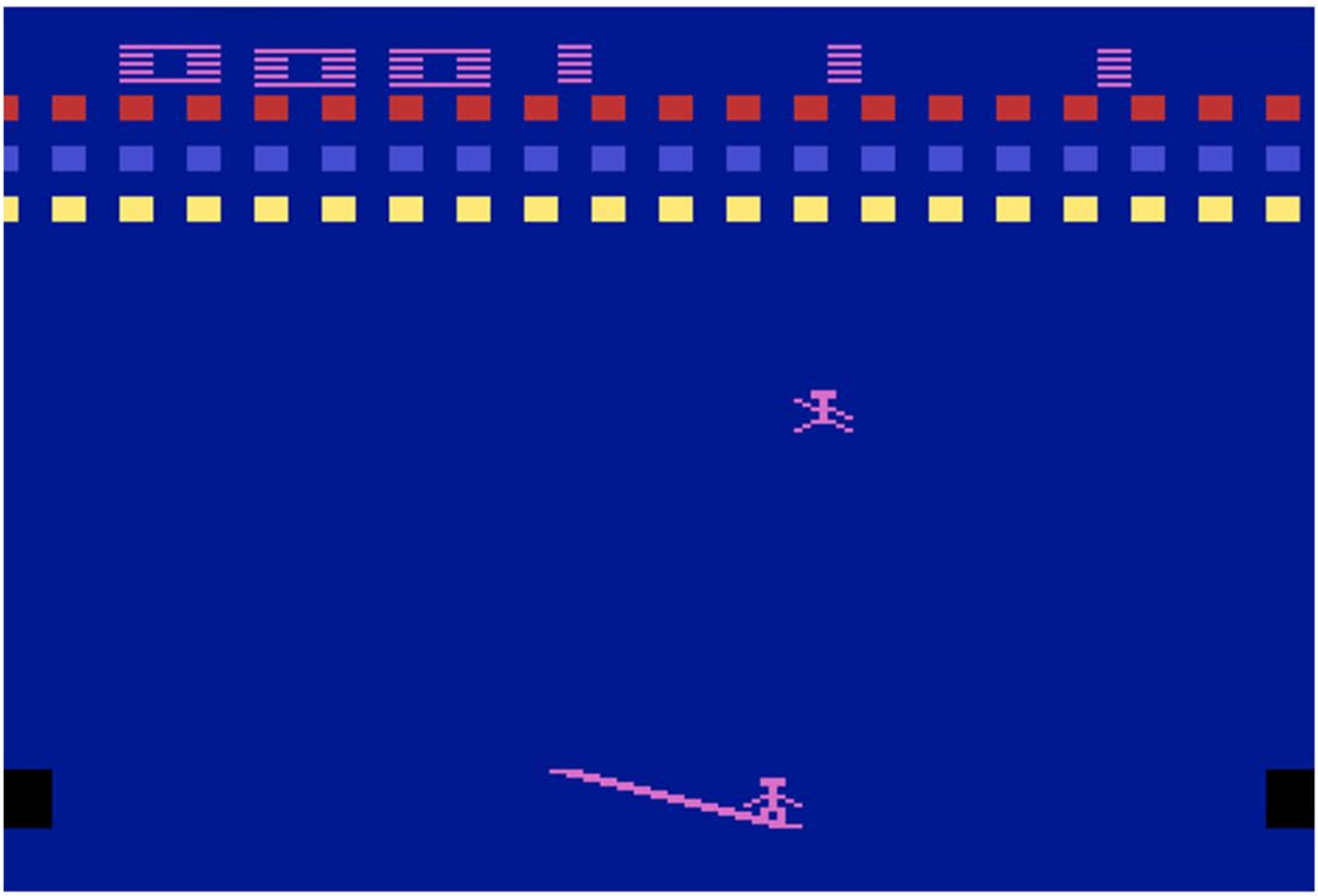
This is an interesting twist on the tried and true gameplay of Breakout.

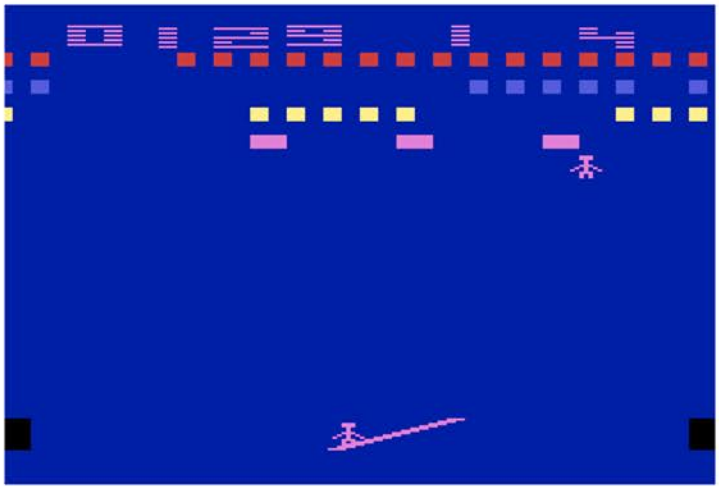


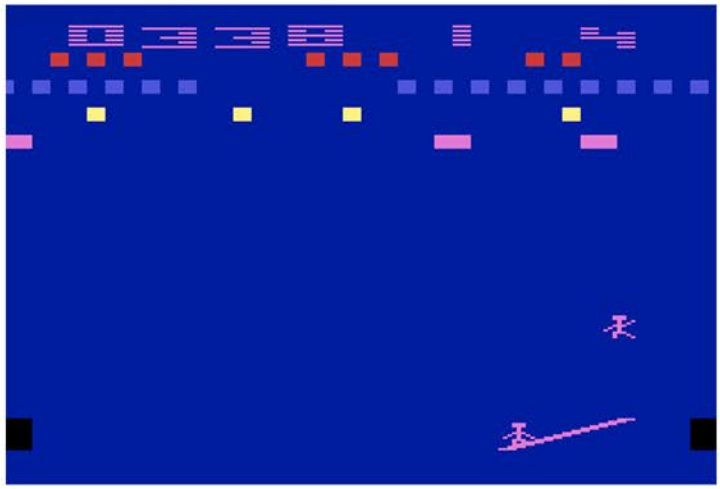



The concept is essentially the same: there are blocks (well, square balloons) that are in need of destruction, and it's up to you to make it happen. Instead of being armed with a paddle however you have two suicidal daredevil clowns taking turns launching each other into the stratosphere with the assistance of a seesaw. For those of you who are afraid of clowns, don't worry, if you aren't very good at the game you will have the satisfaction of knowing that you caused those clowns an immense amount of pain.

Unlike Breakout where the ball can hit anywhere on the paddle to bounce back up, your clown must land with precision if you don't want to lose him to a broken back. As long as the clown hits the opposite side of the seesaw he is safe, and his partner will fly skyward, however if you actually want to break balloons you will have to make sure he lands on the very edge of the board. Just like in real life, where you land determines how much force is sent through the transfer. Needless to say this ramps up the difficulty significantly since you must have consistent perfection if you want to clear the board.



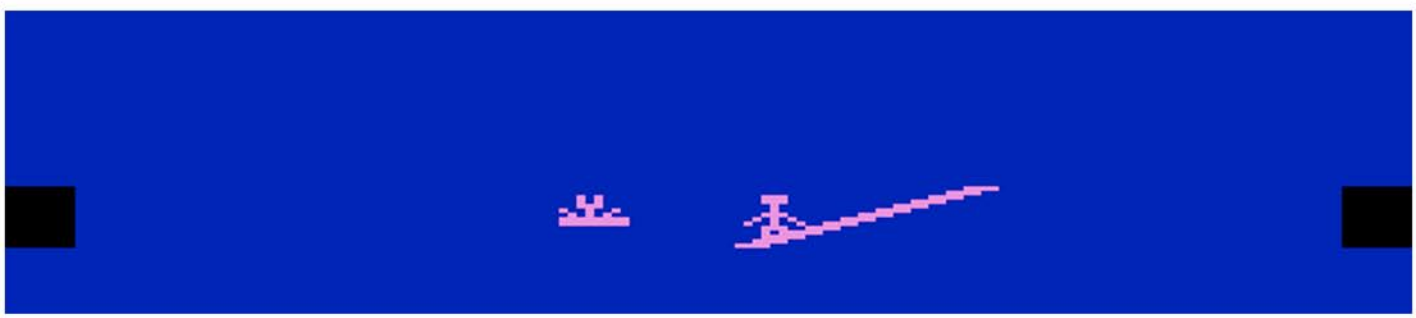


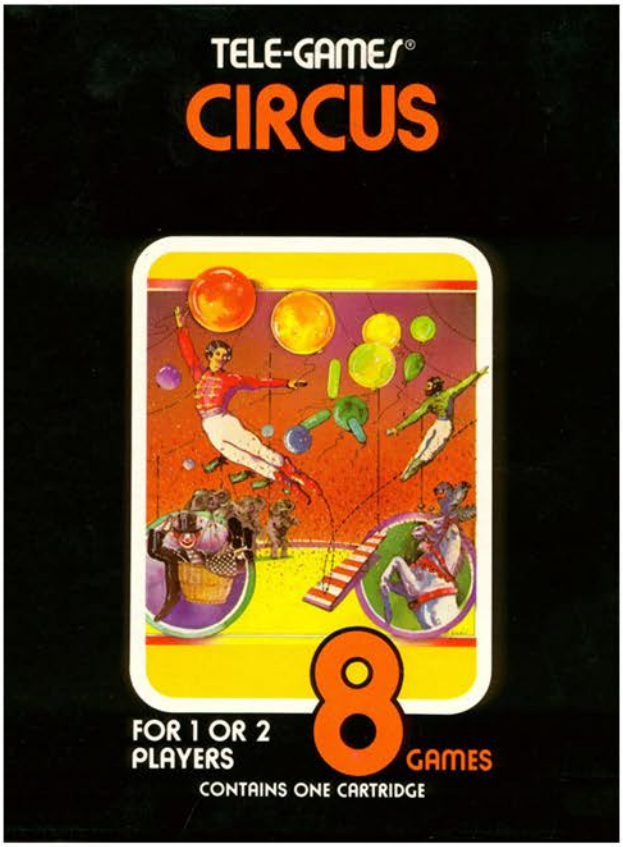


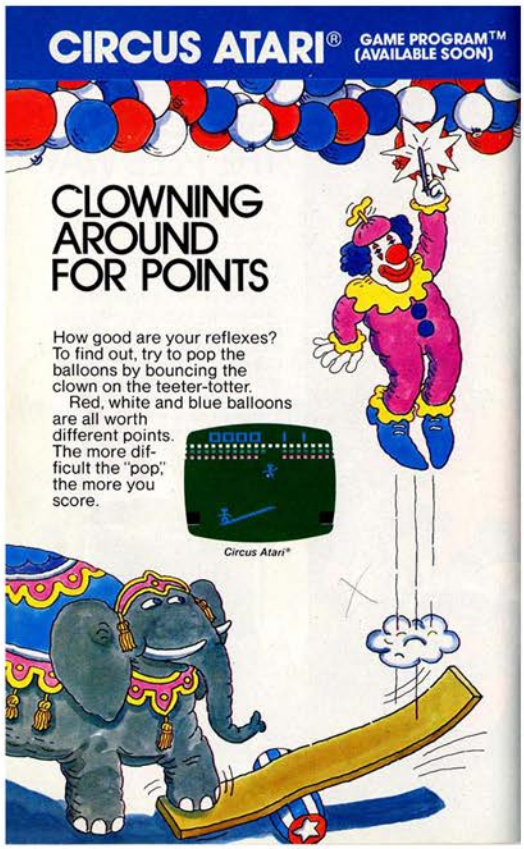
There are a few different styles of gameplay that can be selected. The default is Breakout Circus, where your aerialist bounces off each balloon he hits. Breakthru Circus allows the flying clown to tear through every row of balloons rather than bouncing off of them, which makes the game a bit easier. Both of these game styles have the option of including moving barriers that protect the balloons, which adds an extra degree of difficulty to an already difficult game.

The most disturbing thing about the game however is the demise of the fallen circus clown. If you misjudge the airborne clown's descent (and believe me you will), he will land headfirst onto the ground. You are then forced to watch the final seconds of his life as his limbs flail about. This continues until his replacement is up on the trampoline ready to leap into action, because apparently the job market for aerial ballon busting clowns is a competitive one since watching your predecessor fall to his death literally seconds earlier isn't a deterrent.

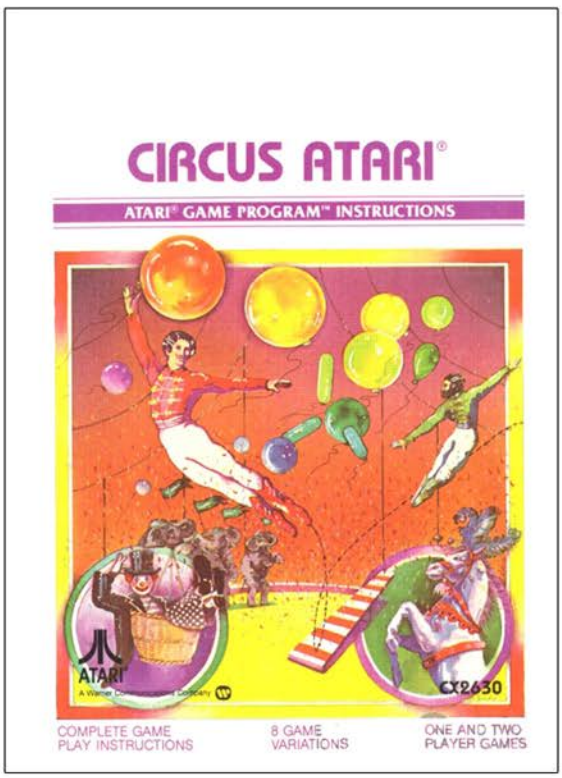
If you are a fan of Breakout style games and are looking for a challenge (or just want to murder some clowns) Circus Atari is a solid title that still holds up.

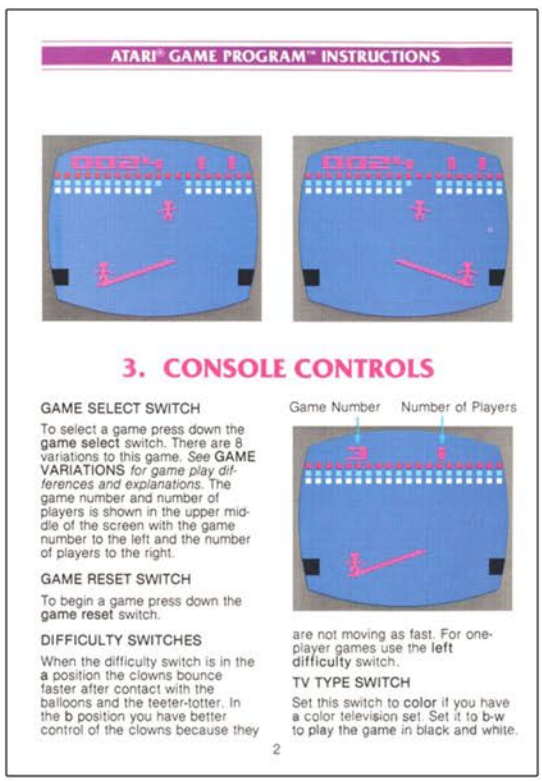





Top Left: Sears Tele-Games Box
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



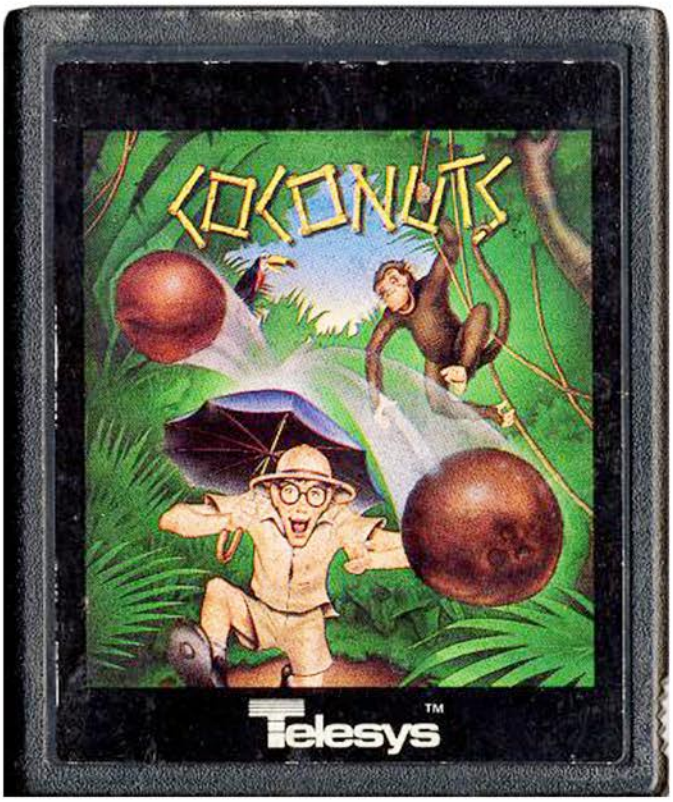

# Circus Atari

# COCONUTS

Release Date: 1982
Publisher: Telesys
Controller: Joystick
Players: 1 - 2
Genre: Arcade

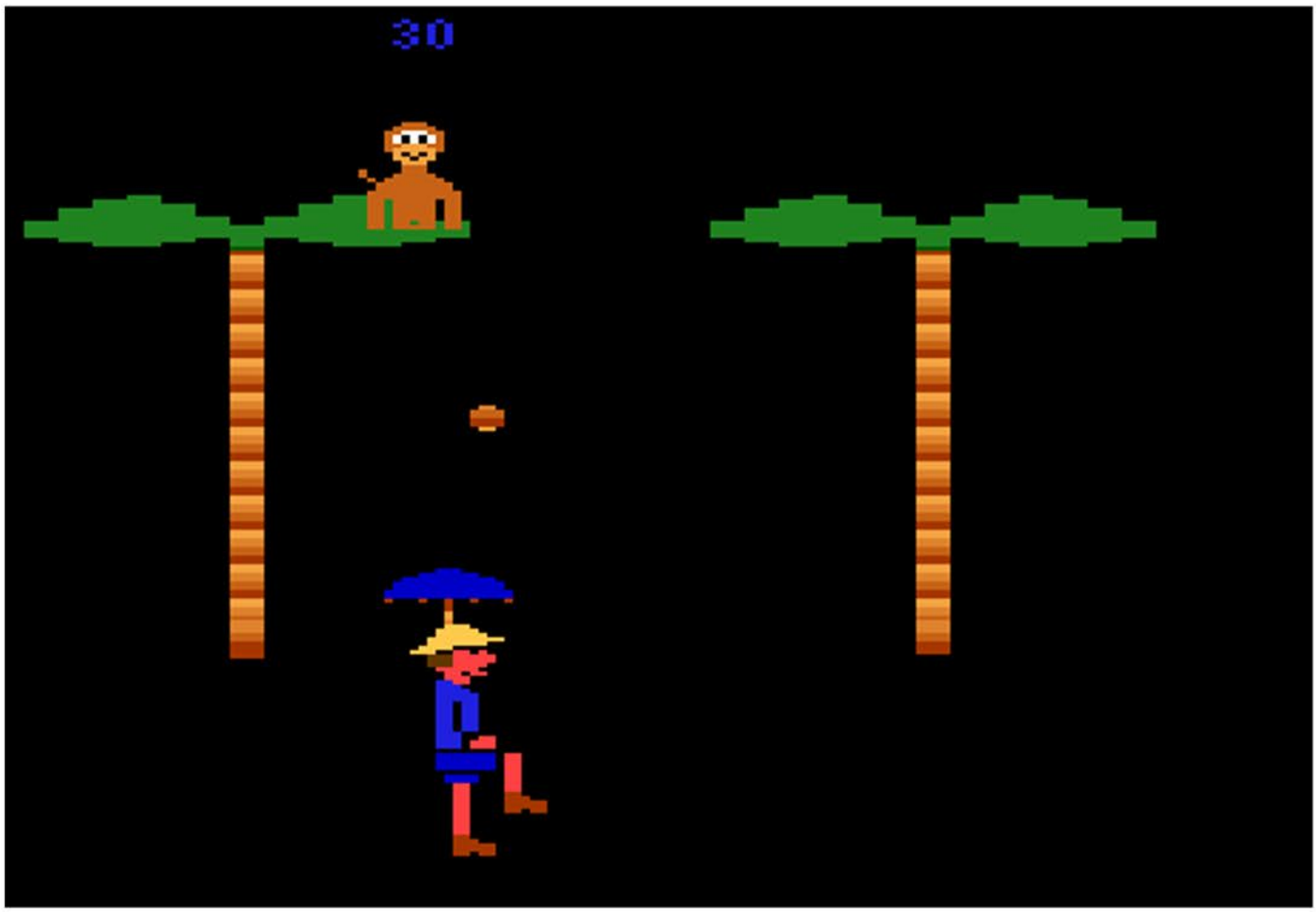
Alternate Title: N/A
Model #: 1001
Rarity: 4
Programmer: Jim Rupp

This jungle themed game is one of the more basic titles on the 2600.



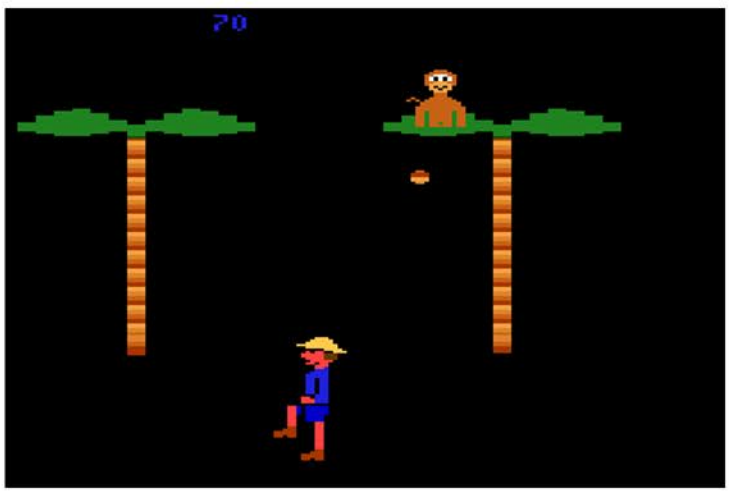
In this overly simplistic reverse Kaboom! knockoff you are in control of the great jungle explorer Stanley I. Presume as he faces off against the agitated monkey Coco. Given that Stanley is exploring the jungle with nothing more than shorts, a hard hat and an umbrella it should come as no surprise to anyone that he will meet his untimely demise at the hands of an insane coconut throwing monkey.

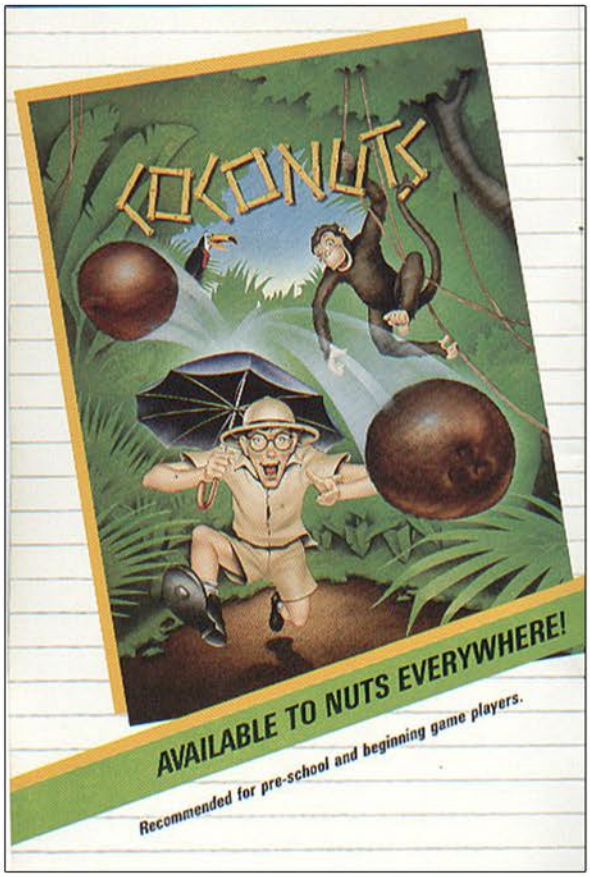
The entire game takes place on a single screen consisting of two giant palm trees. Stanley casually walks back and forth beneath them as Coco the angry monkey leaps from limb to limb while dropping coconuts at our protagonist. In order to survive all the intrepid explorer must do is step out of the way, allowing the coconuts to fall harmlessly to the ground. At the start this is incredibly easy thanks to gravity taking a bit of a vacation, causing the coconuts to float to the ground as a leisurely pace. It doesn't take long however before gravity gets back on it's A game, resulting in the projectiles moving like they have been shot out of a canon.

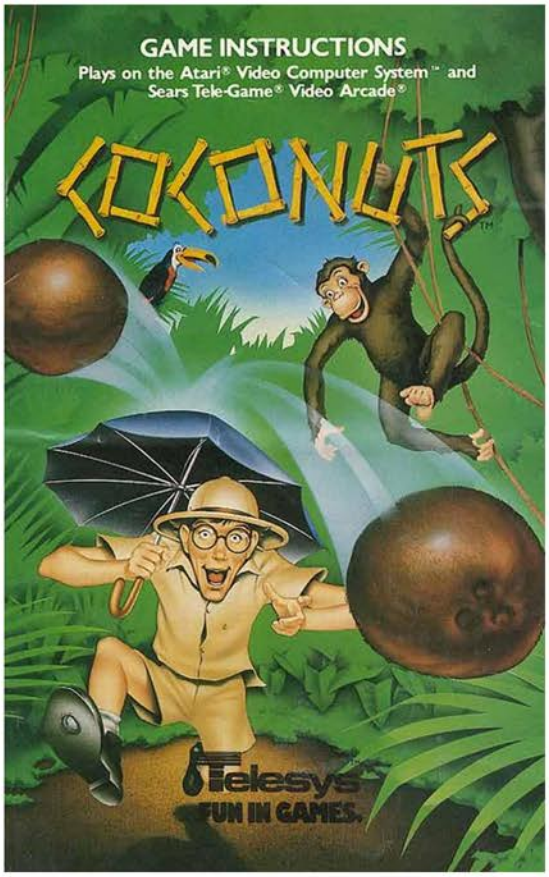


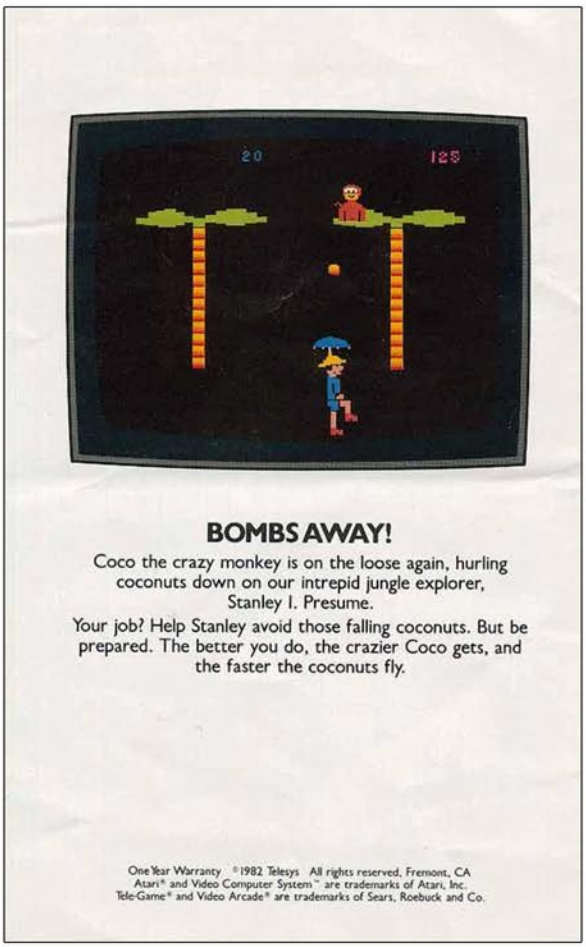
Coco will throw a handful of coconuts before taking a breather, giving you a chance to do the same. The longer you survive the angrier Coco will become between levels. After the first couple of levels he will slowly jump up and down to show his displeasure at the fact you are still alive. After the fourth level he will be leaping up and down so quickly you will wonder if he's having a seizure. Stanley on the other hand always remains calm and collected, patiently waiting for Coco to end his temper tantrum before resuming the assault. Even when Stanley is hit he doesn't panic, rather he discards the damaged item (first the umbrella then his hard hat) before resuming the battle against the monkey. This continues until he takes a direct shot to the top of the head with a coconut, permanently ending his jungle adventure.

There really isn't much of a challenge here for seasoned gamers, nor is there much fun to be found here. Unless you want to watch a monkey murder an inexperienced jungle explorer it's not worth the time.






Top Left: Catalog Sample
Top Right: Manual Cover
Left: Manual Page Sample

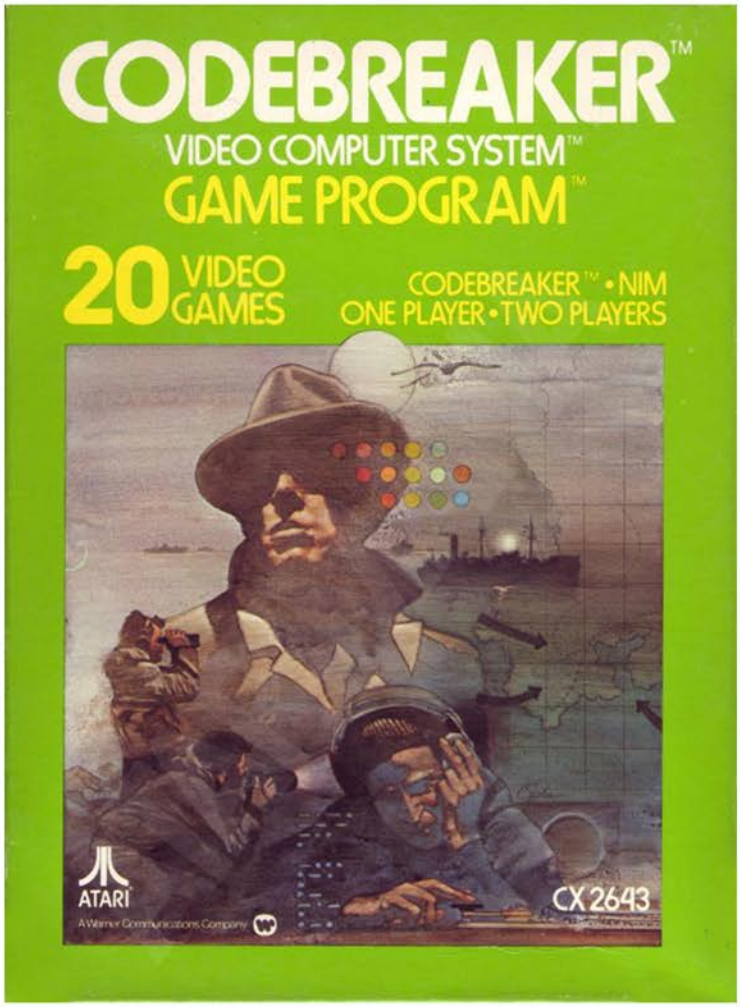
# COCONUTS

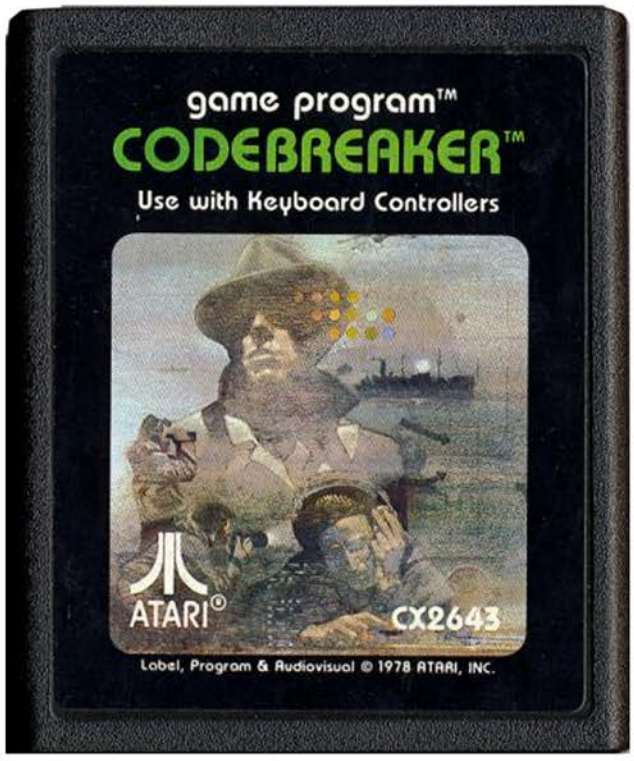
# CODEBREAKER

Release Date: 1978
Publisher: Atari
Controller: Keypad
Players: 1 - 2
Genre: Puzzle

Alternate Title: N/A
Model #: CX2643
Rarity: 3
Programmer: Larry Kaplan

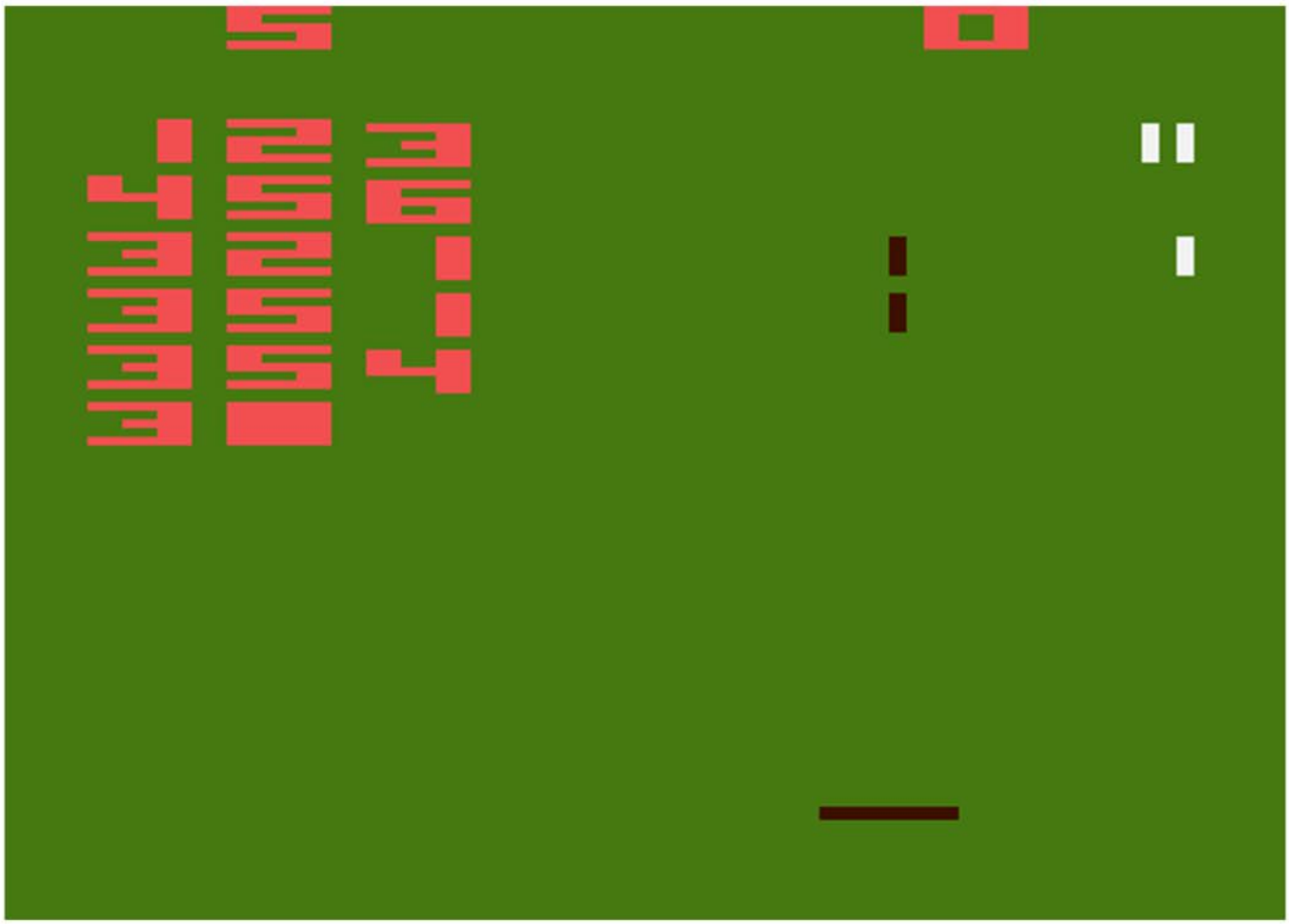
This is a simple but underwhelming puzzle game.

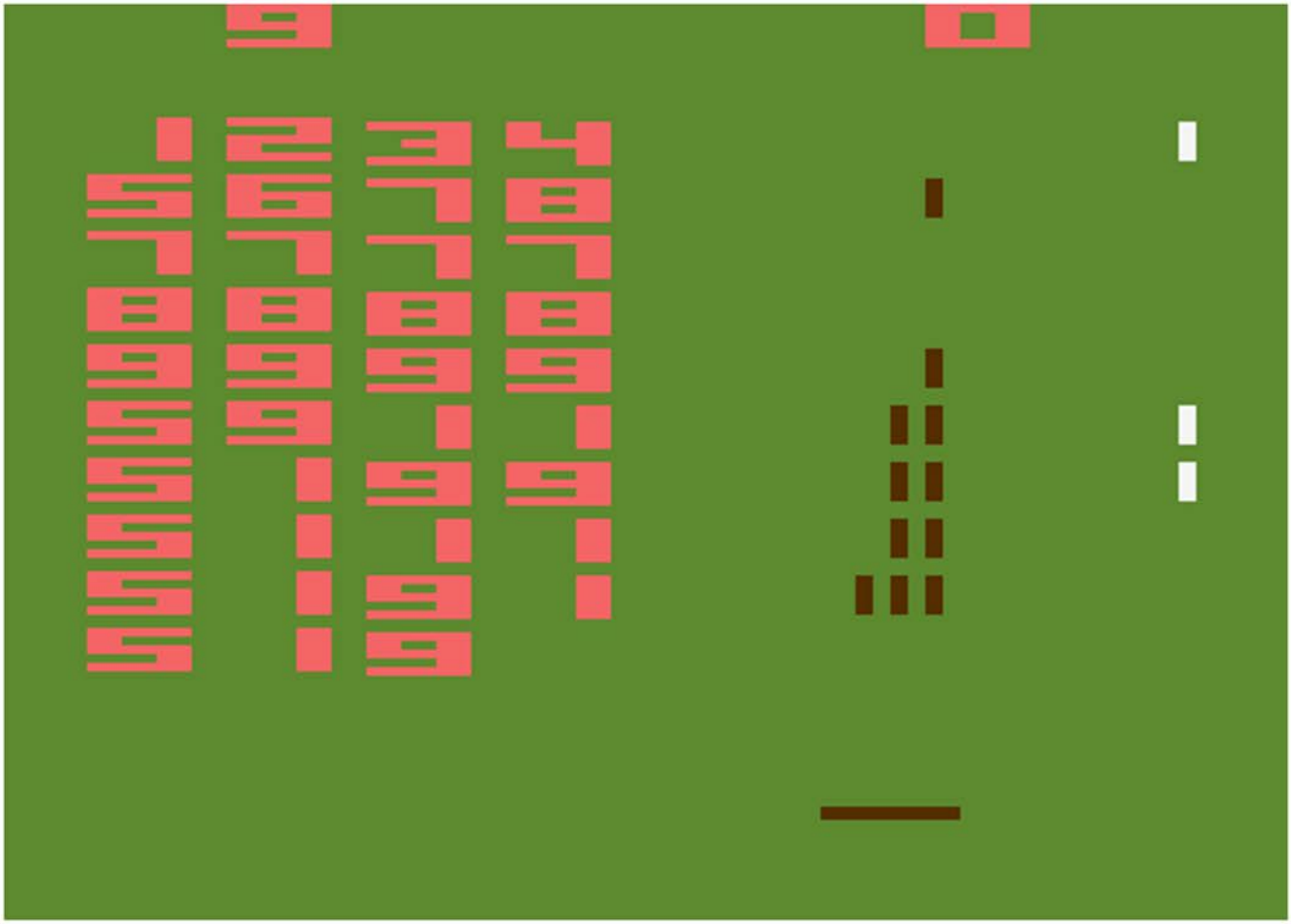


Even with two different number based games, Codebreaker is still an incredibly basic cartridge. Although given it is one of the earliest 2600 titles it is no surprise.

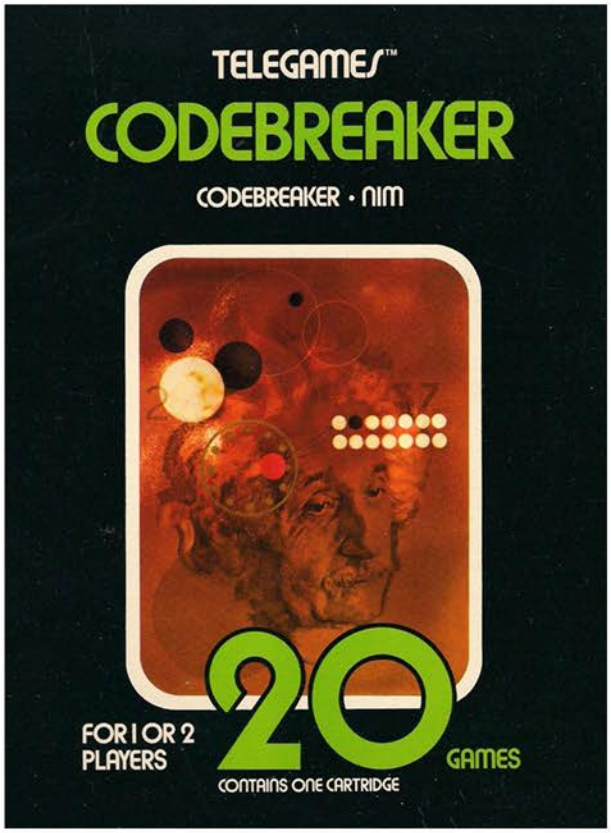
The first game variation is a guess the code game. After selecting what variation you want (three or four digits, number either up to six or up to nine) you take the keyboard controller and begin entering the first of your maximum twelve guesses. When you enter a code and hit enter the computer informs you of how you did. A black mark is a notification that you have a number in the correct spot, while a white mark is for a correct number but an incorrect spot. Based on that information you construct your next guess, with the ultimate goal being to correctly identify the code in the fewest turns. If you decide to tackle multiple secret codes, the game will keep up with your running score so that you can find out your average number of guesses.





The other gameplay variation is called Nim, which is an ancient mathematical based game. There are three or four stacks of circles that must be cleared by alternating turns with a second player (or the computer). In a single turn you may take any number of objects from a single stack (from one to all of them), with the goal being to take the final piece on the board. When playing against the computer this is usually easier said than done as it has a much easier understanding of the mathematical principals behind the game than the average player does. Whoever takes the final piece gets a point before the board is reset and it's time to go again.

Outside of the curiosity factor of checking out one of the earliest 2600 games there's not much of a reason to revisit Codebreaker.



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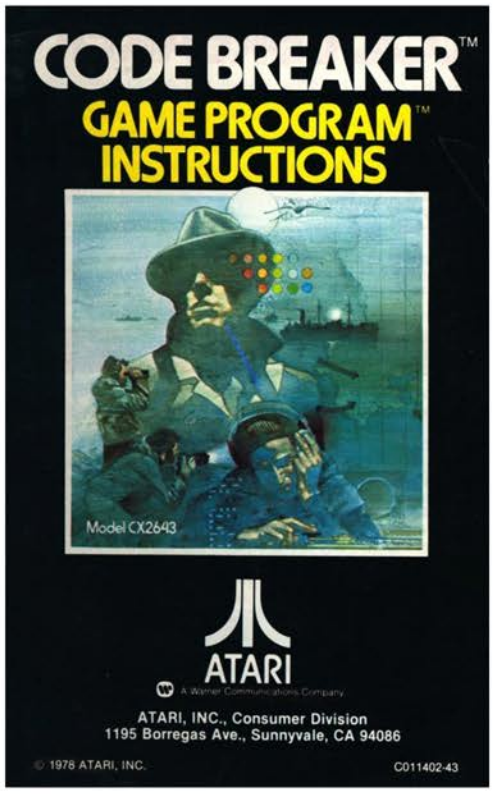
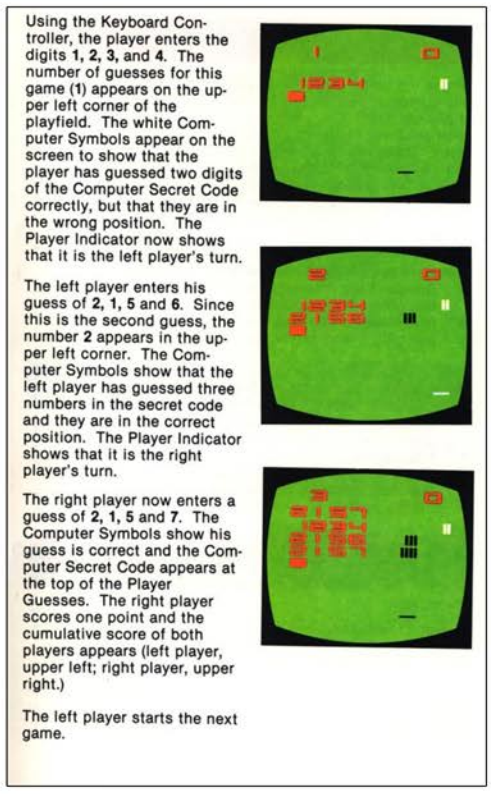
Bottom Left: Manual Cover
Bottom Right: Manual Page Sample



# COMBAT

Release Date: 1977
Publisher: Atari
Controller: Joystick
Players: 2
Genre: Shoot'em Up

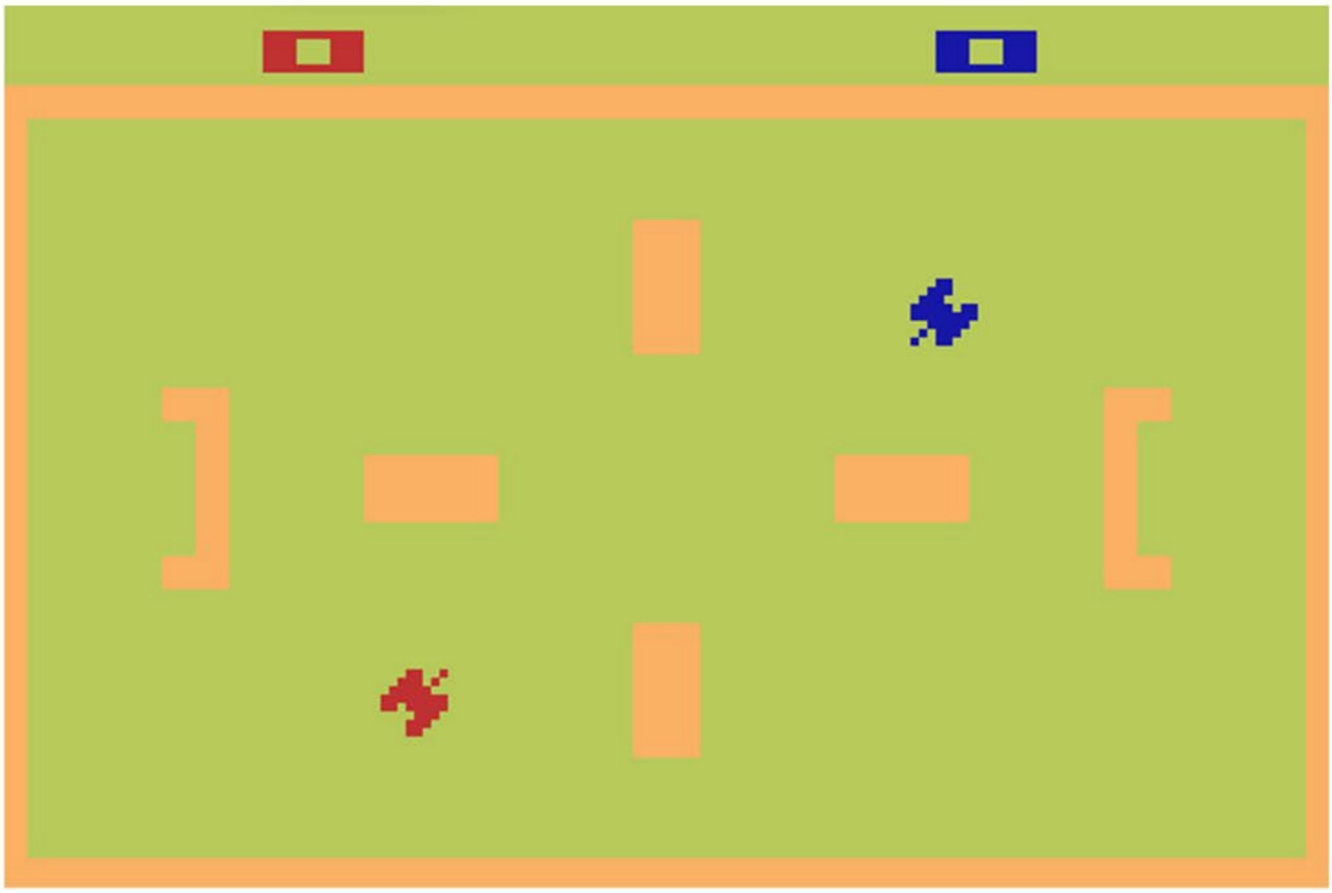
Alternate Title: Tank Plus
Model #: CX2601
Rarity: 1
Programmer: Joe Decuir / Larry Wagner

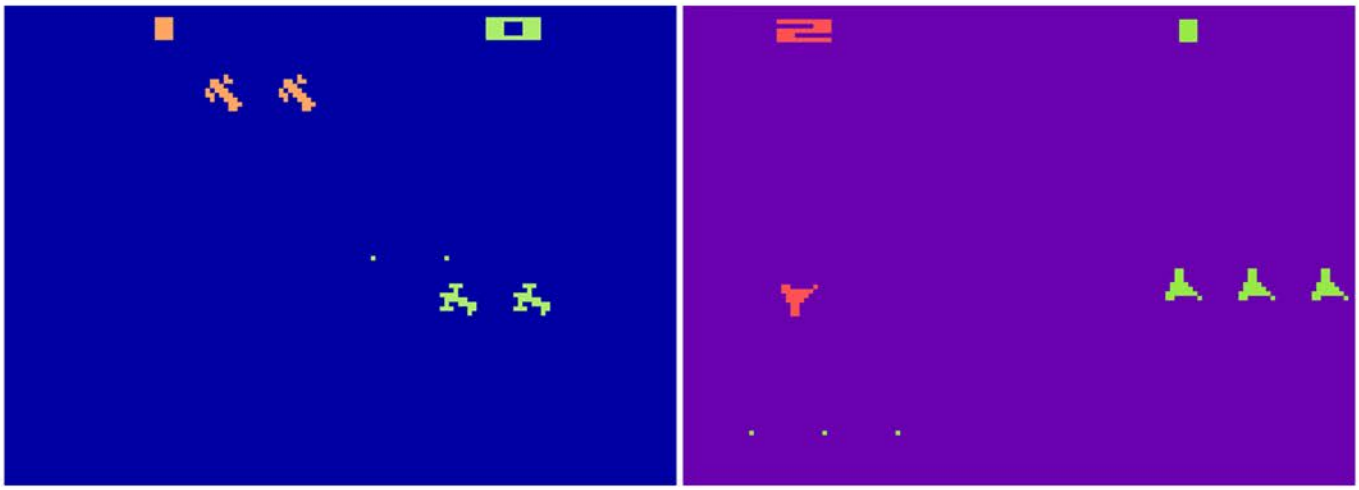
Not only the original pack-in game for the 2600, but also one of the earliest pure death match games as well.

Forget elaborate concepts or high score, Combat is nothing more than two men enter, one man leaves. Pistols at dawn? Nah, we'll go with tanks at dawn thank you very much.

There are a lot of different ways for you and a friend to take each other out. Not only are there tanks, bi-planes and jet-fighters to pick from, but there are multiple ammo and stage layout types as well. Regardless of what you choose the core concept is always the same: hunt down your friend, land a direct hit and send them flying across the screen in a tailspin before gearing up to do it again once the action starts again. Whoever shoots the other one the most times at the end of the hidden timer, wins.

Tank levels can have a clear field, or an easy or a difficult maze, but the real fun begins when you pick the ammo. There is the boring straight shot, which means you have to have your opponent dead to rights if you want to score a point. The guided missile adds a little fun to the proceedings, allowing you to curve a shot around a barrier. The best of the bunch is clearly the tank pong, where your bullets bounce around the arena multiple times. It is incredibly satisfying to land a four bounce shot from halfway across the board, destroying your enemy with a shot he never saw coming.

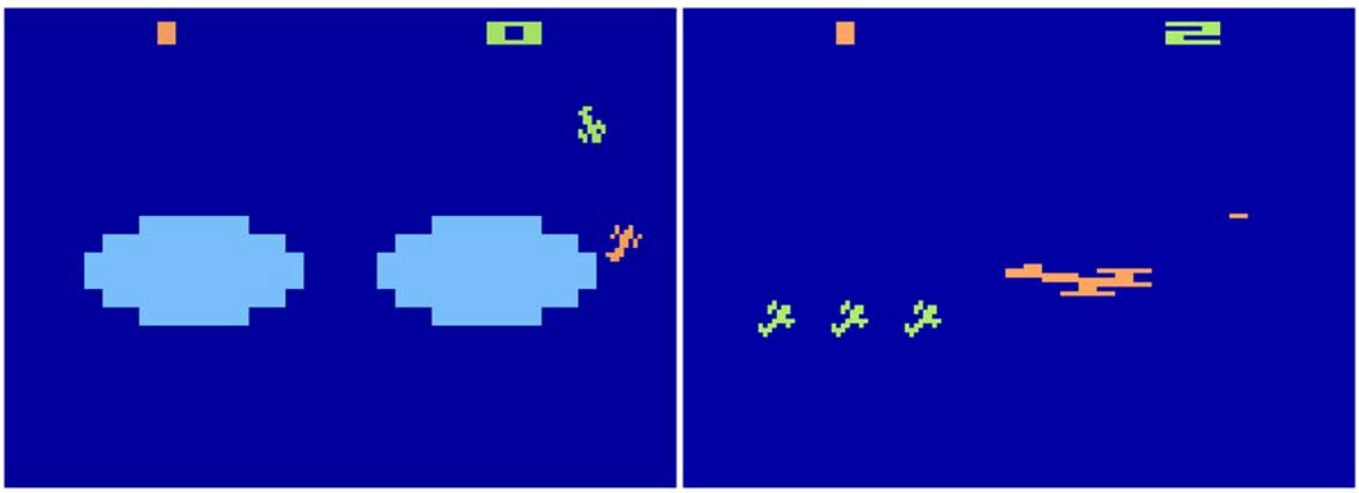


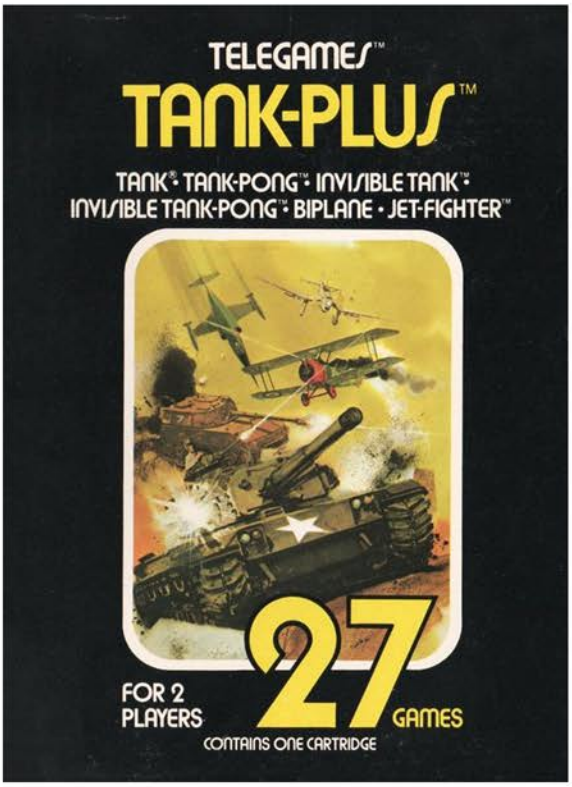


Bi-Planes take the warfare to the air, where you can pick between a clear and cloudy day. Unlike the tanks that can remain motionless, the bi-planes are constantly moving forward. The only control you have is whether to bank up or down, and to decide if you want to go fast or really fast. There are both straight and guided missiles as well as a machine gun option. The machine gun puts a constant stream of bullets in front of your plane, so if both players hold down the button throughout the entire match it will be like a sword fight in the sky (and necessary to turn off the volume on your TV unless you want to go insane).

Jet Fighters are similar to the bi-planes, except your only choice is to go really fast. There is also no machine gun option, which is a shame. With both aircraft selections there is the option to have two on two matches as well as one on three (where one person has a single plane and the other player controls three flying in formation).

If you are looking for a straight up mano-a-mano game there are fewer better options than Combat.





Top Left: Sears Tele-Games Box
Top Right: Catalog Sample
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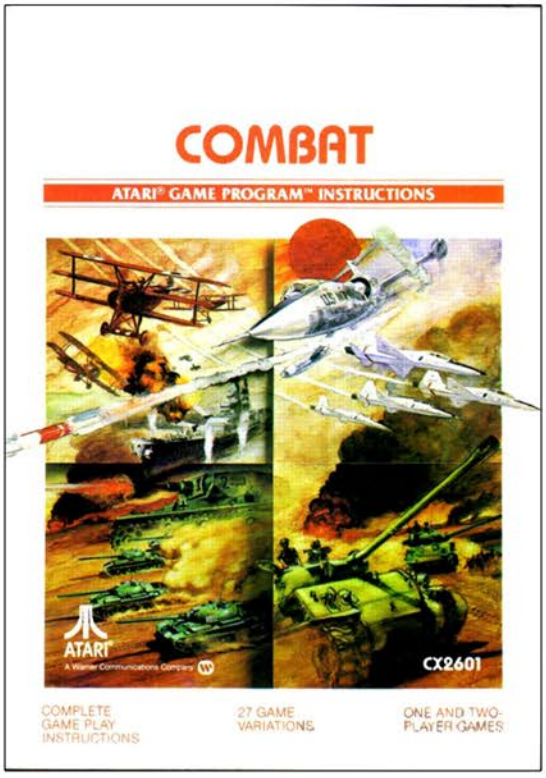
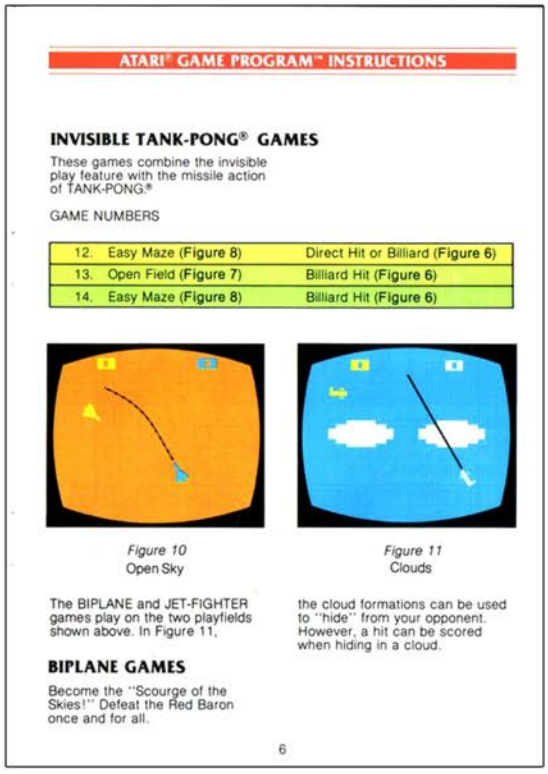


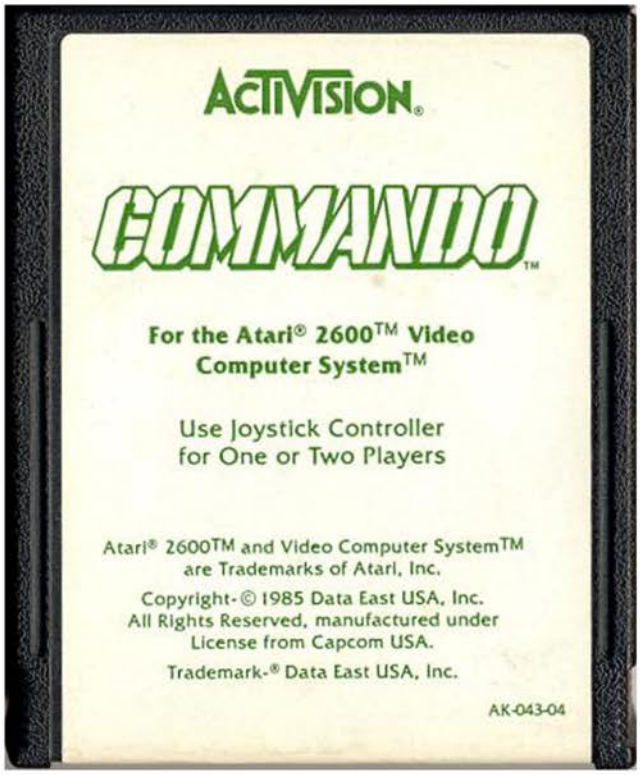



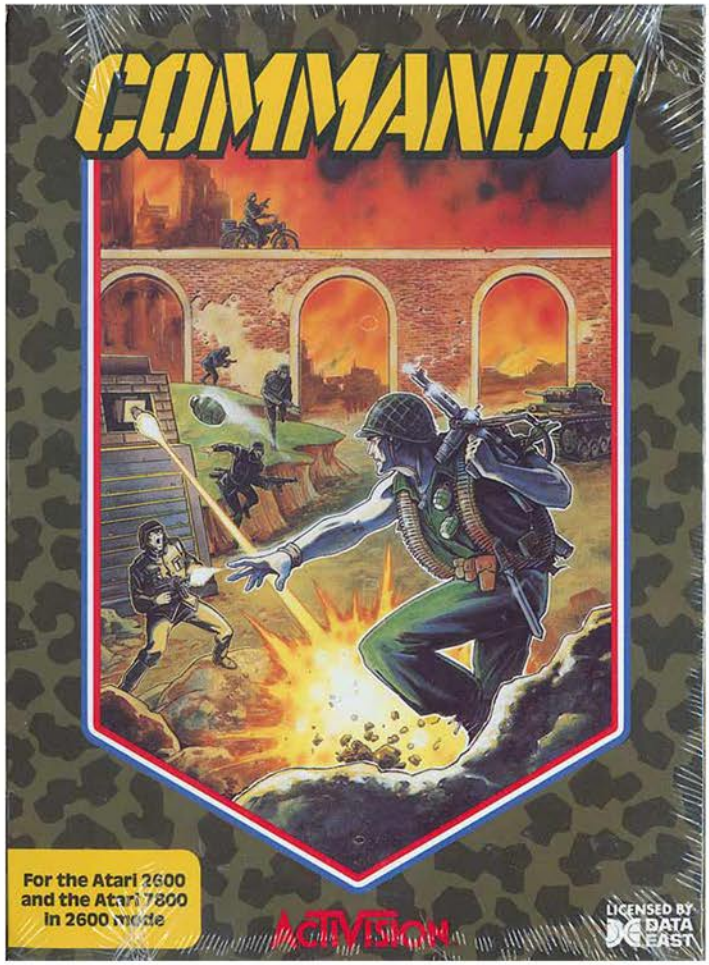
# COMMANDO

Release Date: 1988
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AZ-043
Rarity: 3
Programmer: Mike Reidel

This arcade port just can't hold a candle to the original.



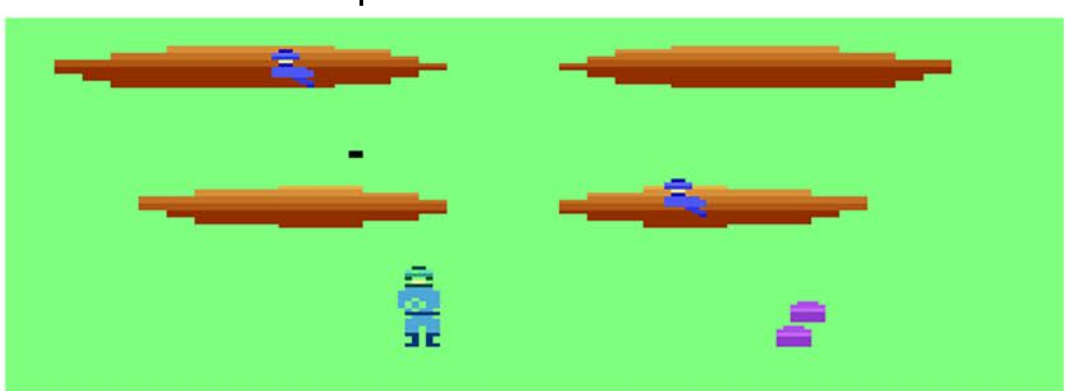
Your mission is to infiltrate enemy territory, kill every soldier you find and blow up each of their eight mega fortresses. Sadly due to recent budget cuts you will have to undertake this mission single handedly. What sort of supplies will you be getting? Well given there are thousands of troops standing between you and victory a standard issue machine gun and three hand grenades should be plenty. If for some reason that is inadequate for you to complete your task I wouldn't worry, the enemy is very well financed so I'm sure you'll be able to pick up more grenades along the way. Good luck!

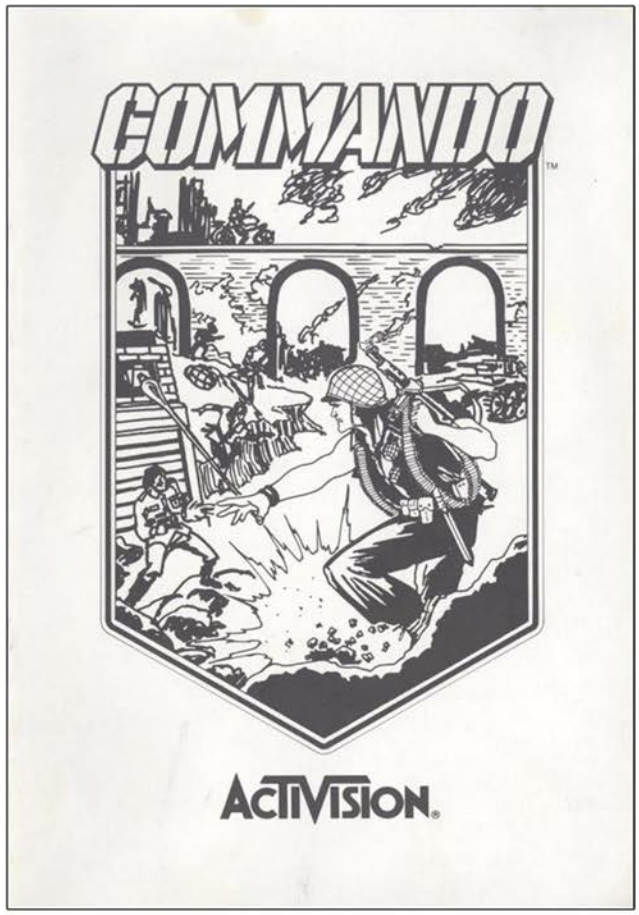
Each of the eight levels play out in the same way. You start at the bottom of the screen, usually surrounded by enemy soldiers who already have their fingers on the trigger, and you must make your way to the mega fortress that is way North of your position. Not only do the soldiers move quickly, but their shots do as well, so if you don't take them out as soon as they appear it is very easy to get overwhelmed by the onslaught of bullets. The only other things you really have to worry about are speeding trucks that randomly drive across the battlefield and trenches. And I don't mean the soldiers that are in the trenches as they are easily taken out with a grenade, but the trenches themselves. Despite the fact that you are a hardened soldier that is taking on an entire army without any support, if you step into a trench you die. I'm going to assume they are booby trapped in some way since I'd like to think a hard nosed military guy could survive a four foot drop.

Once you survive the enemy platoon it's time to take on the mega fortress, which is done in two steps. Step one is to do what you have been doing up until this point, killing everyone you come across. Step two is to simply step inside the building which triggers a massive explosion, which thanks to there being no delay makes it look like you are a suicide bomber. After a few moments of enjoying the destruction you are sent off to the next level where you are once again set loose upon the enemy.

There are two main problems with the game, the hero and the controls. Your character is rather large, which poses a problem since everyone in the world is currently shooting at you. He also isn't the fleetest of foot, so trying to escape the onslaught typically doesn't end well. The other main issue is the controls. The 2600 controller only has one button, which means if you want to throw a grenade you have to stop firing your machine gun and hold the button down for what seems like an eternity. As you can imagine that poses a bit of a problem when you are on an active battlefield.

Commando is one of the latest releases on the system, so it comes as no surprise that it is among the most technically advanced games on the 2600. Of course this came out well after the NES version, making it completely obsolete. Still, it is worth a look if you are curious as to how far the 2600 could be pushed.






### Machine Gun

You'll have unlimited firing capacity with this baby. And you can shoot it in eight different directions.

Aim the joystick in the direction you want to shoot and press the joystick button.

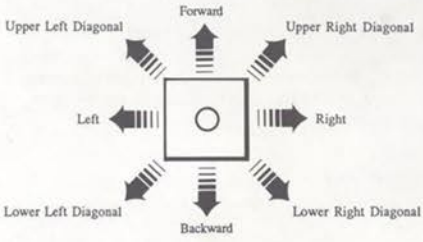
### Grenades

You start out with three. But you can easily pick up more. Every time you *pass over* the two grenade boxes, you'll acquire four more grenades. So don't pass those things up without passing over them.

To toss a grenade, *hold down* the joystick button. The grenade will always move directly up-screen from wherever you toss it.

### *Moving Through Enemy Territory*

You can move in eight different directions:




### What's Out There . . .

There are many things to look for out there in enemy territory. Some more dangerous than others. And most worth valuable points.



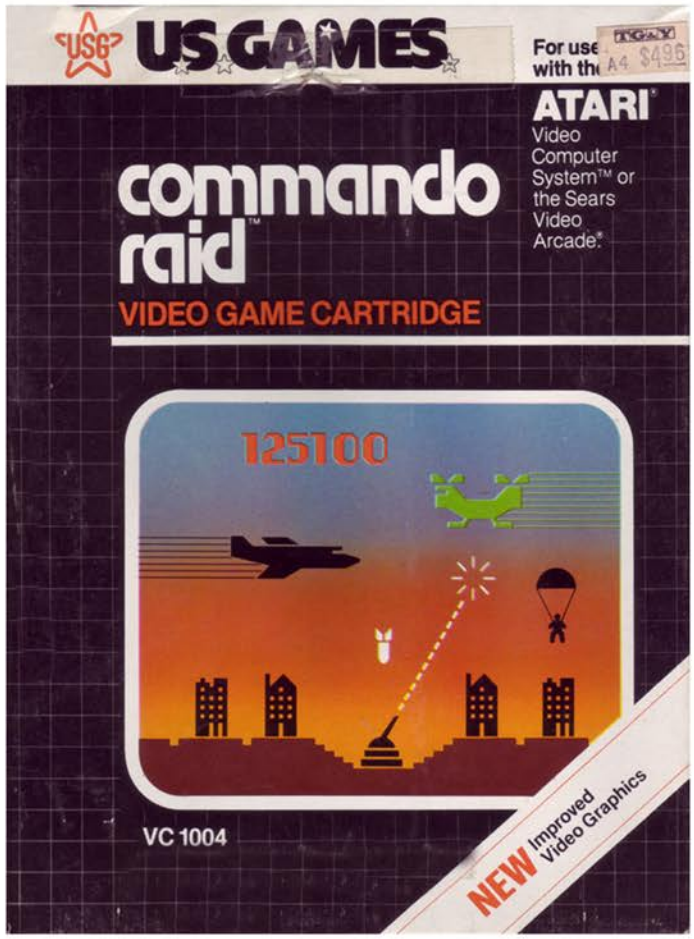
Top Left: Catalog Sample
Top Right: Manual Cover
Left: Manual Page Sample

# Commando Raid

Release Date: 1982
Publisher: US Games
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: VC1004
Rarity: 2
Programmer: Wes Trager / Henry Will IV

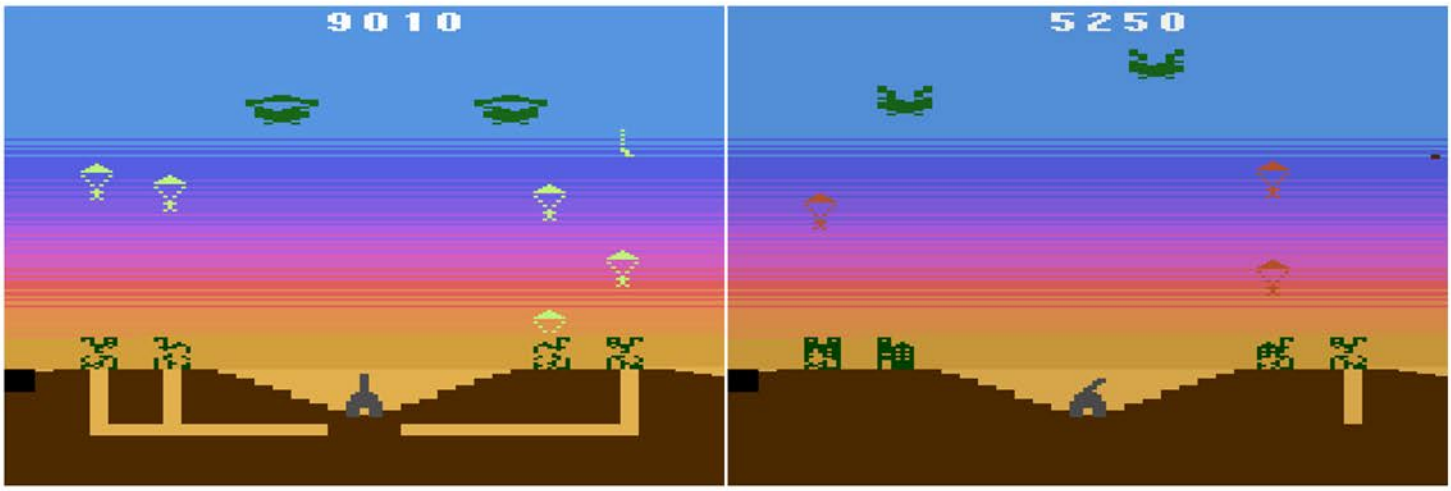
This simplistic shooter struggles to stand out in a crowded field.



Take control of the only anti-aircraft gun in the entire city as you try in vain to defeat the invading Android Commandos. Even though there are only four buildings for you to defend, due to the limited abilities of your gun the city's last stand will ultimately be a brief one.

The game takes place on a single screen, with your only line of defense being at the bottom center of the screen. Above you are a never ending stream of transport helicopters that release paratroopers above one of the four buildings. While it is tempting to shoot down the helicopters, your focus should be on the android commandos that are coasting gently towards the ground as they are the biggest threat to your survival. Every time an enemy soldier lands safely, the building takes damage. Apparently your ground defenses are pretty pathetic since it only takes three android commandos to fully take over a building.

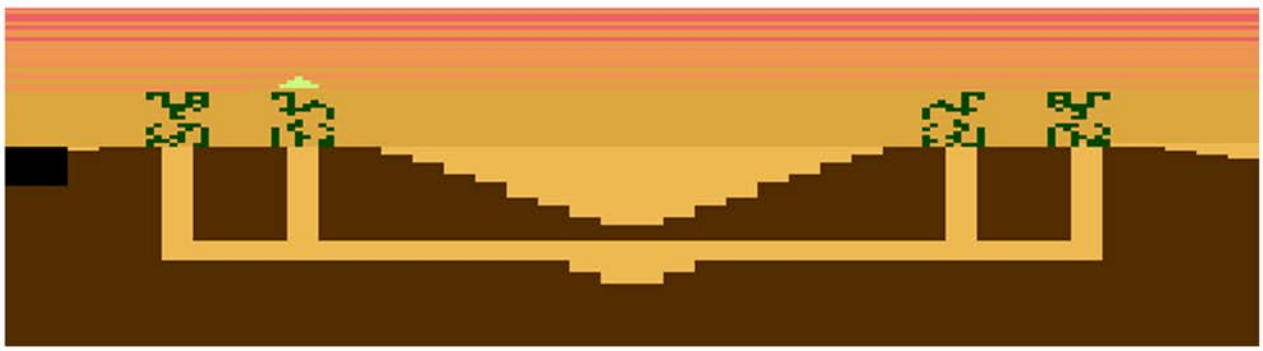
Once they have control of the building they are free to plot your demise. With every subsequent landing they are able to build a section of tunnel that leads to the ground beneath your gun. When they successfully tunnel to your gun they plant a bomb that destroys your only defense and seals the city's fate.

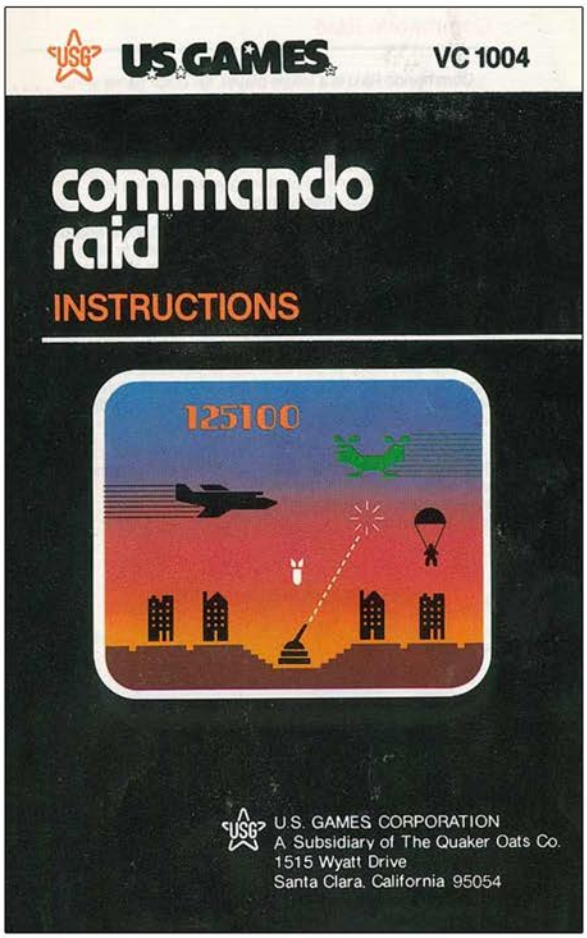


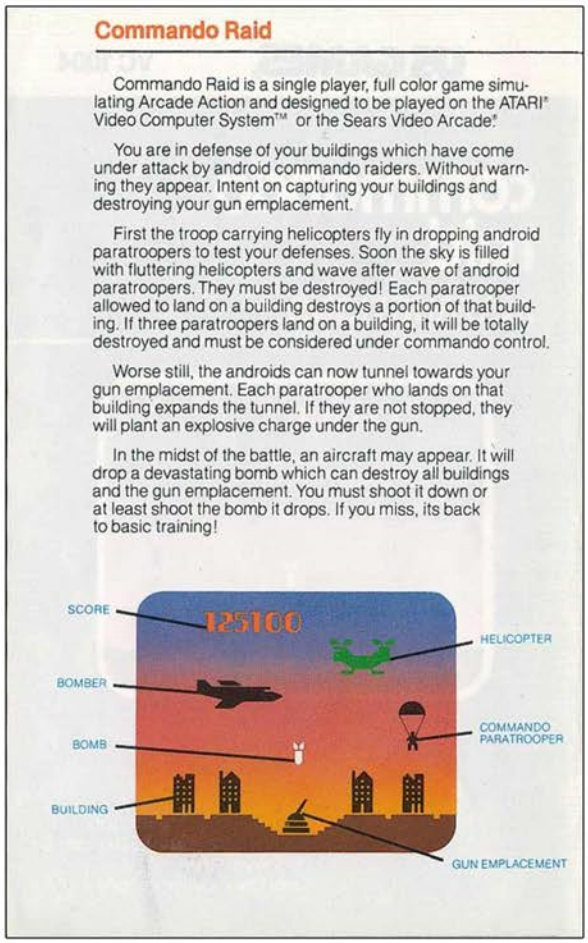

Besides enslavement at the hands of your new robot overlords, there is one other way for your game to end, nuclear annihilation. Randomly during each level a bomber will appear and drop a giant bomb. If you aren't able to destroy it before it reaches the ground it's game over.

While the setup had the potential makings of an entertaining game, there is a design decision that ruins any chance of that. For a game like this you need precise aiming in order to have a chance, yet thanks to the clunky nature of the gun it makes it impossible. Rather than rotate cleanly, the gun snaps into place at a predetermined spot. To put it another way it is like a clock hand snapping into place on the hour marks rather than the minute marks. This forces you to patiently wait on the paratroopers to glide down into your line of fire rather that being able to quickly aim and hit them, which is kind of a problem when the skies are filled with them. Same thing with the bomber payload, as it is typically dropped just off center of the screen, meaning you only have one real shot at it before it detonates. Compounding this problem is the speed of your gun, which is quite slow, making it very difficult to rotate fully from one side to the other before the commando safely lands.

There really isn't anything original here and several other games do this genre so much better. Unless you want to pretend you are defending your town from Skynet there really isn't much to see here.





## Commando Raid

Commando Raid is a single player, full color game simulating Arcade Action and designed to be played on the ATARI® Video Computer System™ or the Sears Video Arcade®.

You are in defense of your buildings which have come under attack by android commando raiders. Without warning they appear. Intent on capturing your buildings and destroying your gun emplacement.

First the troop carrying helicopters fly in dropping android paratroopers to test your defenses. Soon the sky is filled with fluttering helicopters and wave after wave of android paratroopers. They must be destroyed! Each paratrooper allowed to land on a building destroys a portion of that building. If three paratroopers land on a building, it will be totally destroyed and must be considered under commando control.

Worse still, the androids can now tunnel towards your gun emplacement. Each paratrooper who lands on that building expands the tunnel. If they are not stopped, they will plant an explosive charge under the gun.

In the midst of the battle, an aircraft may appear. It will drop a devastating bomb which can destroy all buildings and the gun emplacement. You must shoot it down or at least shoot the bomb it drops. If you miss, its back to basic training!

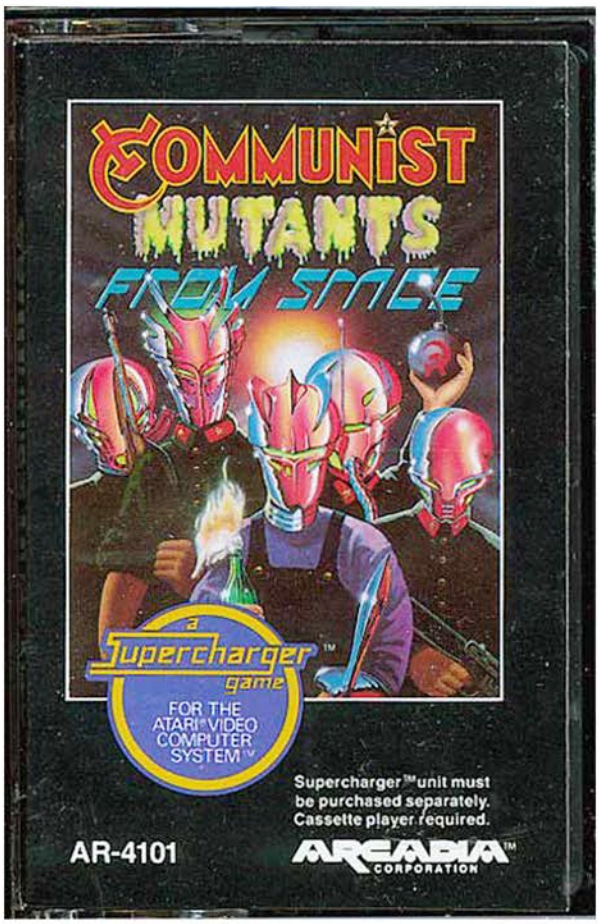
Top Left: Manual Cover
Top Right: Manual Page Sample
Left: A Brief Moment Before The End

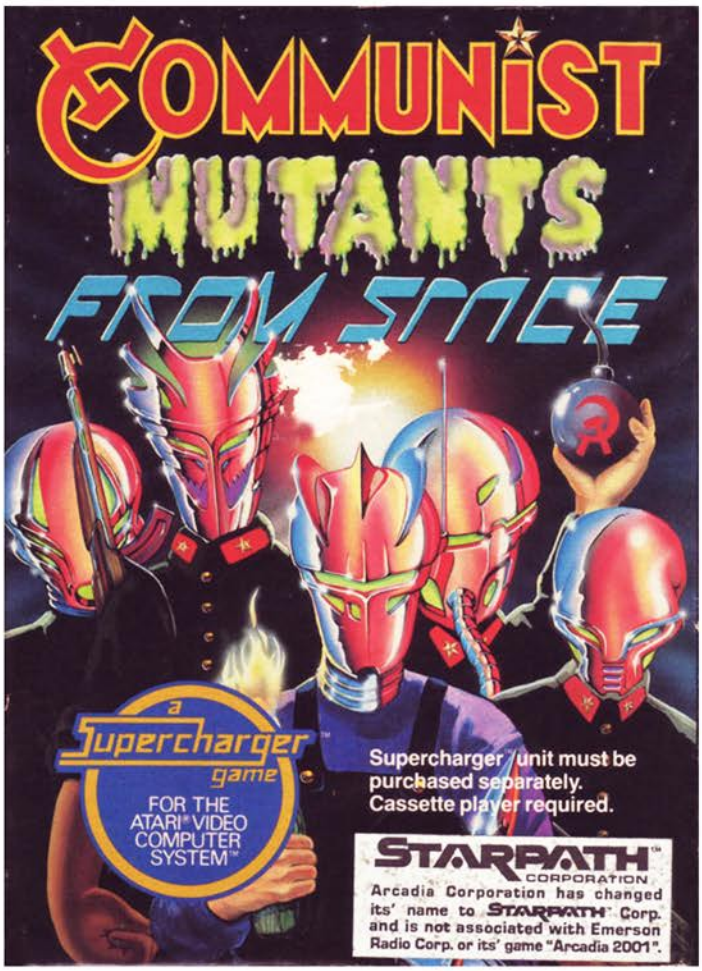
# Communist Mutants from Space

Release Date: 1982
Publisher: Starpath
Controller: Joystick
Players: 1 - 4
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AR4101
Rarity: 4
Programmer: Stephen Landrum

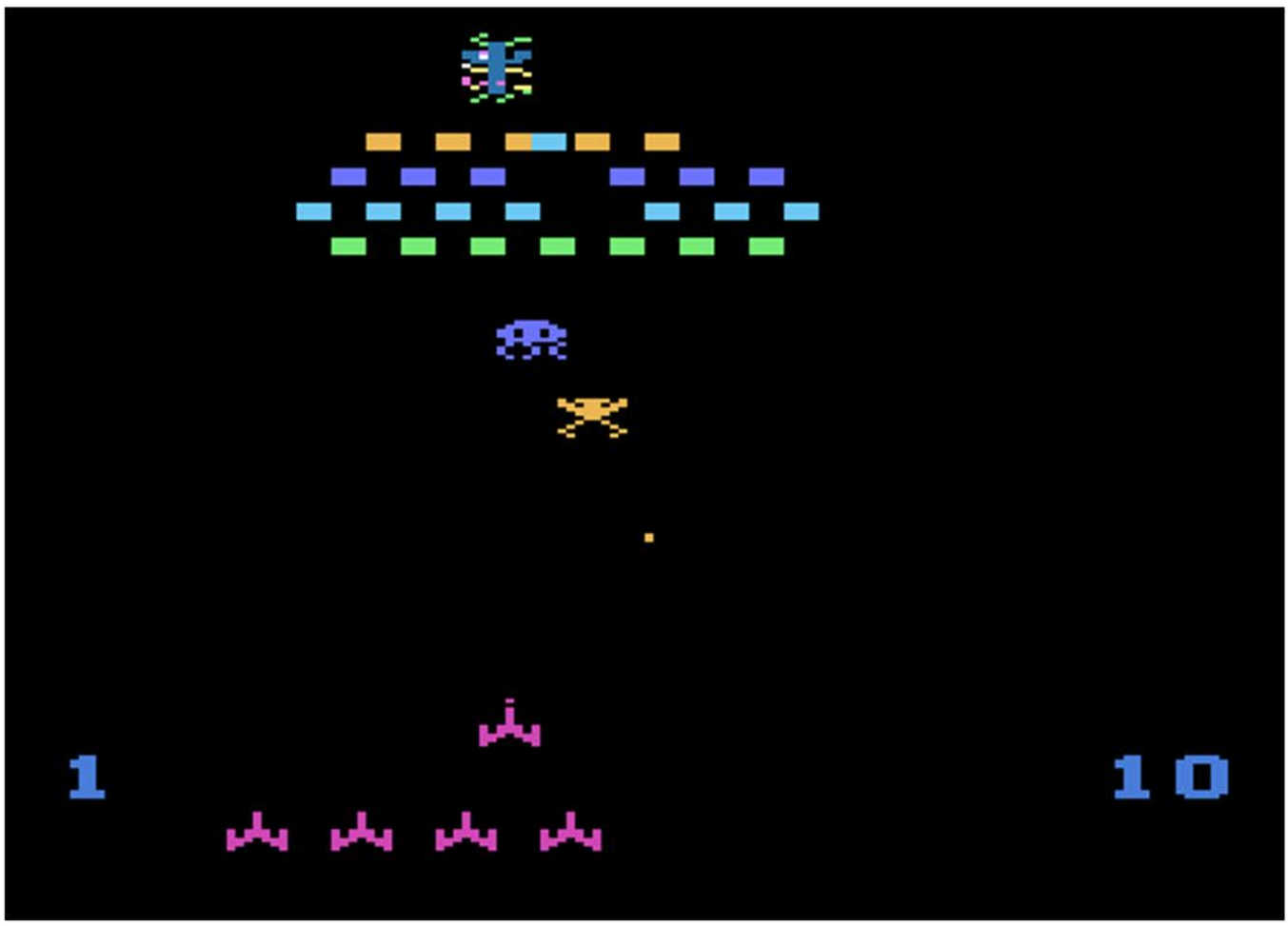
This is in the conversation for best name for a video game ever.

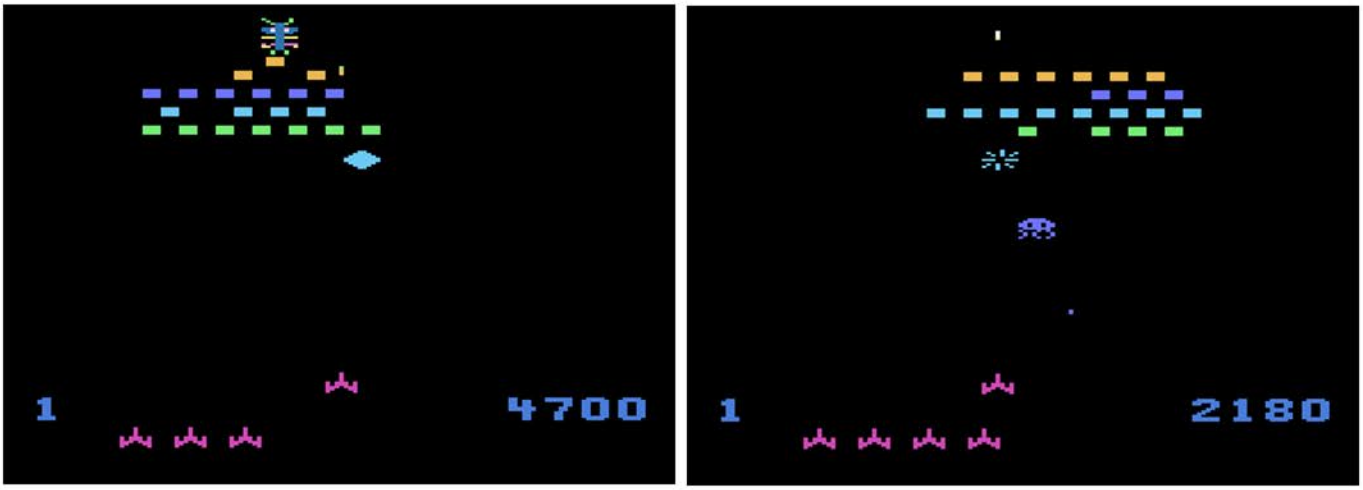


This high quality Galaga clone has one of the greatest titles and setups in video game history. The ruler of planet Rooskee has created the Mother Creature, who uses irradiated vodka to transform the slaves they have procured from conquered peaceful planets iinto vicious blood-thirsty communist mutants. Now they have their sights set on your planet, and it's up to you and only you to defend it from the space based red menace.

Before you begin your spirited defense of your home world, you must pick between nine levels of difficulty as well as deciding if you want to go into battle with any of the four potential ship upgrades. Be careful when selecting a difficulty level, because if you go too high the game will lay waste to you (try level 9 just to see how insane it can get). The potential power ups are: Shield, Time Warp, Guided Missiles and Penetrating Fire. Hardcore players will want to bypass all of these as having them equipped makes defeating the waves of commies incredibly easy while beginning or casual players may want to take one or two to make life easier.






The Shield is activated by pulling back on the controller and gives you a few seconds of invulnerability, which is great when you are facing a deluge of bullets. The Time Warp is one of the cooler power ups as it causes the action to slow down for a few seconds, giving you an opportunity to escape imminent death or to pick off a few enemies. The Guided Missile option is just what it sounds like, allowing you to move your shot left and right. The Penetrating Fire possesses the most game breaking ability, as it allows your shots to reach the top of the screen while killing everything in its path. This makes taking out the Mother Creature incredibly easy, not to mention taking out an entire row of mutants with a single shot.

Once you make those choices it's time to start the battle. At the top of the screen there are four rows of eggs and the Mother Creature that move back and forth. The eggs will randomly hatch and open fire upon you, with some of them making dive bombing runs while others merely hover above you. If you are able to dodge the kamikazes then they are gone for good, at least until the Mother Creature lays an egg to replace them. This happens whenever an enemy either goes off screen or is shot out of the sky, so your main focus at the start of every level is to take out the Mother. After you have successfully taken out everything on screen you are rewarded with a flag and an extra life, then it's on to the next level which is identical to the one you just finished.

With so many gameplay options and difficulty levels, Communist Mutants from Space is a shining example of the genre that will challenge even the hardest of the hardcore.

*Select your game option from an on-screen "menu."*

**COMMUNIST MUTANTS FROM SPACE™**

Your mission: vaporize the mutant warriors before they overrun your home planet.

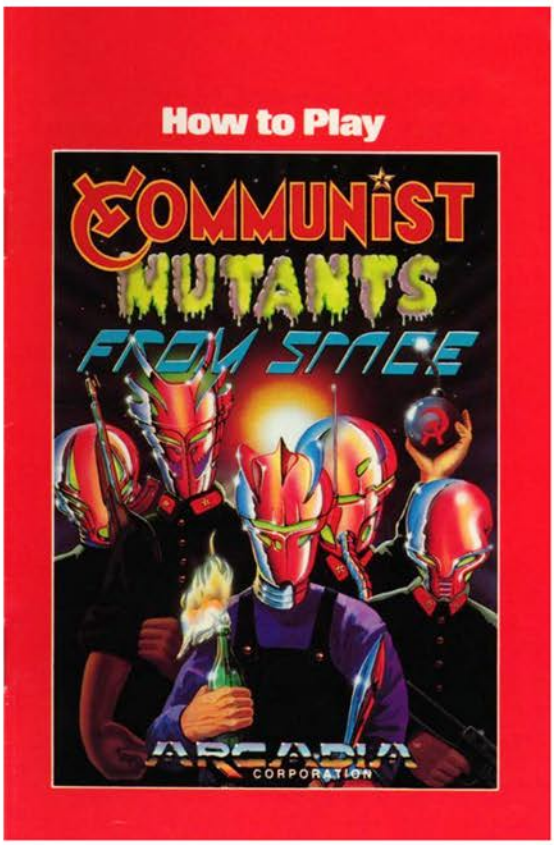
Those Commie Mutants are crazy! Wipe out wave after wave of them, and they keep on coming. And the more you vaporize, the meaner they get.

Well...you've got a few tricks up your sleeve, too. The "shields" option lets you deflect their bombs with a tug on the joystick. "Time warp" lets you gain back lost ground when necessary. And "penetrating missiles" and "guided missiles" let you mow them down in style.

But the real trick is to keep your planet safe for democracy without using any special features.

Up to four can play, and the screen keeps track of the highest score. Just to make sure the heroes get the recognition they deserve.

Top Left: Title Screen
Top Right: Catalog Sample
Below: Manual Cover and Page Sample




**Scoring**

- Point Values

*Mother Creature* — 500 Points

*Diving Mutant Attackers* — 60 Points

*Mutant Eggs* — 10 Points

Clearing the screen of Mutant Attackers (earns a "flag") — 100 Points

- Bonus cannons are awarded on each odd-numbered wave of mutant attacks.
- High score for the current playing session will be displayed at the end of each game.

# COMMUNIST MUTANTS FROM SPACE

# The Atari 2600 Encyclopedia Volume 2

Condor Attack
To
Gangster Alley

Derek Slaton

# The Atari 2600 Encyclopedia
# Volume 2

## Condor Attack
## To
## Gangster Alley

By: Derek Slaton

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# Volume 2 Game List

Condor Attack
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Cookie Monster Munch
Cosmic Ark
Cosmic Commuter
Cosmic Corridor
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Cosmic Swarm
Crackpots
Crash Dive
Crazy Climber
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Dragonfire
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Espial
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Fast Food
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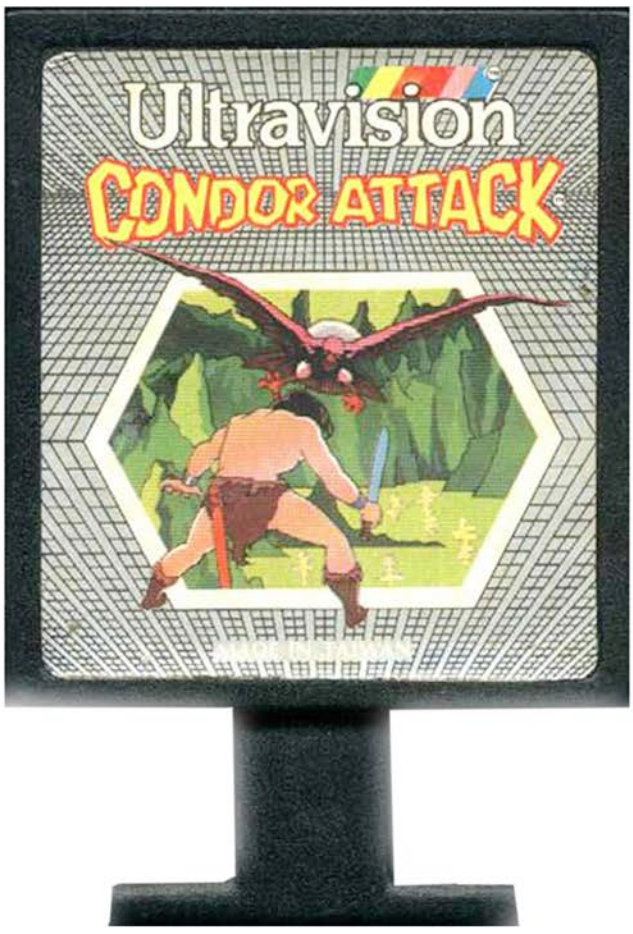
Fire Fighter
Fire Fly
Fireball
Fishing Derby
Flagg Capture
Flash Gordon
Football
Frankenstein's Monster
Freeway
Frogger
Frogger 2
Frogger Official
Frogs and Flies
Front Line
Frostbite
Galaxian
Gamma Attack
Gangster Alley

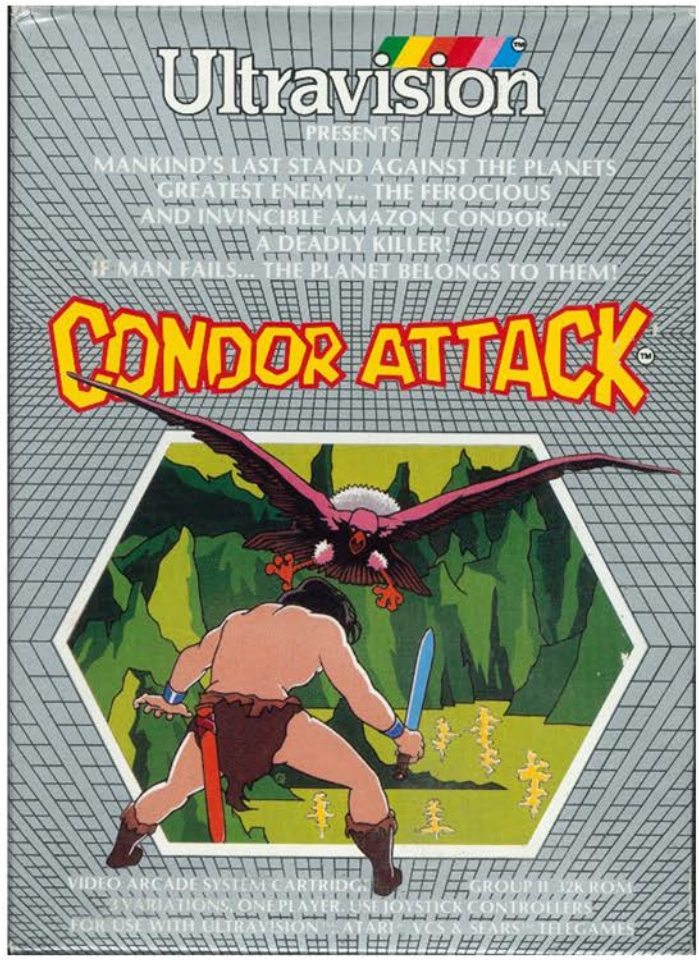
# Condor Attack

Release Date: 1982
Publisher: Ultravision
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 1043
Rarity: 9
Programmer: N/A

Condor Attack is the poor man's version of Demon Attack. Well, actually it's the filthy rich man's version of Demon Attack since it's one of the rarest games in the 2600 catalog.



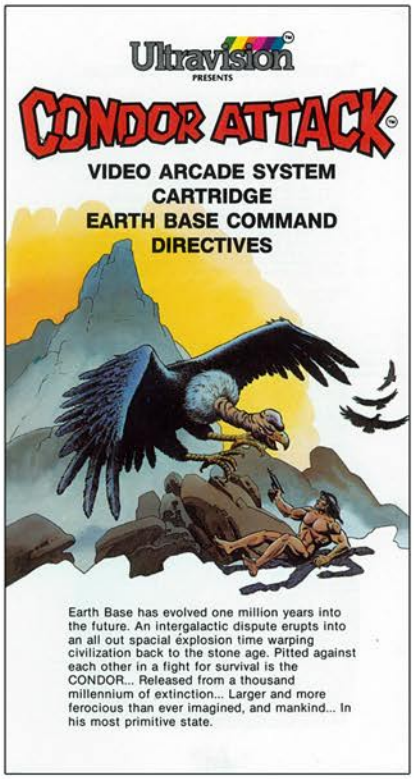
Due to a “Millennium Warp” the entire population of Earth has been sent back in time a million years, where it is being relentlessly attacked by prehistoric creatures. You are in control of the only advanced weapon to survive the trip back in time, so it’s up to you to hold off the onslaught while scientists attempt to find a solution and return civilization to its proper place in time. This is also one of the rare times in video game history where the story has a rational explanation of why it’s one man versus the entirety of the enemy forces.

When you begin your defense of the human race you find yourself at the bottom of the screen looking up at a couple rows of condors that are smaller and moving in formation left to right. There are also two larger ones that are flying at the center of the screen, taking shots at you. As you take out one of the two, they are replaced by one of the reserve condors. It is possible to shoot them while they are in formation, although it is kind of a moot point since the reserves are replenished before you can take them all out. Every time the ranks are refilled the difficulty kicks up a notch, which goes from barely noticeable to incredibly noticeable at the drop of a hat.

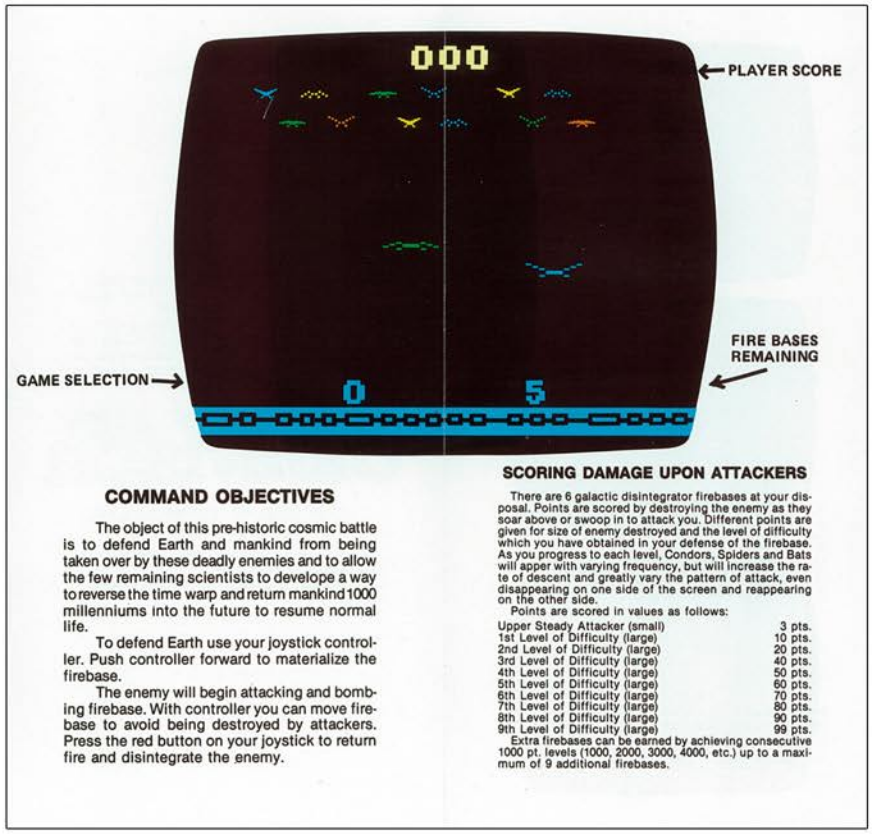
## Condor Attack

The enemy condors, spiders and bats (which pretty much all look the same) will start out moving quite slowly, making them an easy target. Somewhere around the fourth or fifth wave however they get a caffeine boost and will rapidly move across the screen. This is especially problematic when they reach the lower portion of the screen, making it nearly impossible for you to dodge their fire. The game continues on until they have extinguished your reserve lives and have doomed mankind to live out its days in the prehistoric era.

Condor Attack is slow and quite painful to play, although your ship has a fairly nice explosion animation so at least it has that going for it. Really the only reason to play it is if you want to see what one of the rarest 2600 games looks like in action.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



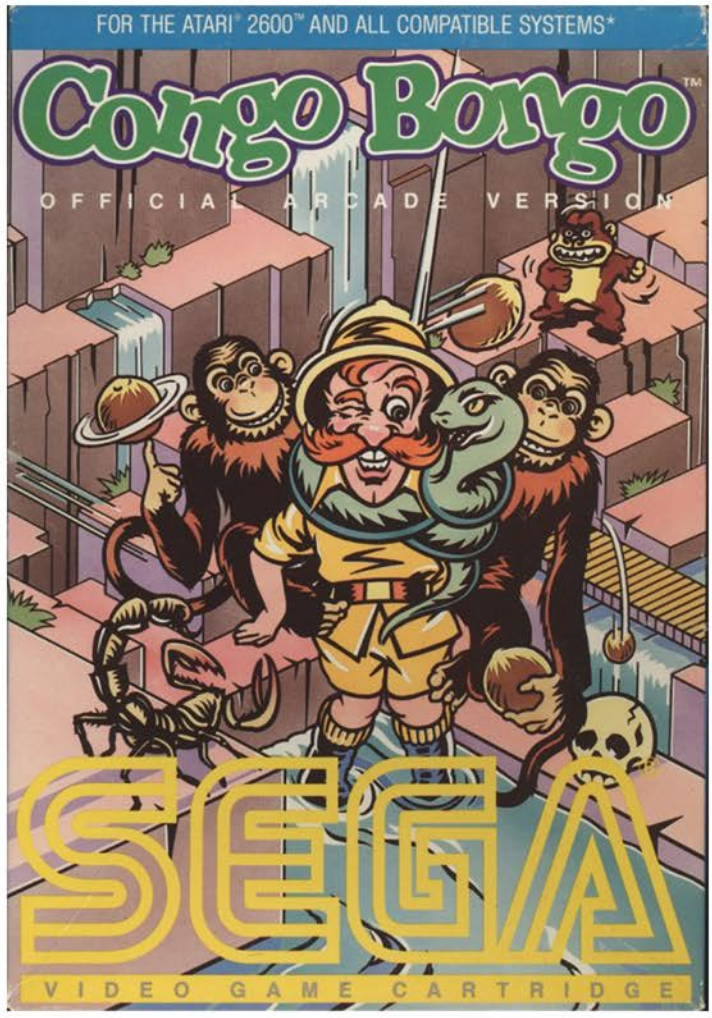

# Condor Attack

# Congo Bongo

Release Date: 1983
Publisher: Sega
Controller: Joystick
Players: 1 - 2
Genre: Arcade - Platformer

Alternate Title: N/A
Model #: 006-01
Rarity: 4
Programmer: Steve Beck / Phat Ho

In this borderline terrible port of the arcade game, you are in control of one of the most sadistic main characters in the history of video games.



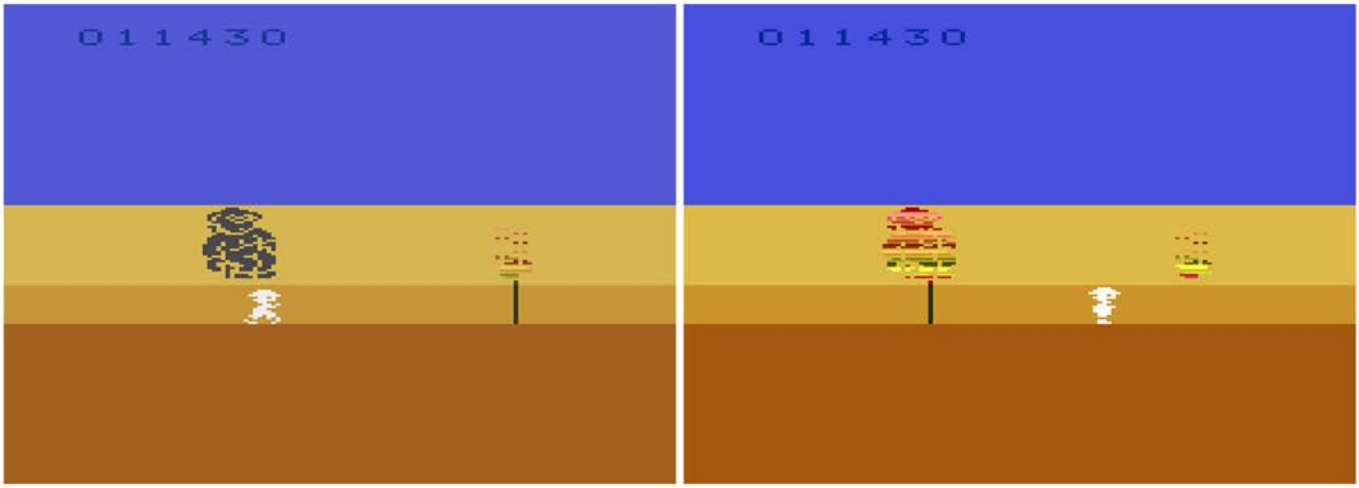
What causes a normal everyday hunter on a jungle safari to be pushed over the edge? Two poorly constructed levels and a coconut throwing gorilla.

The first level has the protagonist stationed at the bottom of a multi-level cliff, while a giant teddy-bear looking gorilla roams the ground above. As you begin your ascent up the mountain the gorilla sends a handful of coconuts barreling down towards you. Luckily he has poor aim, so all you have to do is hug the wall and you will make it halfway up unscathed. The next portion involves some of the worst, most confusing graphics to be found on the 2600. You must jump across a ledge even though it looks like you can simply walk across it. If you jump too far, you will fall to your death. If you don't hold to the right and simply jump straight up in the air, you still die for some reason. To make things more complicated there are two small monkeys that will jump on your back, weighing you down. This isn't much of a problem for the short jump, however if there is one on your back for the leap across the waterfall then it's a watery grave for you. If you survive all of that, it's a short climb to the summit, causing the gorilla to run away and allowing you the opportunity to move on to the second phase of your jungle adventure.

Much like the first level, the second is another exercise in frustration. In order to chase down the coconut throwing gorilla you must cross a raging river. Since you left your canoe at home you must rely on lily pads, severed hippo heads and a couple of fish swimming in formation if you want to make it to the other shore. Making these jumps is very tricky, especially given the fact that if you even think about touching the water, you die instantly. Given that you don't have much control over your jumps, expect to be fish food numerous times before you make it safely across. It is also advisable to tread cautiously once you do make it across, since there are rampaging rhinos that tend to blend into the scenery.

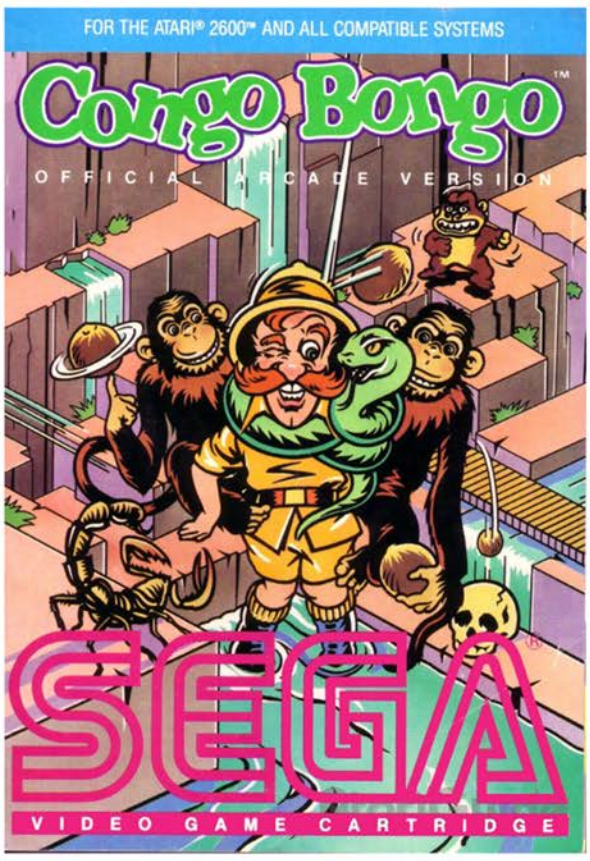
Now that you have successfully navigated the cliffs and the raging river, it's time to confront the gorilla. Sure all he has done is throw a few easily avoided projectiles, but the hunter is incredibly frustrated at all he has had to endure. So he does what any rational person would do in his shoes. He grabs the nearest stick from a bonfire, walks over to the ape and sets him ablaze, before casually walking off screen while the flaming primate flails around in agony. Needless to say, the hunter is not someone who should be crossed.

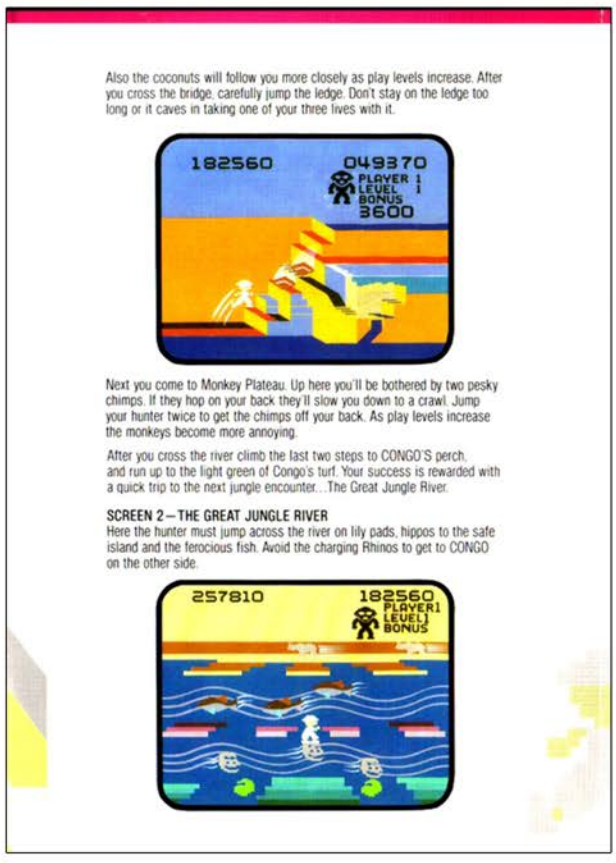
Unless you have a personal vendetta against gorillas and need some video game therapy to deal with it, there really isn't much of a reason to play this. The graphics and controls are terrible, you die for absolutely no reason, and it is generally a chore to play.




Above: Gorilla BBQ Before and After

Below: Maunal Cover and Page Sample



Also the coconuts will follow you more closely as play levels increase. After you cross the bridge, carefully jump the ledge. Don't stay on the ledge too long or it caves in taking one of your three lives with it.



Next you come to Monkey Plateau. Up here you'll be bothered by two pesky chimps. If they hop on your back they'll slow you down to a crawl. Jump your hunter twice to get the chimps off your back. As play levels increase the monkeys become more annoying.

After you cross the river climb the last two steps to CONGO'S perch, and run up to the light green of Congo's turf. Your success is rewarded with a quick trip to the next jungle encounter...The Great Jungle River.

**SCREEN 2—THE GREAT JUNGLE RIVER**

Here the hunter must jump across the river on lily pads, hippos to the safe island and the ferocious fish. Avoid the charging Rhinos to get to CONGO on the other side.



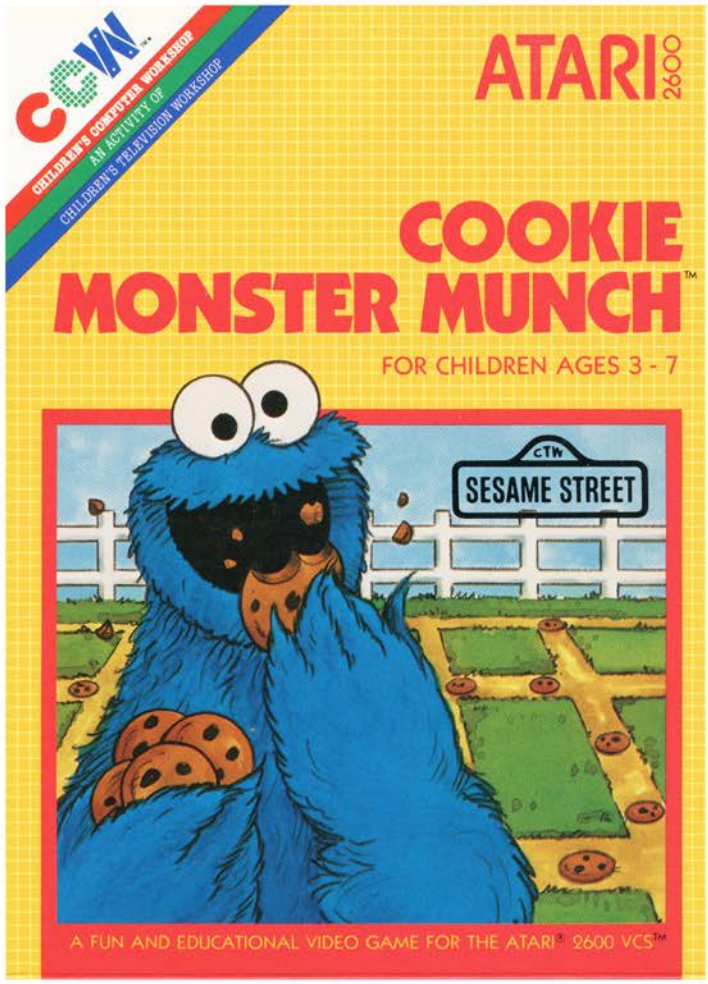
# Congo Bongo

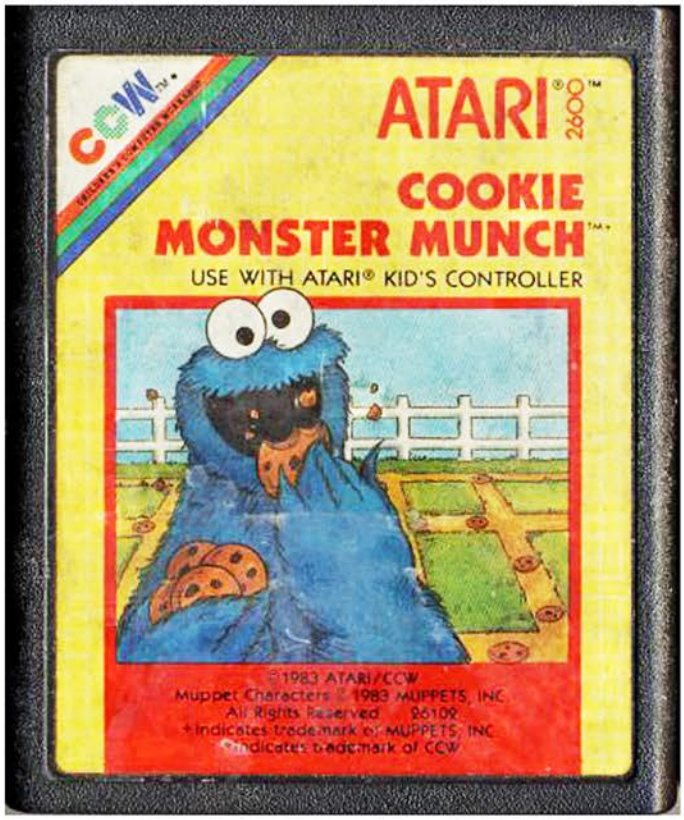
# Cookie Monster Munch

Release Date: 1983
Publisher: Atari
Controller: Kid's Controller
Players: 1 - 2
Genre: Education

Alternate Title: N/A
Model #: CX26102
Rarity: 4
Programmer: Gary Stark

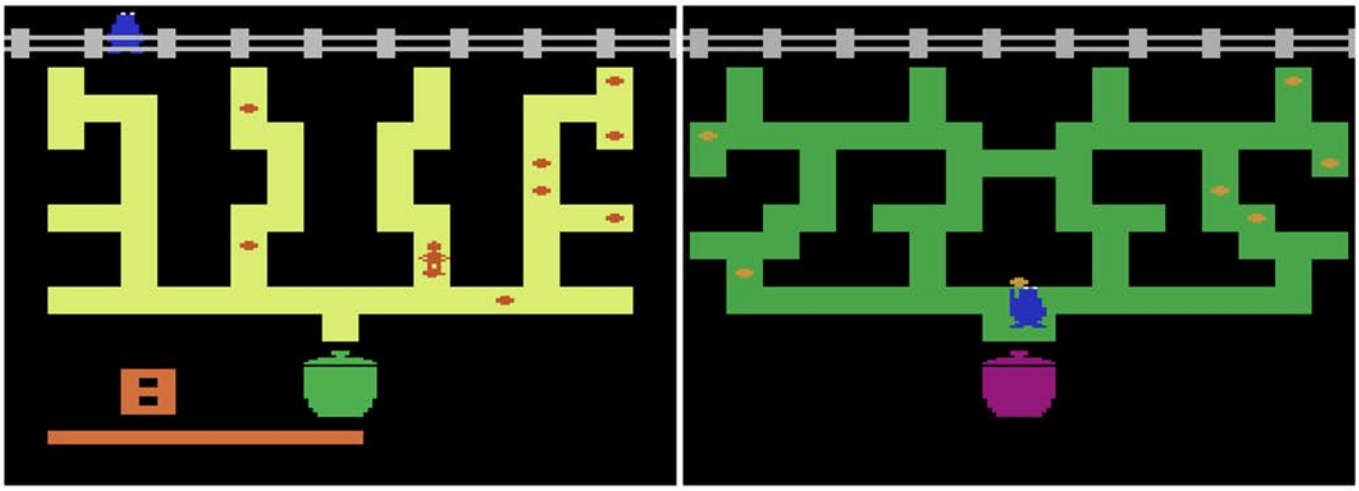
Time to go on the hunt for cookies with the legendary Cookie Monster.



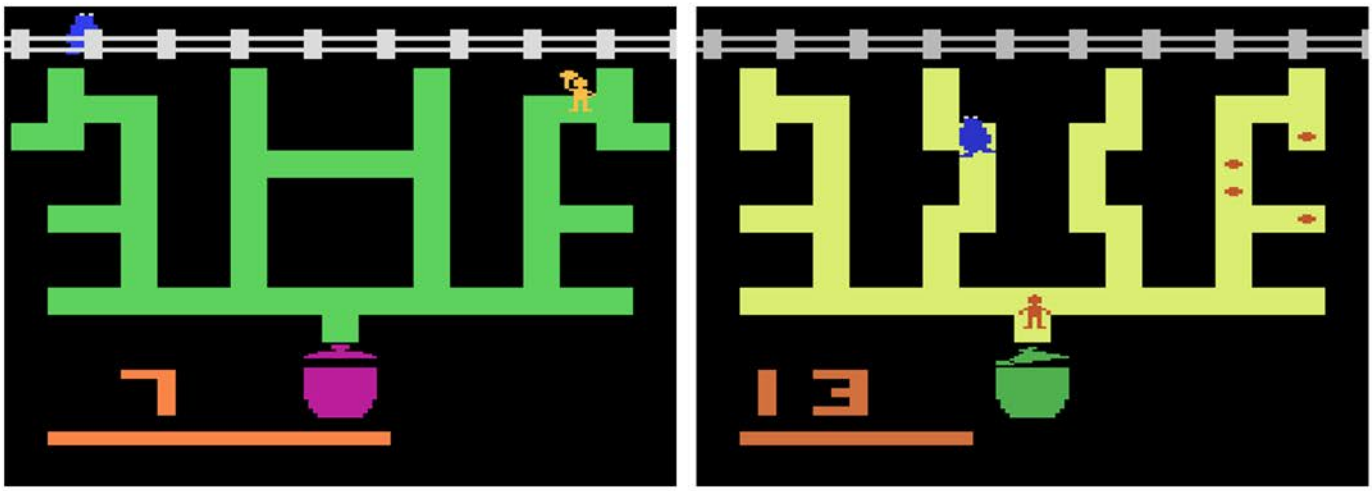
Utilizing the Kids Controller, Cookie Monster Munch puts you in control of the title character. This gives you the rare opportunity to guide him through a random selection of mazes on his quest for diabetes. Technically there are two different gameplay styles here, but your core mission is the same in both.

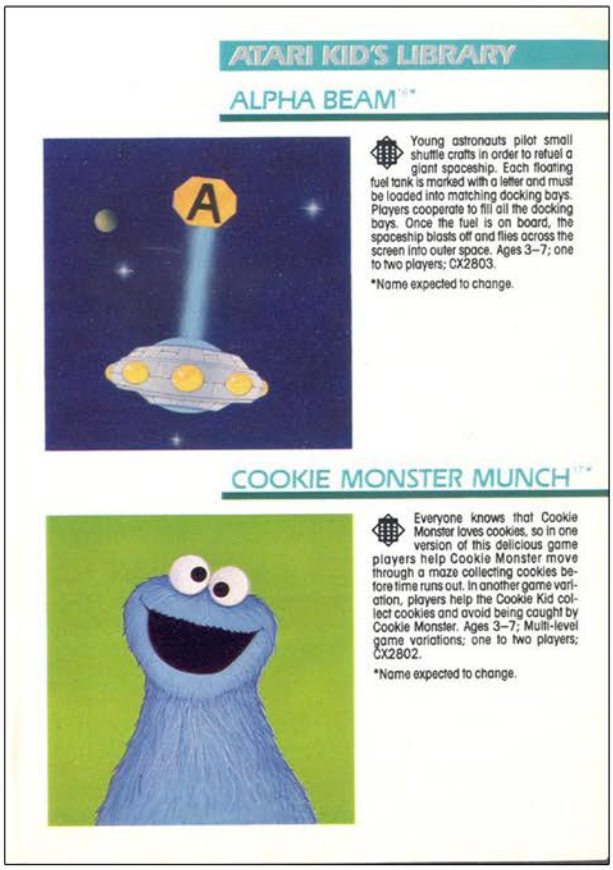
The first gameplay style puts you in control of Cookie Monster who must go hunting for cookies in what appears to be an enchanted cookie garden. Cookie Monster slowly walks over to a cookie, then slowly walks back to the cookie jar to deposit it for later, then slowly walks to collect the next cookie (seriously, everything about this game is slow). This continues until all the cookies have been safely stored in the giant purple cookie jar below. Once the exercise portion is over, your reward is to sit and watch an amazingly accurate portrayal of Cookie Monster eating every single one of those cookies. After finishing he celebrates by having what looks like a seizure since his eyes go crazy, but he recovers quickly to head out in search of more cookies.



If you are looking for more of a challenge you can try out the other game mode which puts you in control of The Cookie Kid as he collects cookies for a surprise party. Unfortunately since it's a surprise and nobody told him, all Cookie Monster sees is some punk kid on his property stealing his only source of nourishment. As a result, The Cookie Kid must race to get to the cookies first. He is also up against a running timer, which carries over from stage to stage, so no matter what you do the game ends at the same time every time. After the timer is up, the party begins and you get to watch Cookie Monster gorge himself on the stash you have collected.

Given that the suggested age range for this game is three to seven, it comes as no surprise that there is no reason to spend your time on this game.





ATARI KID'S LIBRARY

ALPHA BEAM™*



Young astronauts pilot small shuttle crafts in order to refuel a giant spaceship. Each floating fuel tank is marked with a letter and must be loaded into matching docking bays. Players cooperate to fill all the docking bays. Once the fuel is on board, the spaceship blasts off and flies across the screen into outer space. Ages 3–7; one to two players; CX2803.

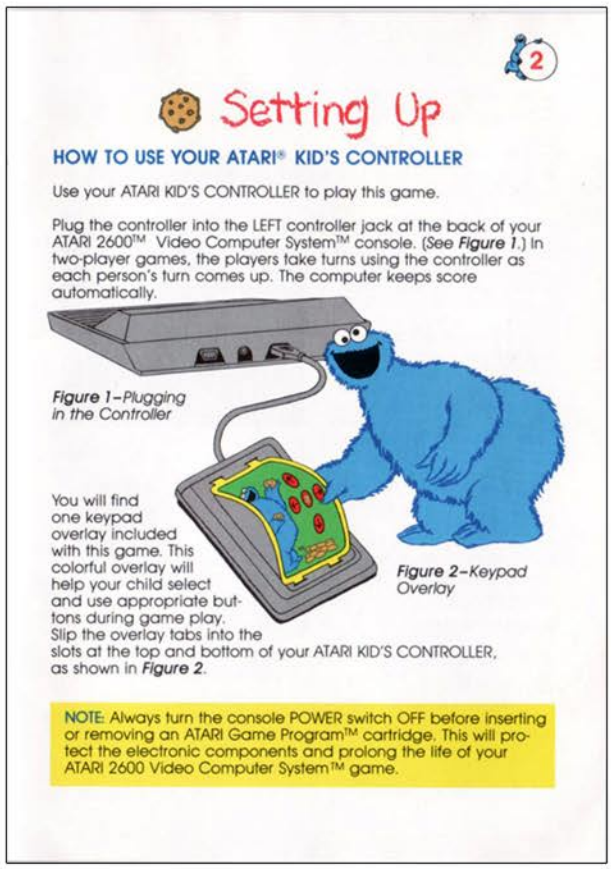
*Name expected to change.

COOKIE MONSTER MUNCH™*



Everyone knows that Cookie Monster loves cookies, so in one version of this delicious game players help Cookie Monster move through a maze collecting cookies before time runs out. In another game variation, players help the Cookie Kid collect cookies and avoid being caught by Cookie Monster. Ages 3–7; Multi-level game variations; one to two players; CX2802.

*Name expected to change.



2

Setting Up

HOW TO USE YOUR ATARI® KID'S CONTROLLER

Use your ATARI KID'S CONTROLLER to play this game.

Plug the controller into the LEFT controller jack at the back of your ATARI 2600™ Video Computer System™ console. (*See* ***Figure 1.***) In two-player games, the players take turns using the controller as each person's turn comes up. The computer keeps score automatically.



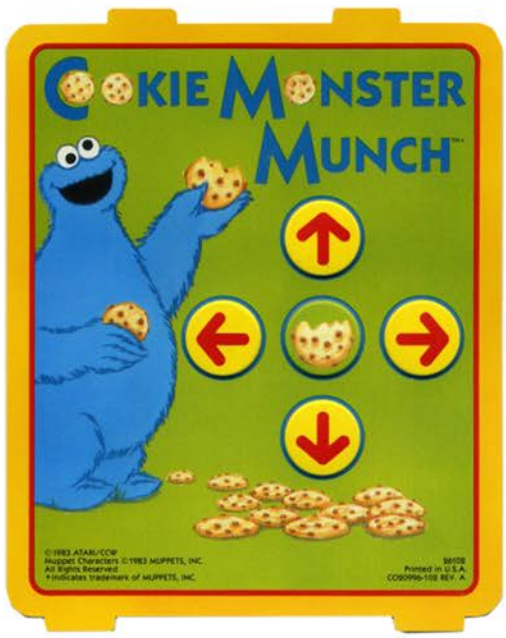
*Figure 1–Plugging in the Controller*

You will find one keypad overlay included with this game. This colorful overlay will help your child select and use appropriate buttons during game play. Slip the overlay tabs into the slots at the top and bottom of your ATARI KID'S CONTROLLER, as shown in ***Figure 2***.

*Figure 2–Keypad Overlay*

NOTE: Always turn the console POWER switch OFF before inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600 Video Computer System™ game.

Top Left: Catalog Sample
Top Right: Manual Page Sample
Bottom Left: Kids Controller
Bottom Right: Controller Overlay



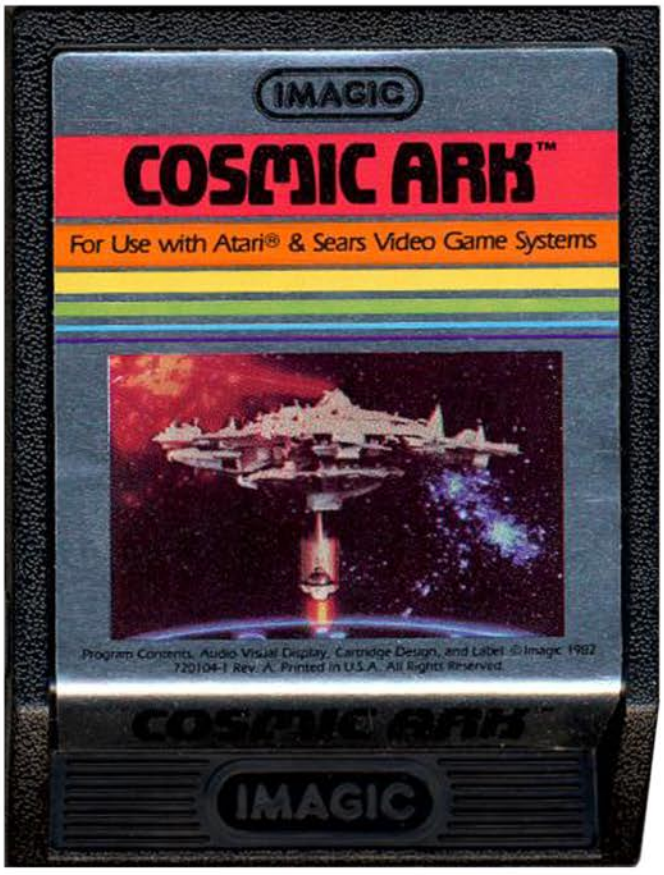

# COOKIE MONSTER MUNCH

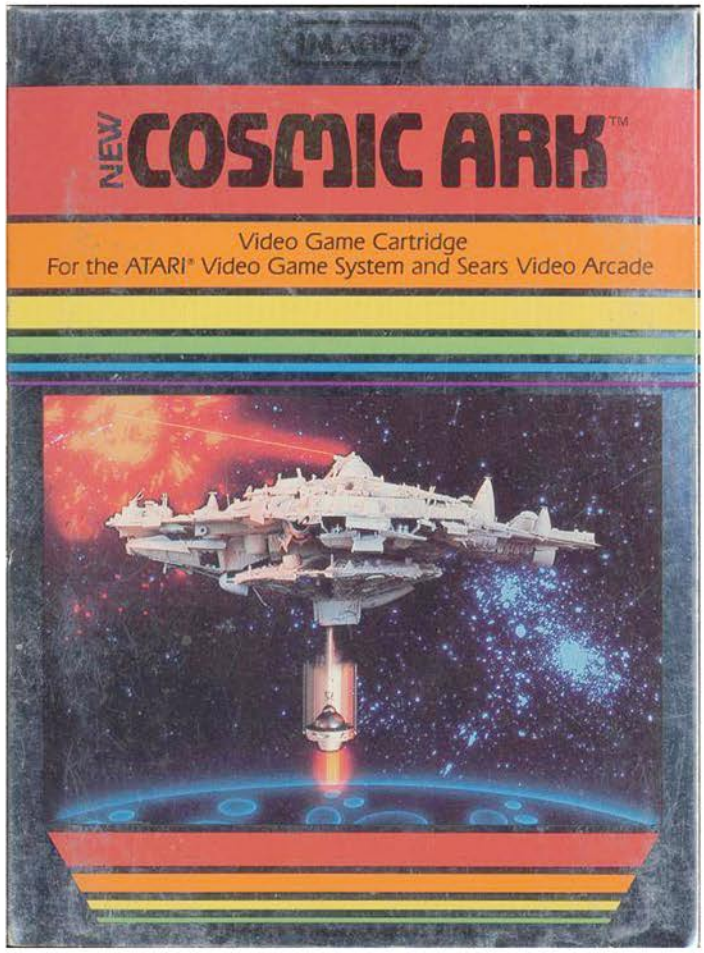
# Cosmic Ark

Release Date: 1982
Publisher: Imagic
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: IA3204
Rarity: 2
Programmer: Rob Fulop

This is one of the earliest examples of a video game sequel.



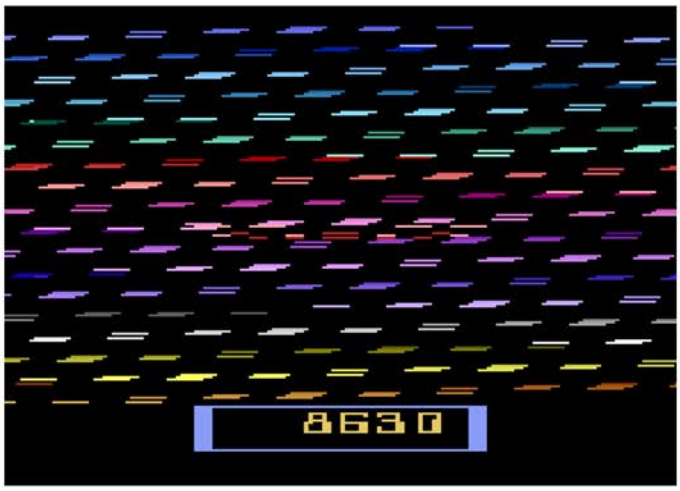
After Atlantis was destroyed by the Gorgon Fleet the surviving Atlanteans escaped in their Cosmic Ark to roam the galaxy. In their journey they came across the Alpha-Ro system, which was suffering through a sun supernova. Wanting to do their part, the Atlanteans decided to fly down to the planet surface and collect as many of the inhabitants as they possibly could before life was wiped out. As is usually the case in these types of situations, this is easier said than done.

There are two different play screens that alternate between one another. The game opens with your giant ship hovering in the middle of space and under assault from a meteor shower. Meteors will come at you from all sides, but thankfully they are polite. Not only do they come out one at a time but they also are nice enough to show up right in front of your guns. Even with those courtesies you still have to have quick reflexes and push the proper direction on the joystick to take them out. Early on they are straight shots, but as the game progresses some wavy meteors will show up.

Once you have survived the space rock onslaught it's time to begin your rescue. Your giant ship descends from the sky above, stopping in the atmosphere and allowing a smaller flying saucer to do the dirty work. Upon gaining control of the smaller ship you have to fly to the planet surface and chase down two creatures that are running frantically back and forth across the screen like they are being pursued by space aliens. There is a planetary defense system in place that has two modes of attack. The first is a direct threat to the smaller ship and it comes in the form of anti-alien ship guns that slowly move up and down the screen, occasionally sending out a blast that will incinerate you. They are on a set pattern however, so it does make it fairly easy to dodge. The second defense mode is a missile that has been fired from a distant location that has a lock on your mother ship. When you hear the proximity alarm going off you better stop the abduction and make a mad dash back to the ark so that you can man the cannons to defend yourself. Once you have successfully rescued the two creatures below it's back to space and the meteor shower stage. This continues until you have depleted your fuel supply or you simply become bored with the game.

Now the game wants you to believe that you are on a rescue mission, but there are two key pieces of information that call that into question. The first red flag is that nobody on the ground thought to turn off the planetary defenses. One would think if your planet was about to be annihilated by a supernova that you wouldn't want to impede the rescue effort, unless of course it isn't a rescue at all. Which brings us to the second disturbing point. Upon picking up the local inhabitants and returning to your main ship, the fuel gauge mysteriously refills. Unless those creatures were carrying gas cans it could be assumed that instead of a rescue mission you were really on a refueling mission.

Conspiracy theories aside, this is a solid title. It should be checked out simply because there are too few games that center around alien abductions, and even fewer where you are the aliens doing the abducting.



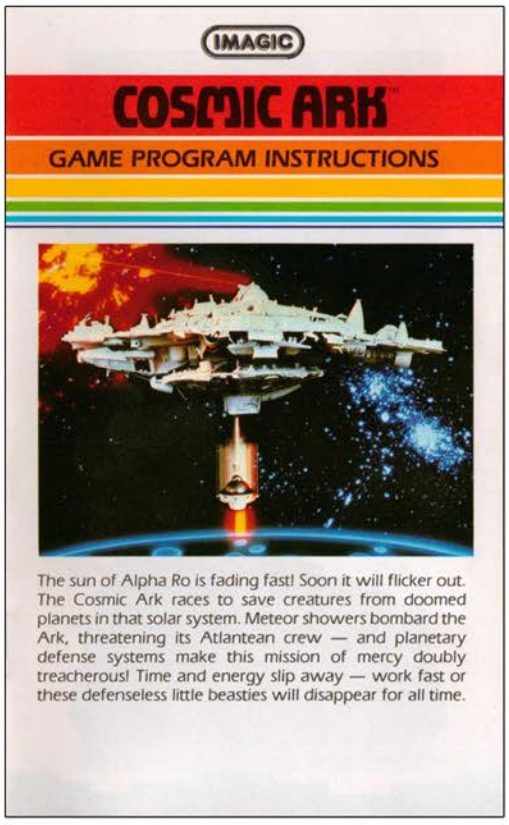
**RIDDLE OF THE SPHINX™**

You wander through Egypt's Valley of the Kings, seeking to solve the Riddle of the Sphinx. Pyramids, palm trees and temples dot this parching desert. A flaming phoenix appears—and beware the god Anubis! Defend yourself. Collect priceless treasures and artifacts—they'll help you on your journey to the mysterious Sphinx. A must for strategy game enthusiasts. *

**COSMIC ARK™**

The Cosmic Ark races to bring back creatures from distant planets. The awesome Ark glides through alien space. Foes attack from every side. Destroy them—or be blasted! Reach strange and distant worlds. Send a satellite to capture the skittish beasties in your tractor beam. They may duck away. Keep trying! Transport them to the Ark before another foreign horde attacks. Your mission—to seek and save. *

Top Left: Death Screen
Top Right: Catalog Sample
Bottom Left: Manual Cover
Bottom Right: Manual Page Sample

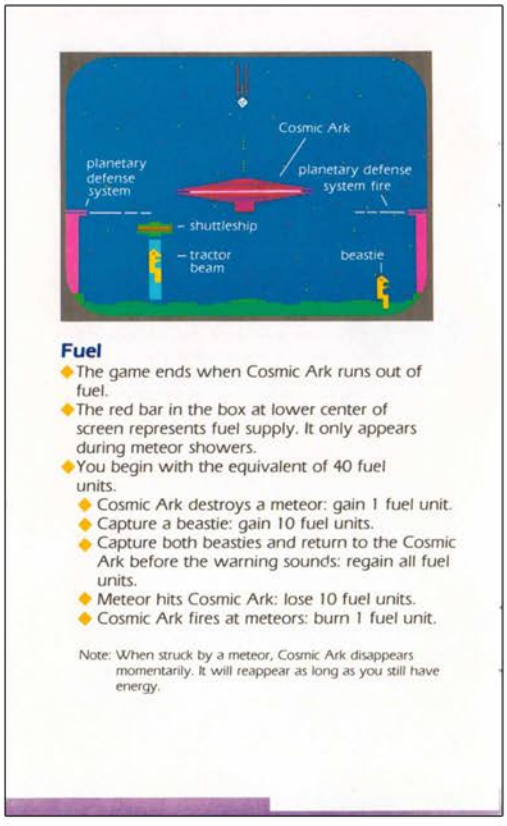


IMAGIC

# COSMIC ARK™

## GAME PROGRAM INSTRUCTIONS

The sun of Alpha Ro is fading fast! Soon it will flicker out. The Cosmic Ark races to save creatures from doomed planets in that solar system. Meteor showers bombard the Ark, threatening its Atlantean crew — and planetary defense systems make this mission of mercy doubly treacherous! Time and energy slip away — work fast or these defenseless little beasties will disappear for all time.




**Fuel**

- The game ends when Cosmic Ark runs out of fuel.
- The red bar in the box at lower center of screen represents fuel supply. It only appears during meteor showers.
- You begin with the equivalent of 40 fuel units.
  - Cosmic Ark destroys a meteor: gain 1 fuel unit.
  - Capture a beastie: gain 10 fuel units.
  - Capture both beasties and return to the Cosmic Ark before the warning sounds: regain all fuel units.
  - Meteor hits Cosmic Ark: lose 10 fuel units.
  - Cosmic Ark fires at meteors: burn 1 fuel unit.

Note: When struck by a meteor, Cosmic Ark disappears momentarily. It will reappear as long as you still have energy.

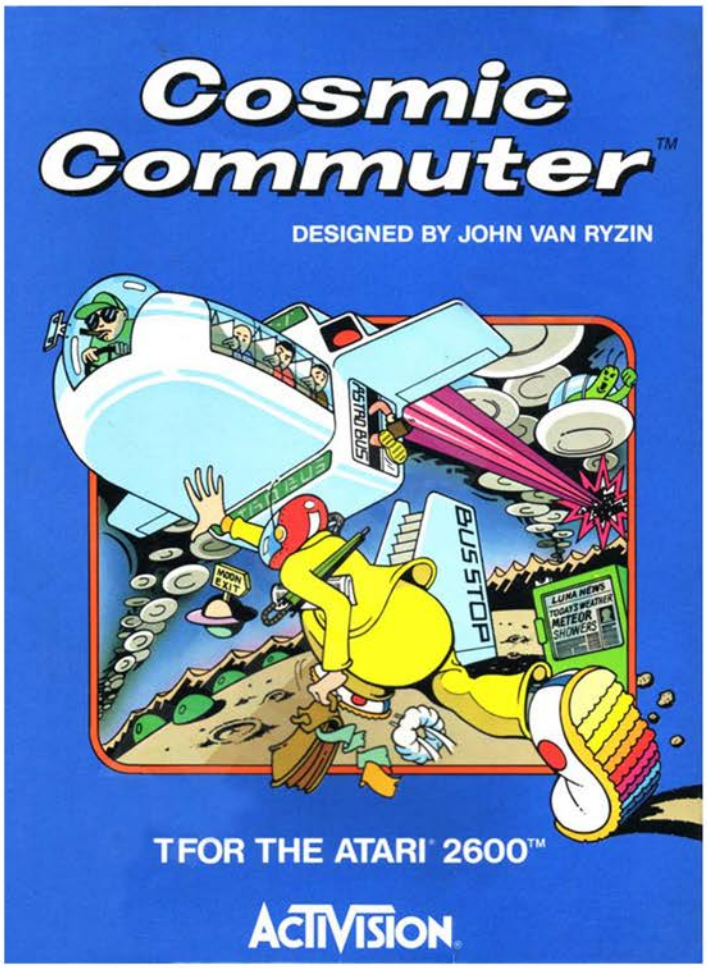
# COSMIC ARK

# Cosmic Commuter

Release Date: 1984
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AG-038
Rarity: 5
Programmer: John Van

This space themed title puts a premium on difficulty instead of fun.



The year is 2075 and you are a proud member of the Galactic Transit Authority who is sent out on an exciting mission to pick up scores of people scattered across the galaxy. Or to put that in a less fancy way, you are a shuttle bus driver. Well, maybe it's not quite so dire since I don't know too many shuttle busses that have lasers, but I digress.

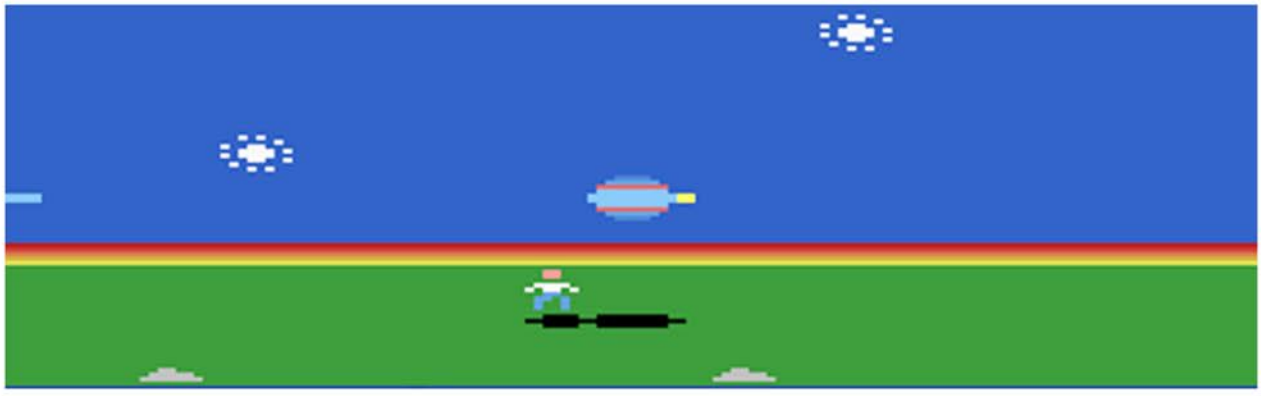
At the beginning of the game you must land your spacecraft before you can pick up any commuters. Unfortunately this is one of the most difficult and infuriating tasks imaginable thanks to the near perfect controller maneuvering required. Your ship will begin to plummet to the ground below and you must use the thrusters and brakes to guide it in for a gentle landing. The problem is that the game doesn't give you any sort of leeway, so it's either a perfect landing or you explode. It is entirely possible to play an entire game of Cosmic Commuter and never begin your quest to collect those commuters. If by some miracle you do land safely it's time to start your route.

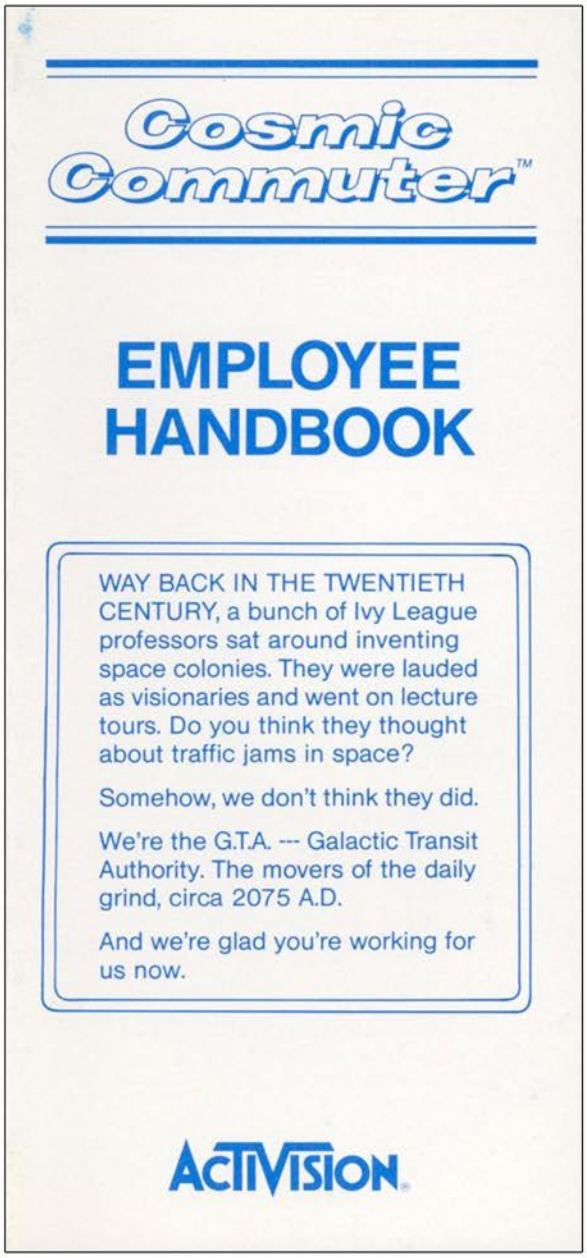
You have the freedom to scroll left or right, but it is recommended that you proceed left due to the people you are tasked with picking up being on a tight timetable. If you wait too long to pick them up they will decide to go with a rival company, leaving you without the fare. Once you have all eight of them onboard it's time to head back to the mother ship and take off into space, where you are off to your next route.

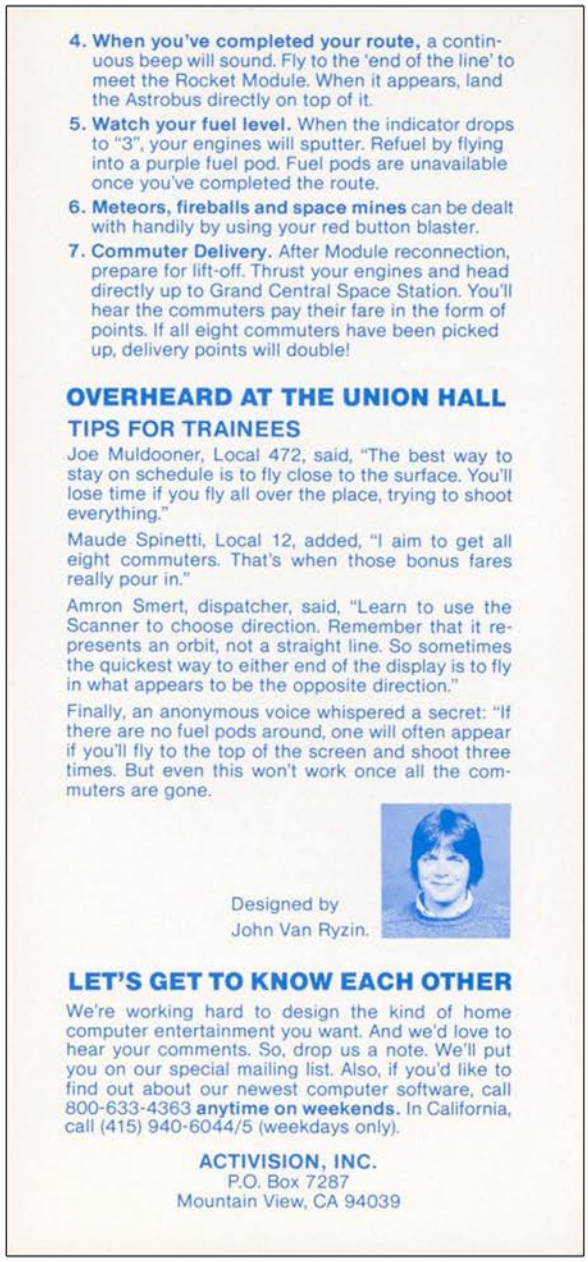
Despite sounding like a walk in the park, your journey is quite perilous. Along the way you will encounter various forms of space debris floating about that can send you crashing down to the ground engulfed in flames. That's not the only danger you face however since you have a fuel gauge that empties quickly. There are plenty of extra fuel tanks floating about though, so as long as you have a perfect run going you should be just fine.

I say "perfect run" because there seems to be a fuel tank after every single customer you grab, so as long as you alternate between customer and fuel tank you will make it back to your ship with plenty left in the tank. If you happen to crash and burn halfway through the stage you will be hard pressed to survive the run. Thanks to the fuel tanks not respawning and the fact that your shuttle has some absolutely terrible fuel economy, it is all but impossible to make it halfway across the stage before running dry. Throw in some dodgy handling on your space bus and you are in for a rough trip.

If you have ever wanted to experience what being a bus driver in the distant future would be like, then this is the game for you. All others should proceed with caution.






Top: Manual Cover and Sample Page

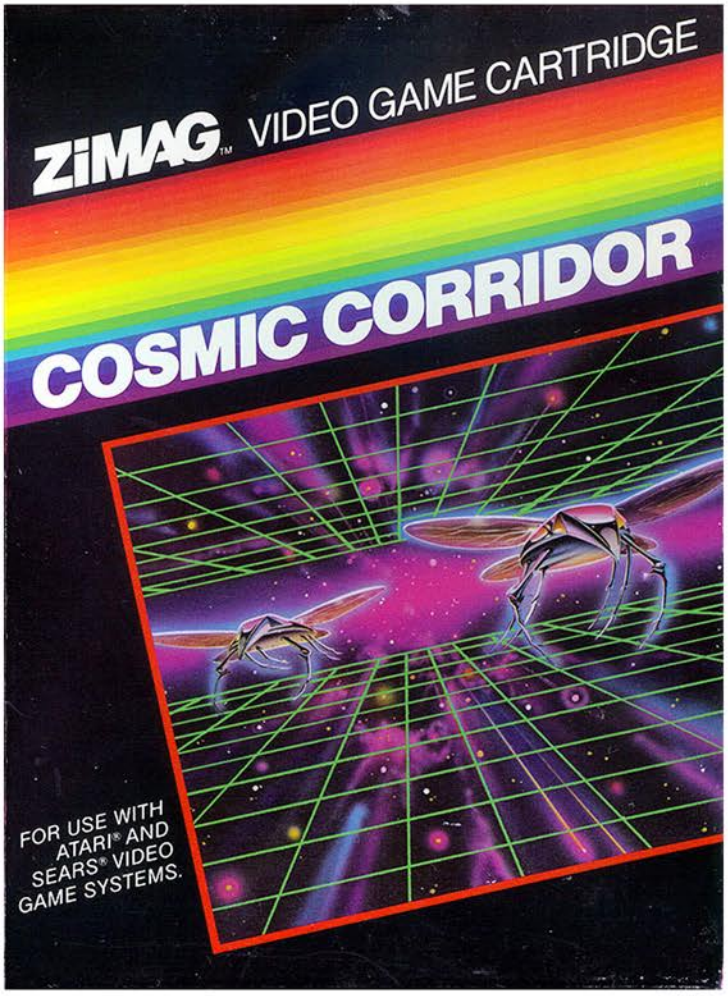
Right: Game Start and Potentially Moment Before Death

# Cosmic Corridor

Release Date: 1983
Publisher: Zimag
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 708-111
Rarity: 6
Programmer: N/A

This spaced themed shooter has some major flaws.



You are in command of the unluckiest ship in the universe. Somehow you have fallen into the space between galaxies, and the locals aren't too thrilled with your presence there. Your only hope is to fly through to the very end while killing everything that crosses your path. After enduring a lengthy sound assault (no exaggeration, it goes on forever) you are set on your way through the cosmic corridor.

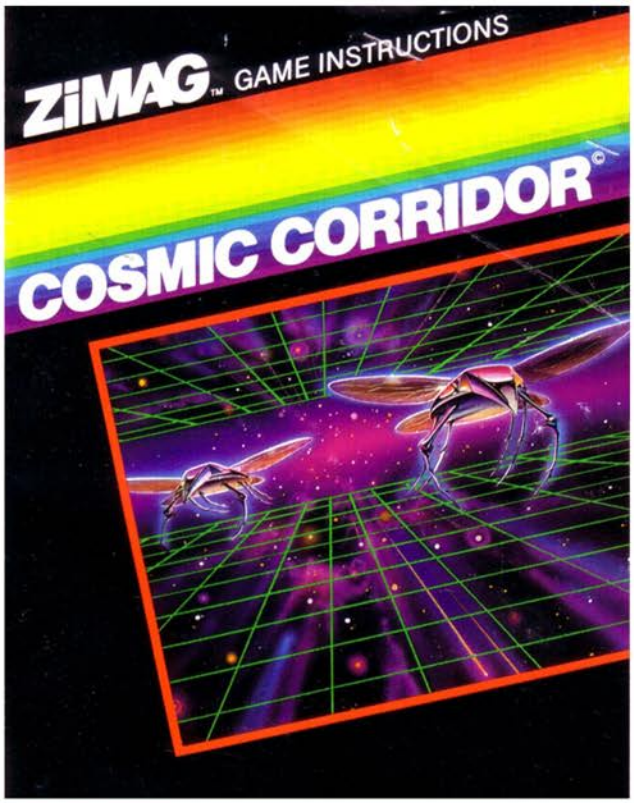
The entire game takes place on a single screen, although you get the appearance of movement thanks to the jagged rocks on either side of the screen scrolling. As you fly along enemy ships will randomly appear, mostly one at a time, to take a few shots at you. These shots are annoying for a variety of reasons. First, they bounce off the walls, so you will often have to dodge them multiple times. Secondly they are either painfully slow or so fast you won't have time to react to them. Finally they will occasionally change direction at the last possible moment, sending you to a fiery death. The biggest problem however is your ship.

## Cosmic Corridor

You have the ability to fire in all four directions, which sounds good in theory but is terrible in practice thanks to your ships position on the screen. Despite there being parsecs of space in front of you, your ship is permanently locked into position roughly three quarters of the way up the screen. This is a major issue thanks to the fact that the majority of enemies come from behind you, and can even fire off shots before they are on screen. Early on you can get into some moderately exciting dog fights by spinning your ship around to dodge the incoming fire and putting yourself in position to take your adversary out. Later on this maneuver is only good for deciding where on the screen you would like to die since the enemy can move and fire a lot faster than you can react to.

The graphics are pretty basic, with your ship being incredibly small and the enemies ranging from a stealth bomber to something that looks like a guy standing with his arms to his side. The only scenery change is when the corridor walls randomly change color.

If your thing is slow moving space shooters that only have one enemy on screen at a time, this is the game for you. For everyone else there are a ton of better games in this genre on the 2600.



Top Left: Manual Cover
Top Right: Additional Screenshot
Below: Manual Page Samples

## GAME SELECTION

**GAME 1:** *The easiest of the four variations. For one player only.*

**GAME 2:** *The second most difficult variation. For one player only.*

**GAME 3:** *The third most difficult variation. For one player only.*

**GAME 4:** *The hardest of the four variations. Don't start on this variation unless you're an arcade ace! For one player only.*

## SCORING

*Depending on which aliens you destroy, they're worth 30 or 40 points.*

## GAME FEATURES

*At the beginning of each game, you start off with six laser-cannons. You can be destroyed if you steer into the side of the corridor, if you're shot by an alien, or if you crash into one. The number of cannons you have left is displayed at the top of the screen, under the score.*

## BLASTING MORE ALIENS

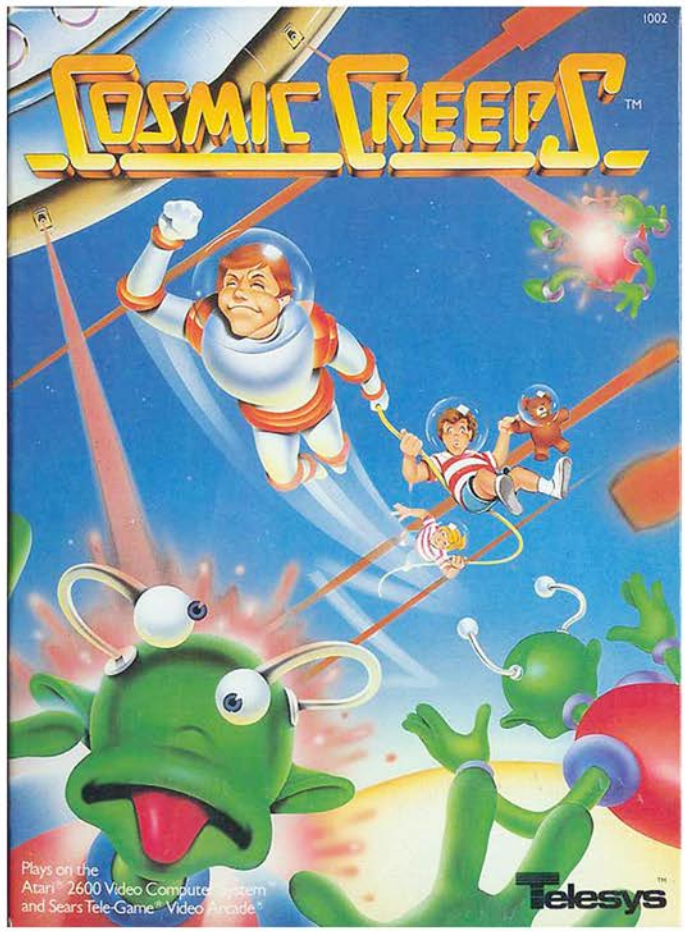
*Some strategical advice: keep that Fire Button down all the time, and when nothing is on the screen, aim up. This way you won't be caught by surprise. And when everything looks hopeless and a slew of bullets is heading toward you, change directions from up or down or vice versa. Sure, it's a last resort, but sometimes the bullets will take a slightly different curve and miss you.*

# Cosmic Creeps

Release Date: 1982
Publisher: Telesys
Controller: Joystick
Players: 1
Genre: Shoot'em Up

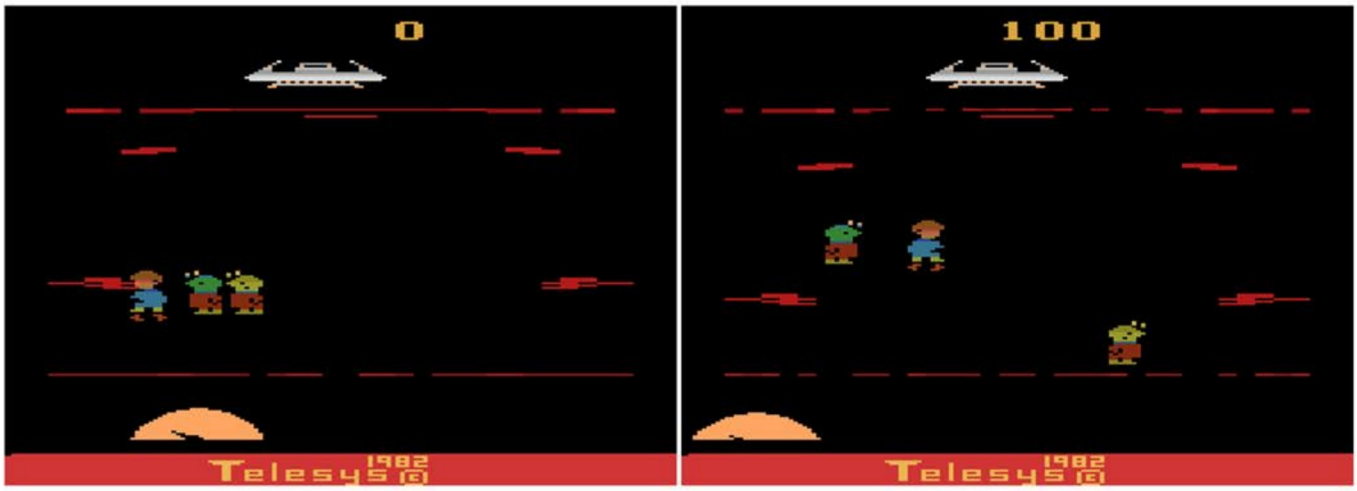
Alternate Title: N/A
Model #: 1002
Rarity: 4
Programmer: Don Ruffcorn

This simplistic shooter falls well short of greatness.



Civilization is doomed and you are the only hope your people have at survival. Well, not really survival, more like the only hope for a small handful of kids to escape the planet and live a short lonely life cruising around the galaxy with a creepy guy in a robe with a space ship.

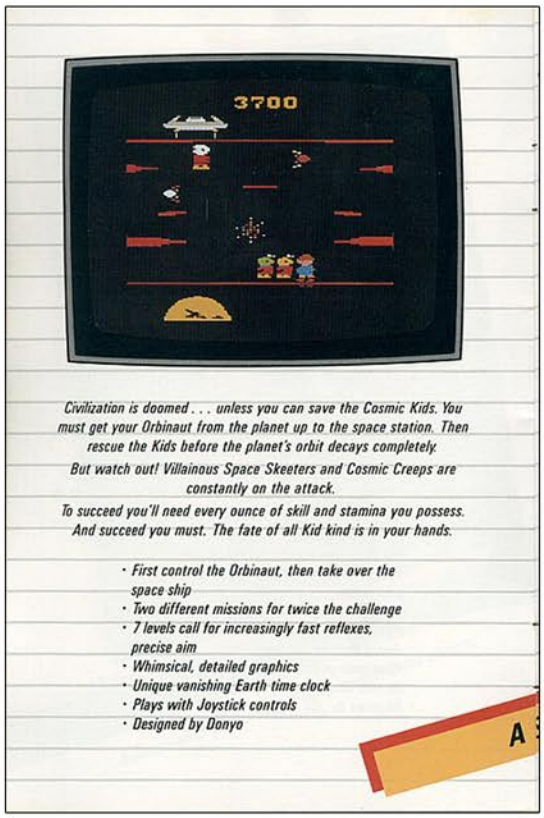
The game takes place in two parts, the Voyage and the Rescue. The Voyage consists of you moving the Orbinaout from the planet surface to the space ship that is in orbit around the planet. This is accomplished by spawning the Orbinaout and moving him across the screen while dodging rocks and Space Skeeters. If he touches anything on screen he is knocked into space, lost forever, and you must call upon another brave soul to try and make the journey to the space ship. This really calls into question whether or not this species deserves to survive since they built an orbital ship but neglected to come up with a way to get to it other than walk. Deserving survival or not, if you successfully get on board the rescue mission begins.




The Rescue portion of the game puts you in control of the ship with two mission goals: protect the Cosmic Kids as they slowly make their way to the ship and kill the Cosmic Creeps that are attempting to get on board and destroy you once and for all. When this section begins, the Cosmic Kids will walk from one side of the screen to the other, raising up a level and reversing course when they reach the edge of the screen. After five trips across the screen they are safely on board and you can give the OK for another kid to begin his journey. The Cosmic Creeps are in hot pursuit and will kill the kids if they catch them. Luckily the majority of creeps move at the same speed as the kids so it's never an issue.

Despite being an advanced civilization that has developed space travel, your only weapon against the creeps are rocks that are dropped from orbit. While a rock falling from orbit would certainly leave a mark on whatever it hit, it's not exactly the most awe inspiring weapon ever developed. That said, it is quite effective since you know exactly where the enemy is going to be and how fast they are going to be moving. After a few attempts it will be next to impossible for you to miss, which as you can imagine puts a bit of a damper on the challenge.

Instead of a traditional timer you have a planet icon that slowly moves across the screen, getting lower with each pass. Every time you have to spawn an Orbinaout or kid the planet drops a notch. The planet only stays up for twelve passes, so if you are careless your game will end very quickly. Granted this isn't a huge deal since large sections of the game can be played by simply standing in one place and tapping the fire button, which means most players probably aren't going to stay around very long.

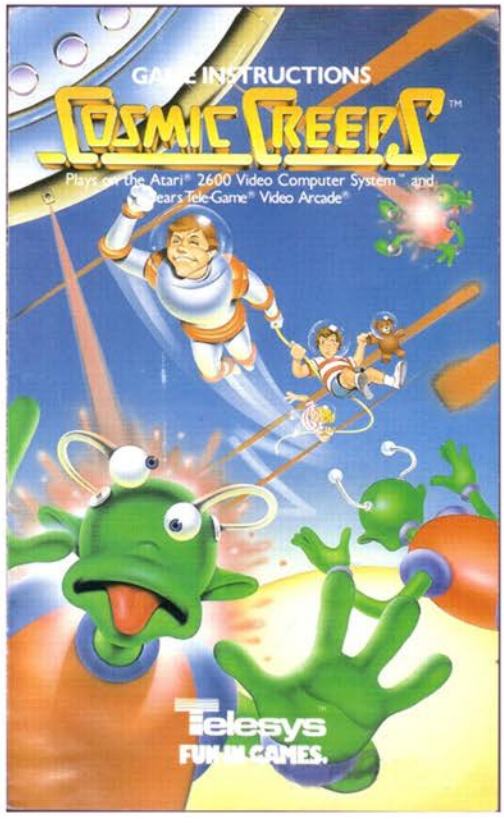



*Civilization is doomed . . . unless you can save the Cosmic Kids. You must get your Orbinaut from the planet up to the space station. Then rescue the Kids before the planet's orbit decays completely.*

*But watch out! Villainous Space Skeeters and Cosmic Creeps are constantly on the attack.*

*To succeed you'll need every ounce of skill and stamina you possess. And succeed you must. The fate of all Kid kind is in your hands.*

- *First control the Orbinaut, then take over the space ship*
- *Two different missions for twice the challenge*
- *7 levels call for increasingly fast reflexes, precise aim*
- *Whimsical, detailed graphics*
- *Unique vanishing Earth time clock*
- *Plays with Joystick controls*
- *Designed by Donyo*




Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

## BLAST OFF

**Civilization is doomed . . . unless you can save the Cosmic Kids. You must get your Orbinaut from the planet up to the space station. Then rescue the Kids before the planet's orbit decays completely.**

**But watch out! Villainous Space Skeeters and Cosmic Creeps are constantly on the attack.**

**To succeed, you'll need every ounce of skill and stamina you possess. And succeed you must. The fate of all Kid kind is in your hands.**

## OBJECT OF THE GAME

Save the Cosmic Kids from certain destruction and score as many points as possible before the planet falls out of orbit. When it disappears from the screen your time is up.

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## GETTING READY TO PLAY

Use the Joystick Controller. Always be sure the power is off before inserting or removing the Cosmic Creeps cartridge from your video game system. Use the controller plugged into the LEFT CONTROLLER jack. Hold the controller so the red button is to your upper left.

## DIFFICULTY SWITCH

Has no effect on this game.

## TO BEGIN PLAY

Press game reset. Push red button on Joystick Controller for subsequent games.

## HOW THE GAME PROGRESSES

Cosmic Creeps is played in two parts.

### The Voyage

First get an Orbinaut from the planet to the flashing white portals of the space station at the top of the screen. If he collides with red plasma or a Space Skeeter on his way, he barrels off into space. You then must release another Orbinaut which drops the planet one notch and hastens its demise.

Push the Joystick forward to release your first Orbinaut. He heads straight out from the planet, so time his release carefully. Use the Joystick to move him up, down, right and left; avoiding plasma and Skeeters. (Notice that the planet is falling lower and lower as play progresses. It will fall a total of 12 notches before it disappears completely.)

When your Orbinaut enters the space station and disappears from the screen, you gain control of the space station and the second part of the game begins.

Printed in U.S.A.

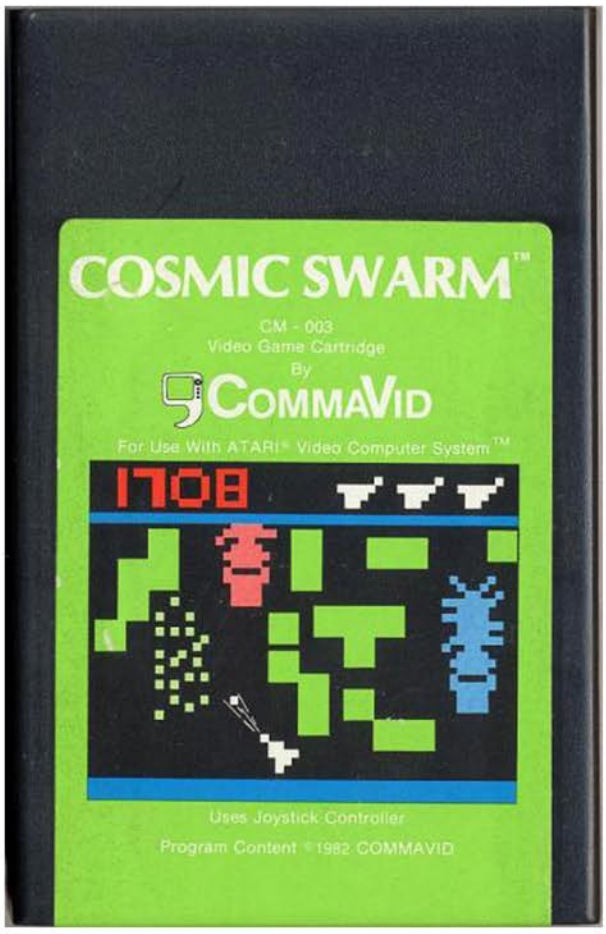
# COSMIC CREEPS

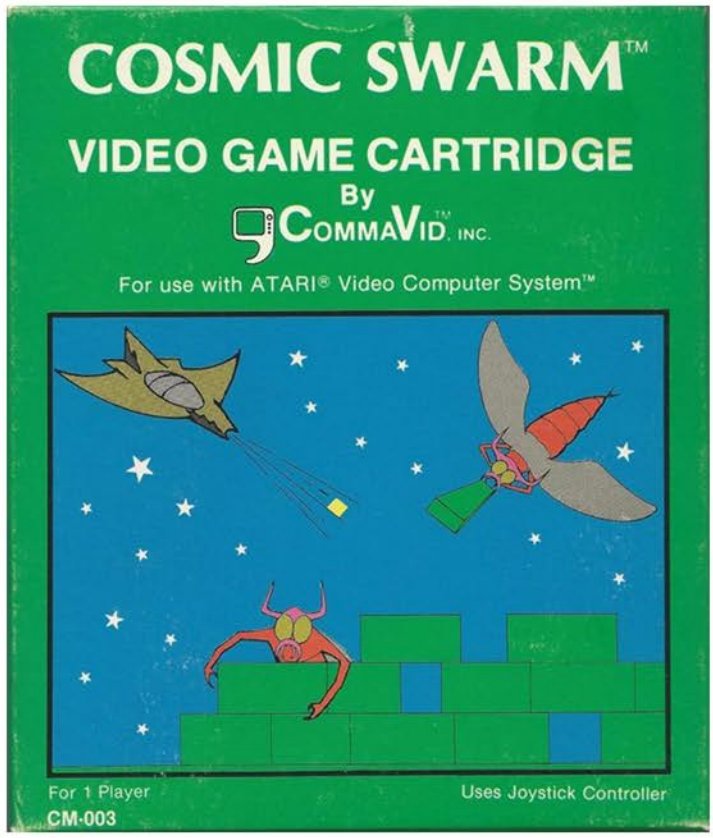
# Cosmic Swarm

Release Date: 1982
Publisher: CommaVid
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CM003
Rarity: 6
Programmer: John Bronstein

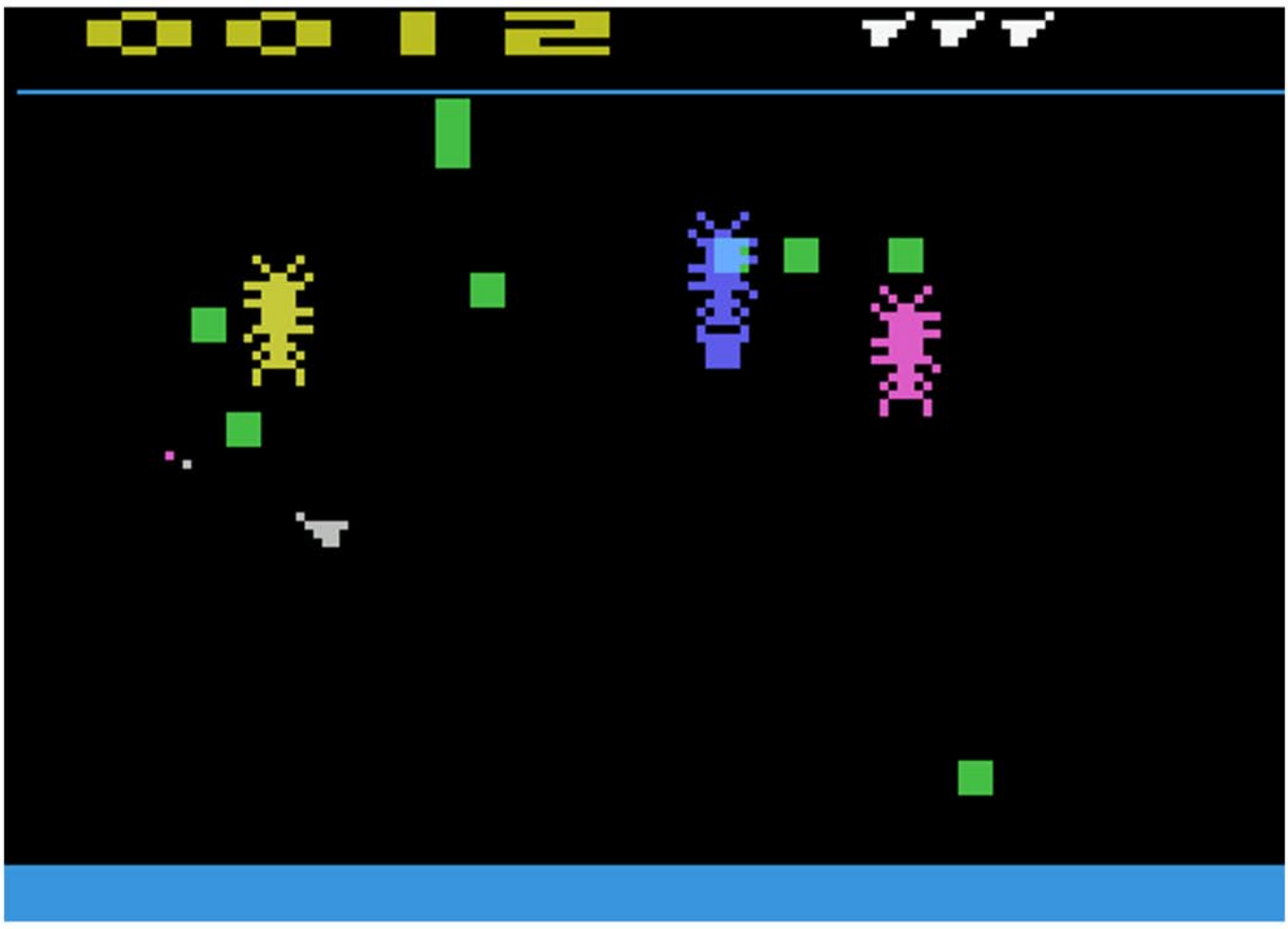
This space themed shooter is one of the poorest in the genre.

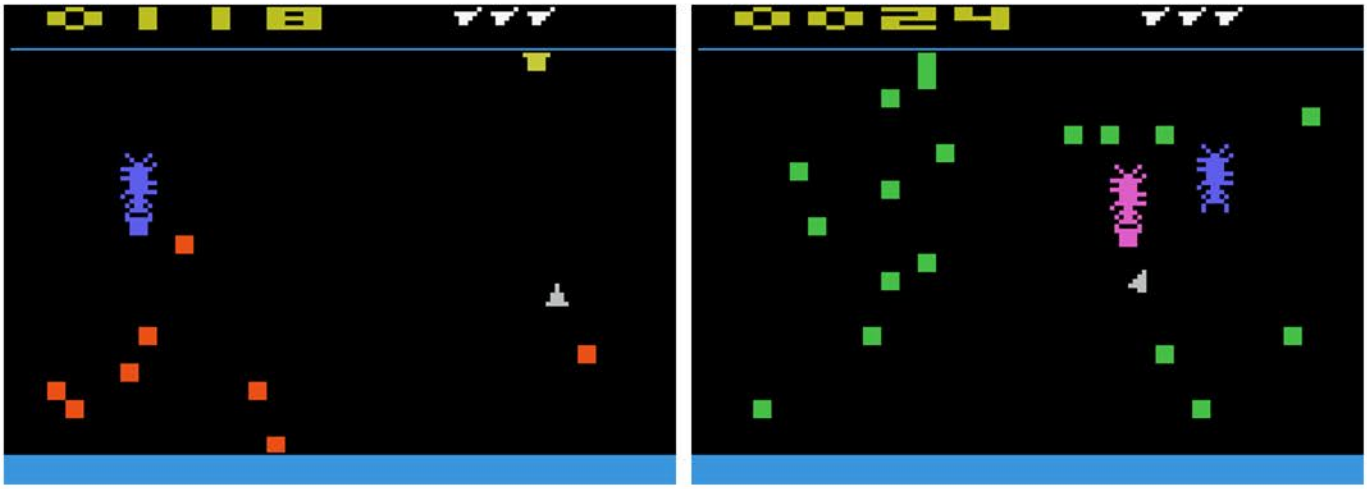


You are the commander of the Waypoint interstellar trade depot, which is supposed to be an easy going assignment. Unfortunately a colony of giant alien termites have stowed away aboard some cargo and are now threatening to destroy your vessel. Your only hope at survival is to take command of a probe ship and fight them off in the cargo bay.

The entire game takes place on a single screen, with your small ship facing off against three giant bugs who are constantly dropping blocks all over the place. These blocks are impervious to your bullets unless you energize them by pulling off a very precise shot. If you can hit the bottom of a block while it is being carried it not only destroys it and the bug carrying it, but it also turns the onscreen blocks from green to red, giving you the opportunity to clear them out. They remain vulnerable until you vaporize another termite. While this sounds like an easy task to accomplish, the controls make it anything but.

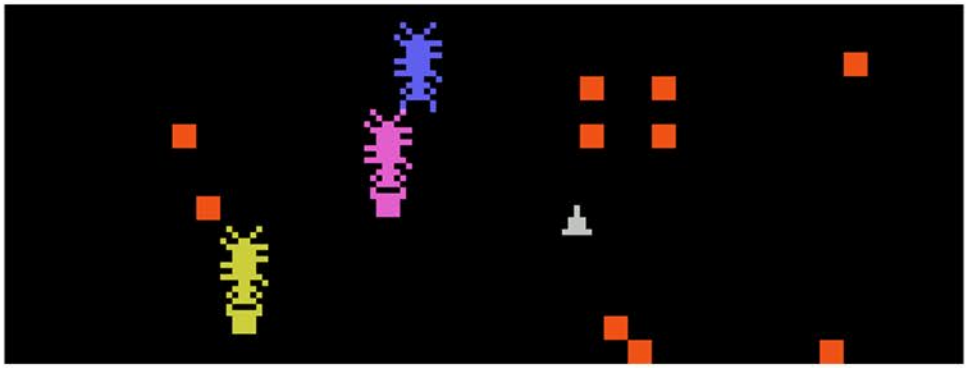




Typically in games from this genre you instinctively hit the fire button as quickly as possible to stem the tide of whatever enemy you are facing. If you attempt that in Cosmic Swarm the end result will be you missing your target with nearly every shot. On the plus side your ship has the ability to rotate, allowing you the opportunity to fire from all angles. Unfortunately the ship rotates whenever the fire button is pressed, so if you are moving while firing your ship will veer off course and hit nothing but air. The only way to aim your shots is to move in position, remain still while firing off a shot, then move onto the next target. So instead of having a fast paced shooter you are forced to be methodical in your action, which takes a lot of the fun away.

Amazingly enough, the controls aren't even the worst part about the game. Periodically a fuel ship will sound the alarm and make a trip vertically across the screen. When this happens you have to stop whatever you are doing and make a mad dash over to it to refuel before it completes the return trip to the top of the screen. If you fail to do this the game is over. You don't lose a life or lose points, the game is over regardless of how many ships you have in reserve. To make this even more infuriating, if you die while trying to make it to the refueling ship it continues on its course while you slowly respawn.

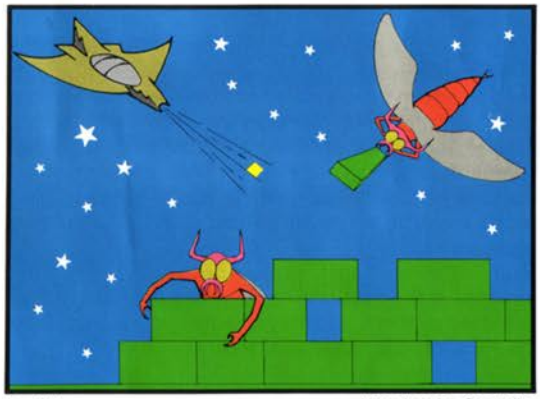
There really isn't anything unique or great to be found here. If you have your heart set on a space ship shooting title there are better options on the 2600.



# COSMIC SWARM™

By CommaVid

## INSTRUCTIONS



For 1 Player — Uses Joystick Controller

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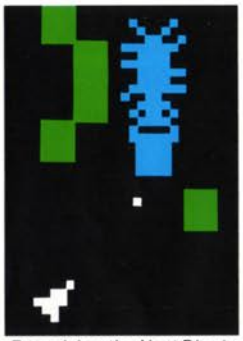
Top Left: Manual Cover
Top Right: Additional Screen Shot
Below: Manual Page Samples



*Energizing the Nest Blocks*

*Destroying a Nest Block*

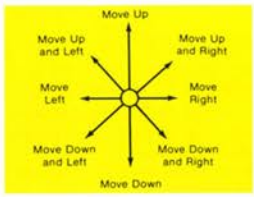
If a termite is carrying a block, and it is hit squarely on the bottom of the block, both the termite **and** its block are destroyed. The remaining blocks then turn from green to red (or become a darker grey on a black-and-white TV). The blocks are now "energized" and are vulnerable to destruction by your bolts.

Whenever your bolts destroy a termite, unless you hit the termite on the bottom of a block it is carrying, all blocks are de-energized and become impossible to destroy. In this state they are green (lighter grey on a black-and-white set).

## CONTROLLING YOUR SHIP

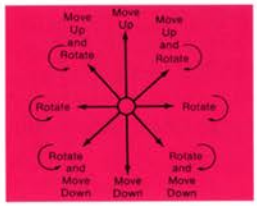
Use the **left** joystick controller to control your probe ship.

### RED BUTTON UP




When the red button is **up**, pushing the joystick will move the probe ship horizontally, vertically, or diagonally.

### RED BUTTON DOWN



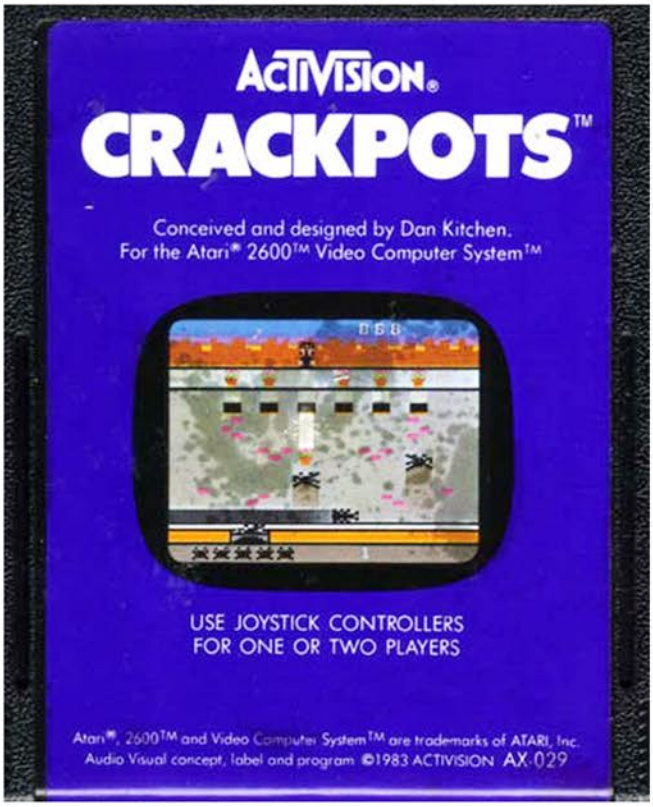

When the red button is **down**, pushing on the joystick will move the probe ship vertically, rotate the direction of the ship, or do both at the same time. The probe ship's gun will fire when the red button is released. If a new bolt is fired while an old one is in flight, the old one is destroyed. Only one bolt can be in flight at a time.

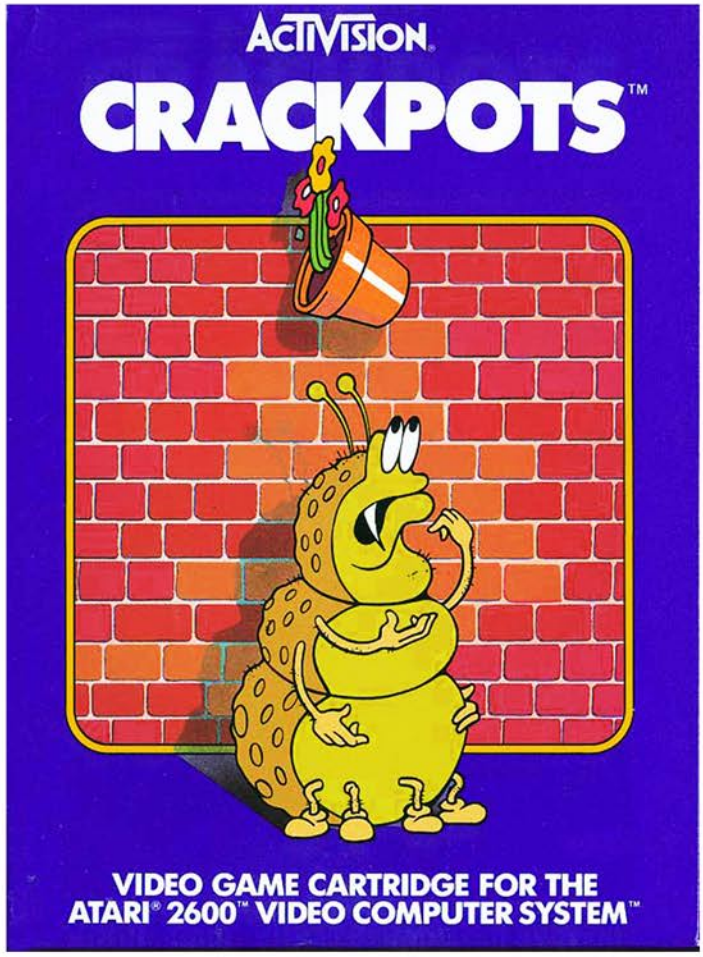
# CRACKPOTS

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AZ-029
Rarity: 4
Programmer: Dan Kitchen

Grab your flowerpots and prepare to defend your home from a massive infestatinon of creepy crawly creatures.



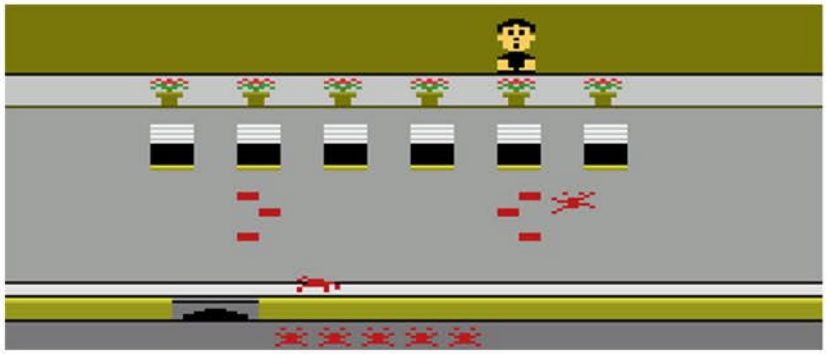
There is trouble afoot in Brooklyn as the city is being overrun with giant building eating bugs. The only thing standing between you and homelessness is Potsy the rooftop gardner. Armed with a never ending supply of potted petunias, Potsy wages a one man war on the invading insects.

The gameplay is broken up into short levels where you have to battle against a specific family of bugs. They will emerge out of the open manhole at the bottom of the screen before ascending up the side of the building towards one of six open windows. As Potsy you have to position yourself in front of a potted plant and push it over the edge to crush everything beneath it. Early on this is a fairly easy task as the bugs are quite slow, however after a cycle or two this becomes increasingly difficult.

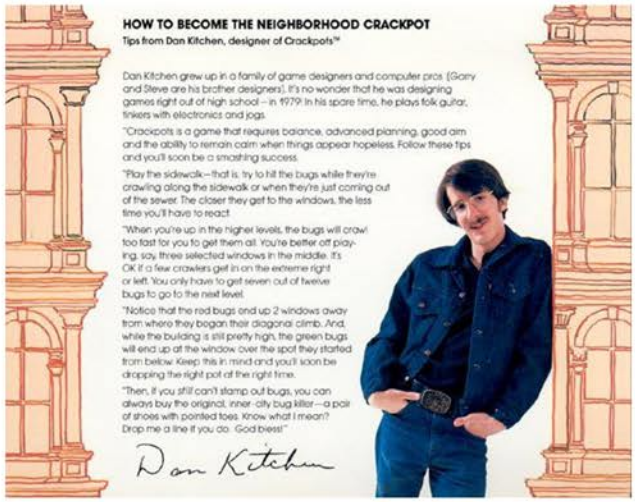
Speed kills, and in Crackpots your death comes as a result of two quickness issues. The first is the speed of the bugs, as they become very fast very quickly. The second is the fact that Potsy moves at about the speed the average rooftop gardner would move, which isn't very fast. Unlike another Activision game Kaboom! where you get to use the paddle controllers to quickly dart from one side of the screen to the other, you have to use the much slower joystick here. By the third cycle of bugs they will be moving so rapidly that it becomes nearly impossible to get from one side of the building to the other to mount a defense. Complicating matters is the fact that if six bugs successfully make their way into the building in a single wave they will eat the bottom layer of the building away, meaning they have even less ground to cover.

The invading insect army comes in four varieties: Black, Blue, Red and Green. Black is the easiest as they pick a window and climb in a straight line towards it. The other three pose a bit more challenge as they bob and weave across the side of the building on their way towards the opening. While it may seem random at first, they all do have a pattern they stick to, so once you figure it out you at least have a fighting chance for a while.

Even with the speed difficulty issues this is still a very solid title. Plus how often do you get to save New York as a lowly gardner?



Top Left: Catalog Sample
Top Right: Patch (75,000 Point Requirement)
Below: Manual Cover and Page Sample

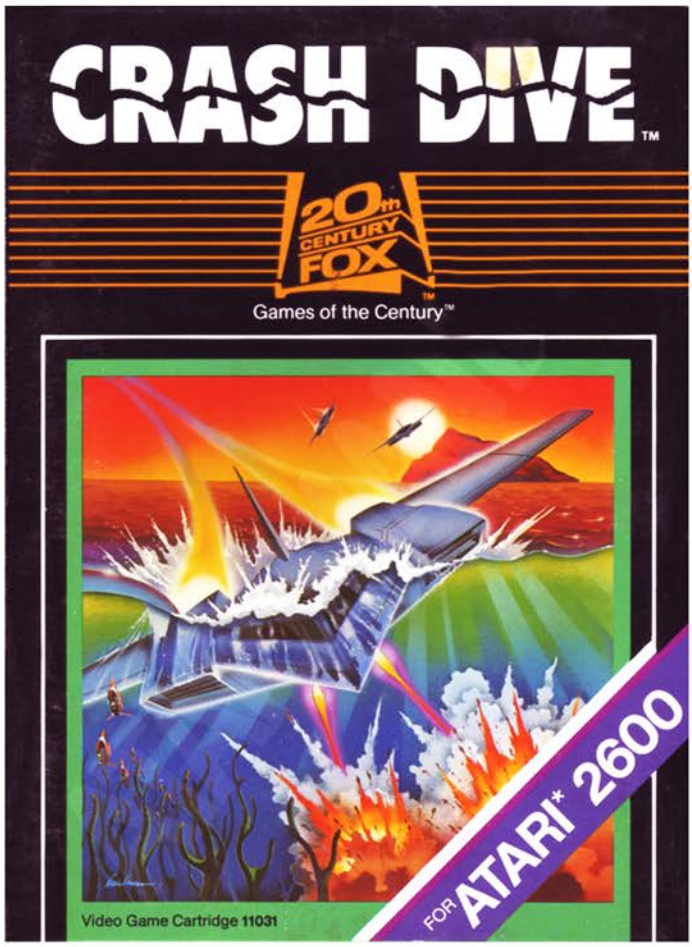


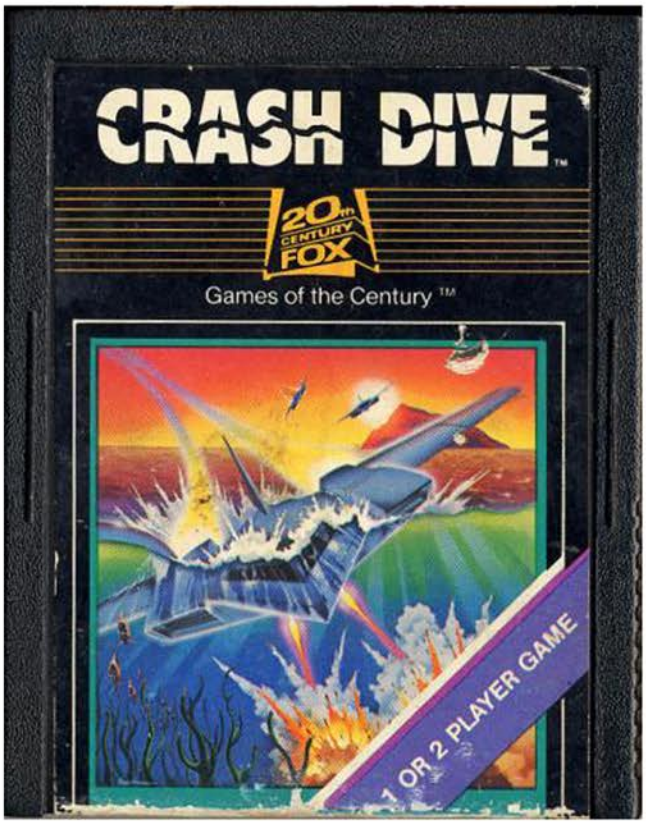
# Crash Dive

Release Date: 1983
Publisher: 20th Century Fox
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 11031
Rarity: 5
Programmer: Bill Aspromonte

This is a solid shooter and a nice addition to the 2600 game catalog.



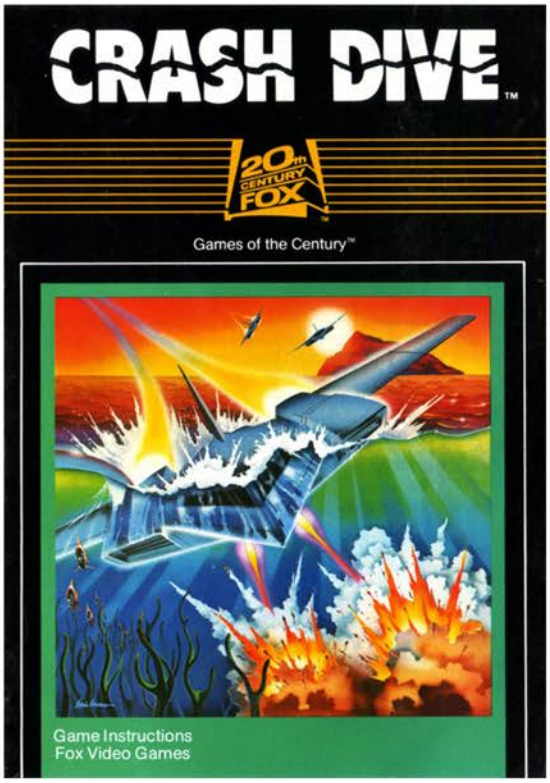
You are given control of The Sea Hunter, the world's only flying submarine. Your mission is to destroy as many enemy ships, planes and helicopters as you can while avoiding sea creatures and collecting as much treasure as you can. While it sounds like a generic setup, the execution is done quite well.

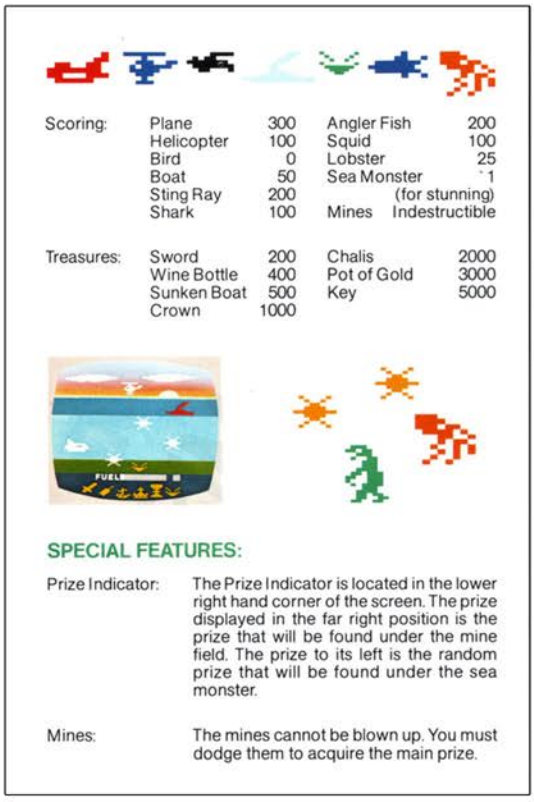
The screen is broken up into two horizontal planes that are separated by the top of the ocean. When you are above the water you move very quickly but are more susceptible to enemy fire from boats and aircraft. The flying area only takes up about a third of the play area (compared to the two thirds the water takes up), so you have limited real estate when it comes to avoiding bullets. Luckily if the action becomes too hot you can crash right into the water without any penalty. When underwater you move slower, however as all of the treasure is located at the bottom of the ocean you'll want to be spending most of your time.

While it's less likely you will be taken out by a bullet underwater thanks to the fact you'll be able to see them coming from a mile away, it doesn't mean you are necessarily safe. The sea life are not only small and fast, but they are lethal to the touch. This really calls into question the quality of your ship's construction if merely being touched by a shark or squid results in your destruction. The only logical things that kill you underwater are the mines and the "Sea Monster," which bears a striking resemblance to Godzilla. The mines and Godzilla have something in common too, as both of them are impervious to your shots (although you can stun and push back the Sea Monster).

At the bottom of the screen you have two things that require your attention. The first is a fuel gauge that slowly runs down as you progress on your sea hunt. Periodically an orange ship will appear on the surface, and when touched it refills your fuel. Thankfully you not only get good gas mileage but the refueling ship shows up often, so running out of gas never really comes into play. The other thing of note is just below your fuel there is an icon in the shape of a sword, wine bottle or crown. This is the current treasure you are looking for. When it appears on the sea floor you have to set your ship down on top of it to collect it. After you successfully do that (and dodge the mines or Godzilla that is guarding it) a new icon will appear and you will be off in search of new riches.

Crash Dive has good difficulty balance, tight controls and a nice gameplay wrinkle. If you are looking for a ship based shooting game this isn't a bad way to go. Frankly if you have ever wanted to fight Godzilla with a flying submarine this is probably going to be your best bet.



| Scoring: | | | | |
|---|---|---|---|---|
| | Plane | 300 | Angler Fish | 200 |
| | Helicopter | 100 | Squid | 100 |
| | Bird | 0 | Lobster | 25 |
| | Boat | 50 | Sea Monster | 1 |
| | Sting Ray | 200 | | (for stunning) |
| | Shark | 100 | Mines | Indestructible |
| Treasures: | Sword | 200 | Chalis | 2000 |
| | Wine Bottle | 400 | Pot of Gold | 3000 |
| | Sunken Boat | 500 | Key | 5000 |
| | Crown | 1000 | | |

**SPECIAL FEATURES:**

Prize Indicator: The Prize Indicator is located in the lower right hand corner of the screen. The prize displayed in the far right position is the prize that will be found under the mine field. The prize to its left is the random prize that will be found under the sea monster.

Mines: The mines cannot be blown up. You must dodge them to acquire the main prize.

Top Left: Manual Cover
Top Right Manual Page Sample
Below: Additional Screenshot

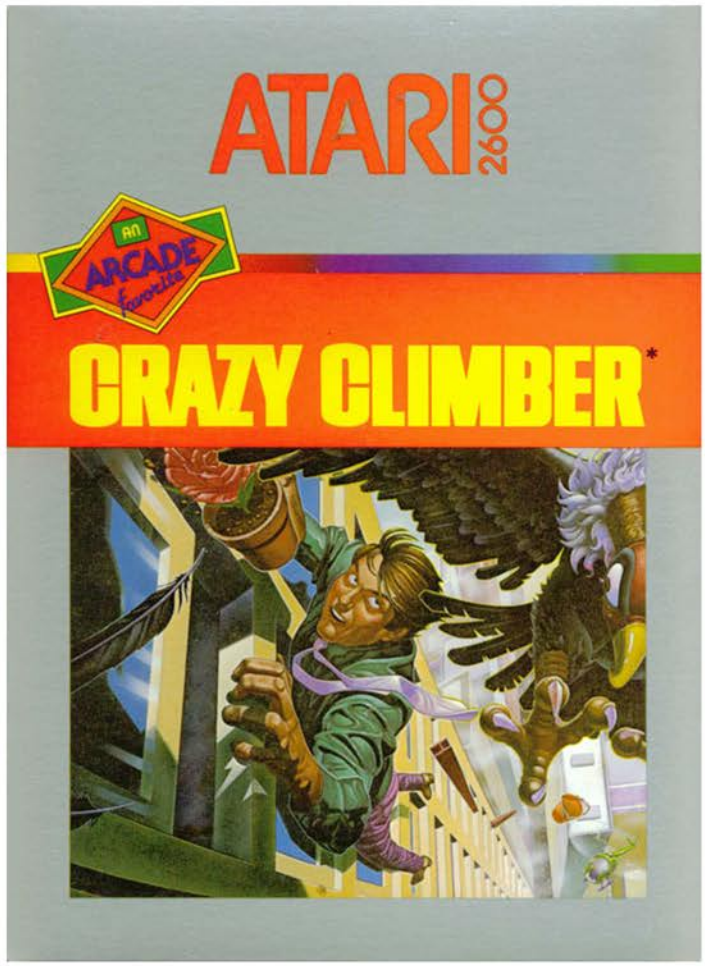
# CRASH DIVE

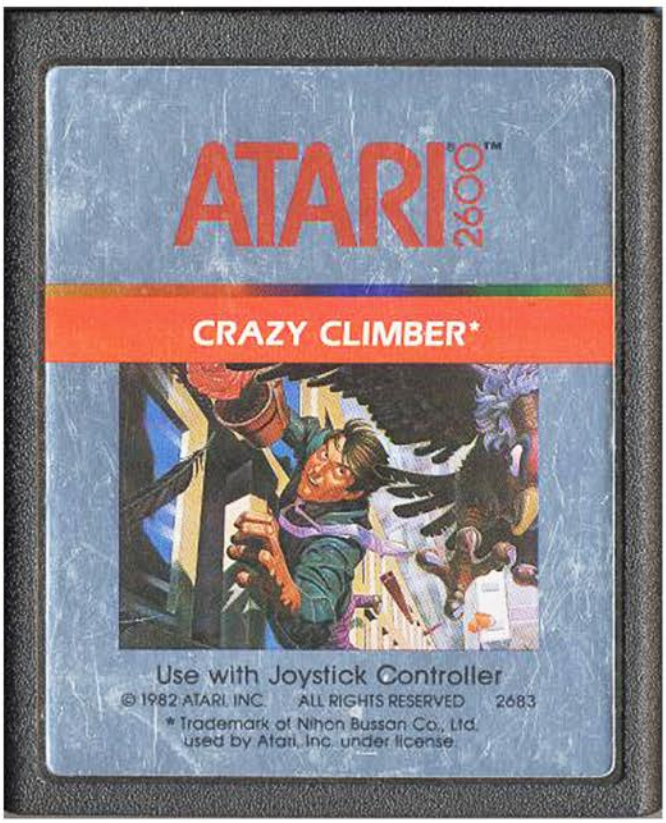
# Crazy Climber

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2683
Rarity: 8
Programmer: Alex Leavens

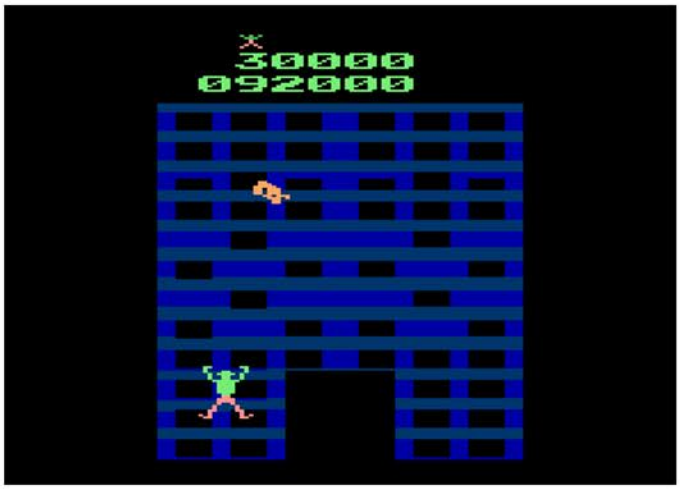
This port of the arcade game simply doesn't measure up.



Take control of the agile daredevil nicknamed the Crazy Climber as he continually taunts death by scaling every tall building in sight. Watch out though, because the Mad Doctor isn't impressed with your Spiderman antics, and he will do anything to put an end to your pursuits, up to and including throwing buckets of water and house plants at you.

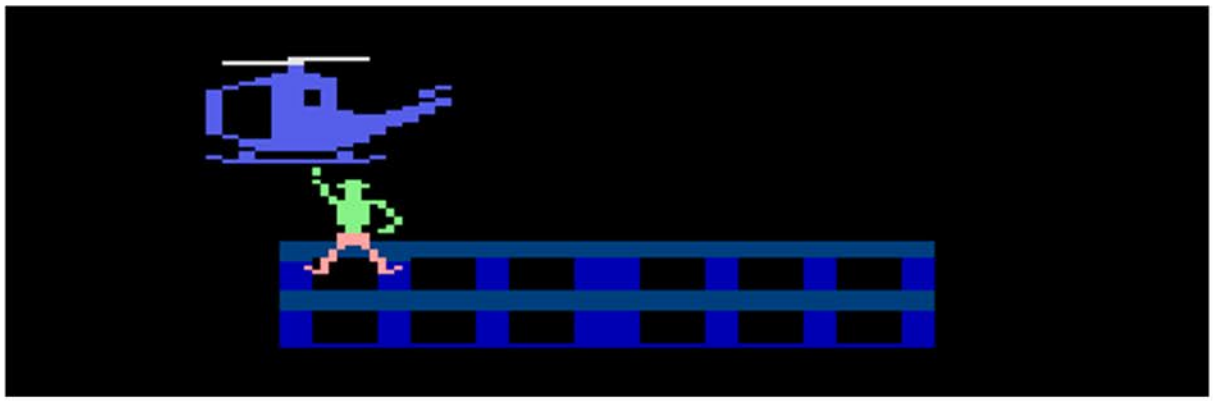
You begin your building conquering quest on the ground floor with nothing but a sea of windows above you. In addition to the aforementioned Mad Doctor (who looks like an escaped robot from Berzerk) you also must keep an eye out for Condors, Girders, and the ever present danger of a window closing on your fingers. When the condor appears it will fly back and forth dropping eggs on you (and we wonder why they are nearly extinct). If you aren't prepared this can be a difficult hazard to avoid, however if you have both hands planted on a windowsill then the egg simply breaks on your head (this is the case with everything the Mad Doctor throws as well). Thanks to this a lot of the challenge is taken away from the game since you can simply stand still and remain unharmed. The only real danger comes in the form of steel girders that will take you out no matter what.

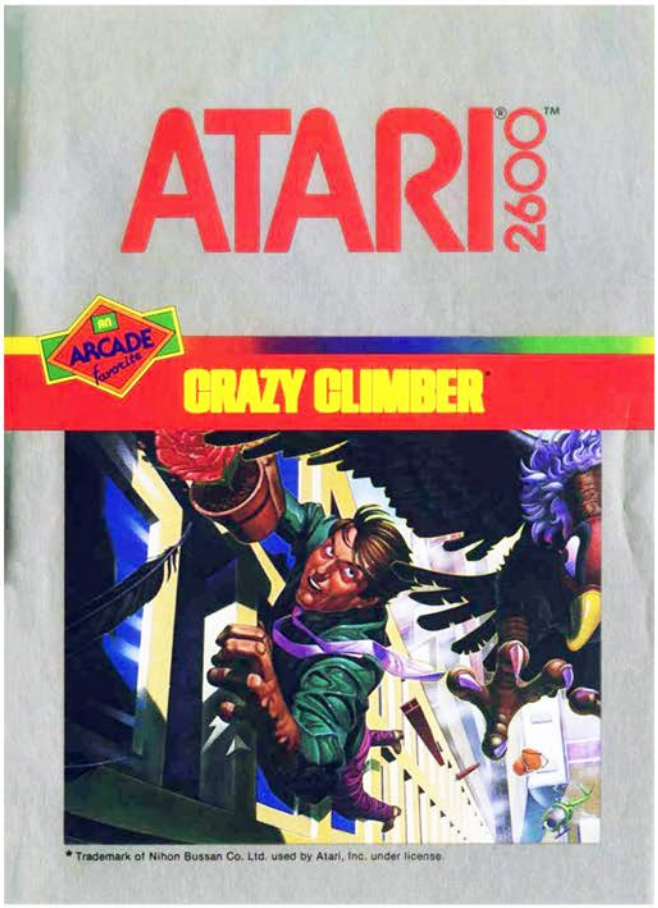



The lack of challenge isn't the only negative present here. In order to ascend you must reach up, grab on and pull yourself up, and then repeat the process another hundred or so times. As you can imagine this is some of the dullest gameplay imaginable, with the bulk of your time spent pushing up and down on the joystick, only occasionally moving left or right to avoid an obstacle. To compound this problem, there are long stretches of the game where the only threat is a slowly closing window. So a good portion of the game is nothing more than push "up, down, up, down, up, wait, wait, wait, down."

Once you reach the top of the building it's time to make a dramatic escape so that you aren't arrested. A helicopter swoops in and moves randomly across the screen, waiting for you to grab on so it can fly you to safety. If you manage to grab hold within the thirty second time limit you get all the points remaining in the bonus timer, then it's off to climb another of the four buildings.

Thanks to Crazy Climber only being available to Atari Game Club members it is incredibly rare and expensive. If you are curious about how one of the rarest 2600 games plays then it's worth checking out. If you are looking for something fun and exciting to play you should probably look elsewhere.



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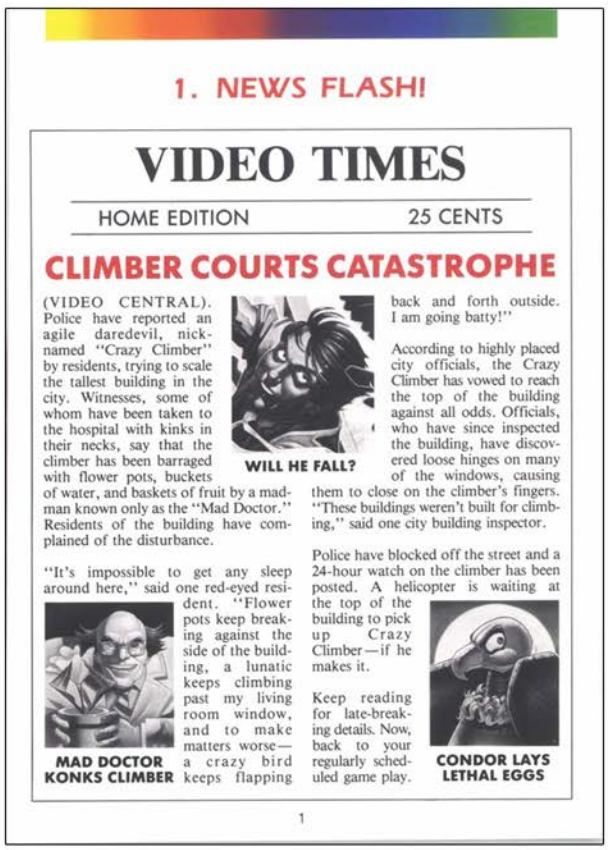


1. NEWS FLASH!

VIDEO TIMES

HOME EDITION 25 CENTS

CLIMBER COURTS CATASTROPHE

(VIDEO CENTRAL). Police have reported an agile daredevil, nicknamed "Crazy Climber" by residents, trying to scale the tallest building in the city. Witnesses, some of whom have been taken to the hospital with kinks in their necks, say that the climber has been barraged with flower pots, buckets of water, and baskets of fruit by a madman known only as the "Mad Doctor." Residents of the building have complained of the disturbance.



WILL HE FALL?

"It's impossible to get any sleep around here," said one red-eyed resident. "Flower pots keep breaking against the side of the building, a lunatic keeps climbing past my living room window, and to make matters worse—a crazy bird keeps flapping back and forth outside. I am going batty!"

According to highly placed city officials, the Crazy Climber has vowed to reach the top of the building against all odds. Officials, who have since inspected the building, have discovered loose hinges on many of the windows, causing them to close on the climber's fingers. "These buildings weren't built for climbing," said one city building inspector.

Police have blocked off the street and a 24-hour watch on the climber has been posted. A helicopter is waiting at the top of the building to pick up Crazy Climber—if he makes it.

Keep reading for late-breaking details. Now, back to your regularly scheduled game play.



MAD DOCTOR KONKS CLIMBER



CONDOR LAYS LETHAL EGGS

1

MAD DOCTOR

An arch fiend with a weird sense of humor, the Mad Doctor smiles down at you while throwing a bizarre assortment of missiles. He has three to choose from—a flowerpot, a basket of fruit, and a bucket of water. If any of these hit you while you're climbing from one window to another, you'll fall. If you have both hands firmly planted on a ledge, however, you'll be safe. The obstacle will simply bounce off your head. Whether you fall or not, you'll lose 100 bonus points each time you're hit by one of the Mad Doctor's deadly toys.

Closing Window Mad Doctor

Basket of Fruit

CONDOR

Get ready for the biggest bird you've ever seen! This snow-white condor will divebomb you with gigantic eggs. If your arms are straight and firmly planted on a ledge, the egg will simply break and splatter into the air. If you are climbing to another window, however, it will knock you off the ledge. You will lose 100 points if an egg touches you, so avoid them if you can.

Egg Condor

GIRDERS

A shower of steel girders greets you as you climb some of the buildings. Nothing can stop a girder from sweeping you off the side of a building—avoid them at all costs. If a girder touches you, you'll not only fall, but you'll also lose 100 bonus points.

Girder

3

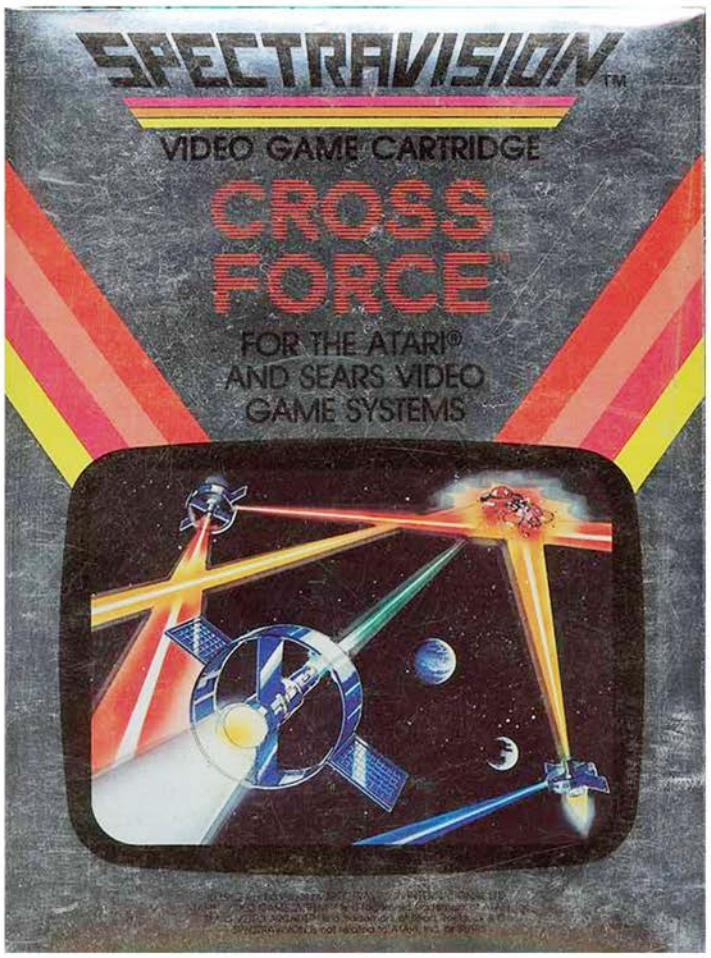
CRAZY CLIMBER

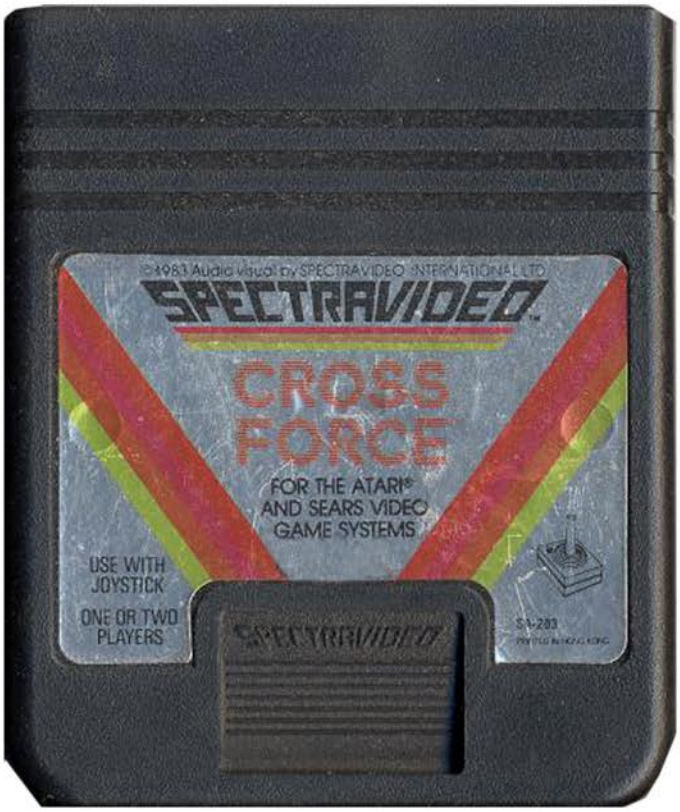
# Cross Force

Release Date: 1982
Publisher: Spectravision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: SA-203
Rarity: 5
Programmer: N/A

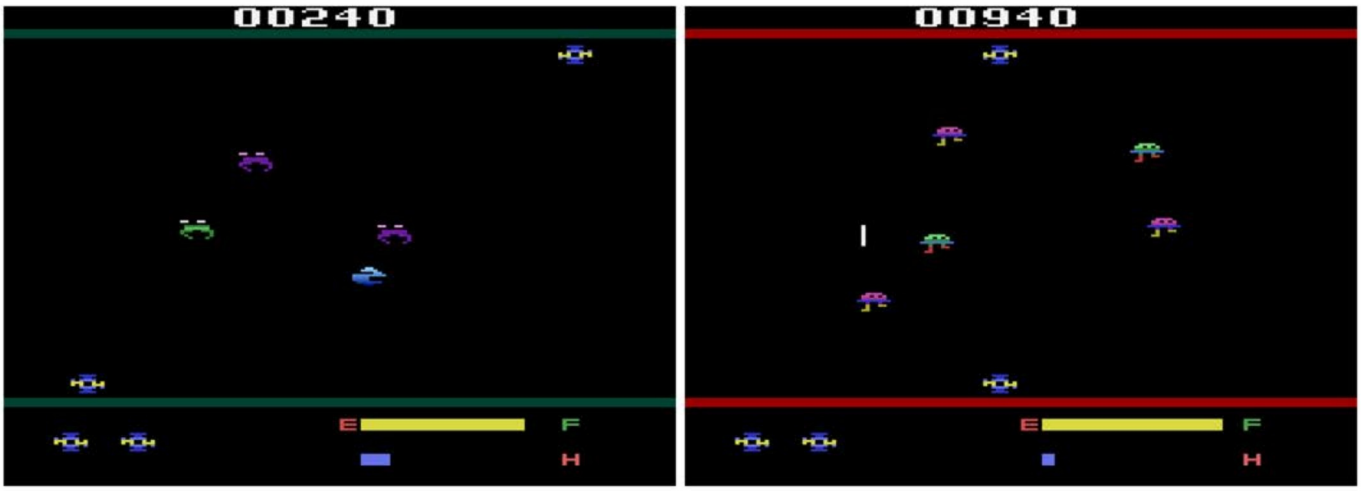
This is a unique spin on the standard shooter fare.



Now that your planet has survived an invasion attempt by the evil Morpuls race from the planet Tzoris, it's time to repay their hostility with some of your own. Taking flight in a ship armed with the experimental Spectron Holographic Dual Laser Blaster, it's up to you to wipe the remnants of the invading force from the face of the galaxy.

The game takes place on a single, constantly flickering screen. Your dual lasers are positioned at the top and bottom of the screen and the enemy is nice enough to spawn into your crossfire. Periodically a Mother Ship will fly onscreen and drop off a random assortment of ships ready to attack. Once you have destroyed enough of the fleet their ranks will be replenished, which continues until you are out of lives (which frankly is a little disheartening, knowing that no matter how hard you try you will never achieve victory against your former invaders).




Your dual laser blasters can be controlled one of two ways, either parallel or diagonal. If you choose the parallel option the canons will lock into each other and move as one unit across the screen. When you fire you will emit a prolonged laser blast that stays on screen long enough to take out several enemies. If you aren't afraid of incoming shots you can move across the screen while firing creating a laser wall of death, which if timed properly can take out an entire wave of enemies. The diagonal option gives you control of the bottom canon, with the top canon moving at the same time but in the opposite direction. While it appears to be the more difficult of the two options due to the precision needed to hit an enemy, it does give you the best odds of staying alive longer since you don't have to be directly underneath an enemy to hit it.

The Spectron Holographic Dual Laser Blaster does have two drawbacks that threaten to derail your revenge mission. The first is the fact that it overheats if fired too rapidly for too long, although it does take a while for it to build up. If it overheats you have to wait a few seconds before the gun will fire again, which can be an issue if you are in the heat of battle. The bigger threat however is that your weapon is a gas hog. With every shot you take it depletes the fuel reserves, so you have to make sure you don't have wasted shots. During each attack wave a fuel pod will randomly show up that will give you a full tank when shot. Neither one of these is crippling, although they can be a bit of a nuisance.

Assuming you can get past the constant flickering there is a decent game to be found here. If you are looking for a different take on the space shooter genre, or just want to experience what it's like to be the invader rather than the invaded, you should check it out.

Meet the Challenge

SPECTRAVISION adds a new dimension to the Atari Video Computer System

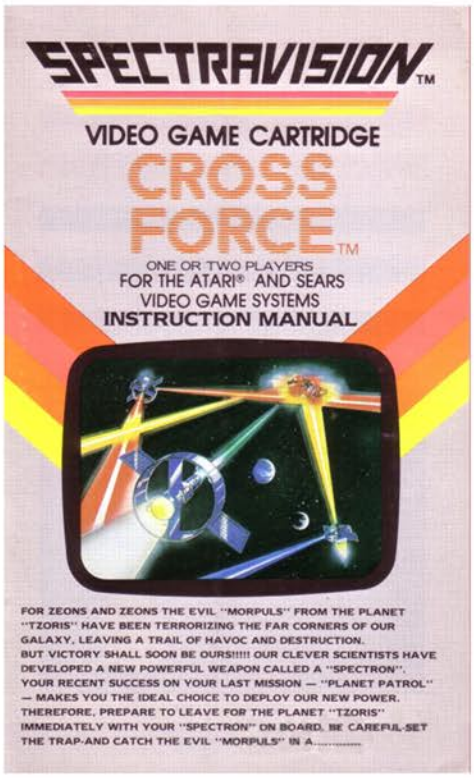
CROSS FORCE™



LIBERATE THE GALAXY! For zeons and zeons the EVIL MIRPODS from the planet TZORIS have been raiding the far corners of our galaxy causing destruction and havoc!

Now our crack scientists have developed a new weapon called a "SPECTRON".

As you have succeeded with your mission on "PLANET PATROL", you have been selected for this glorious task. Proceed immediately to the planet TZORIS. Attack with your "SPECTRON", and see if you can catch the MIRPODS in a — " CROSS FORCE



SPECTRAVISION™

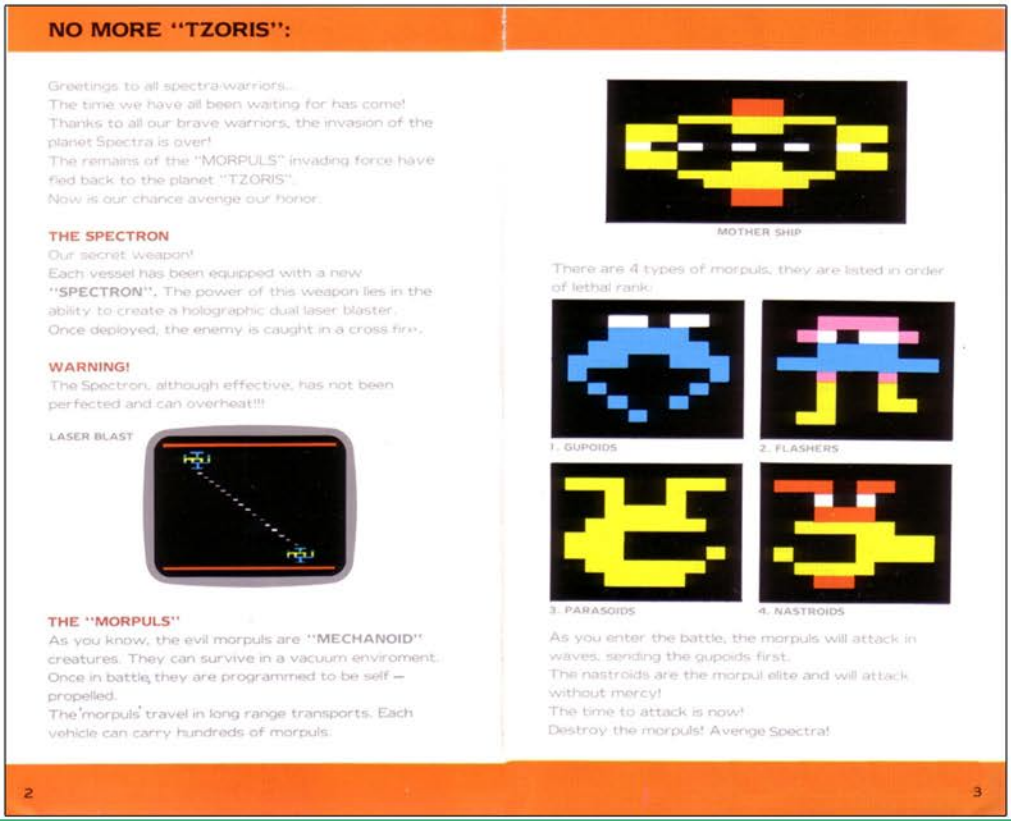
VIDEO GAME CARTRIDGE

CROSS FORCE™

ONE OR TWO PLAYERS
FOR THE ATARI® AND SEARS
VIDEO GAME SYSTEMS
INSTRUCTION MANUAL

FOR ZEONS AND ZEONS THE EVIL "MORPULS" FROM THE PLANET "TZORIS" HAVE BEEN TERRORIZING THE FAR CORNERS OF OUR GALAXY, LEAVING A TRAIL OF HAVOC AND DESTRUCTION.
BUT VICTORY SHALL SOON BE OURS!!!!! OUR CLEVER SCIENTISTS HAVE DEVELOPED A NEW POWERFUL WEAPON CALLED A "SPECTRON". YOUR RECENT SUCCESS ON YOUR LAST MISSION — "PLANET PATROL" — MAKES YOU THE IDEAL CHOICE TO DEPLOY OUR NEW POWER. THEREFORE, PREPARE TO LEAVE FOR THE PLANET "TZORIS" IMMEDIATELY WITH YOUR "SPECTRON" ON BOARD. BE CAREFUL-SET THE TRAP-AND CATCH THE EVIL "MORPULS" IN A.....

Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples



NO MORE "TZORIS":

Greetings to all spectra-warriors...
The time we have all been waiting for has come!
Thanks to all our brave warriors, the invasion of the planet Spectra is over!
The remains of the "MORPULS" invading force have fled back to the planet "TZORIS".
Now is our chance avenge our honor.

THE SPECTRON
Our secret weapon!
Each vessel has been equipped with a new "SPECTRON". The power of this weapon lies in the ability to create a holographic dual laser blaster.
Once deployed, the enemy is caught in a cross fire.

WARNING!
The Spectron, although effective, has not been perfected and can overheat!!!

LASER BLAST

THE "MORPULS"
As you know, the evil morpuls are "MECHANOID" creatures. They can survive in a vacuum enviroment.
Once in battle, they are programmed to be self — propelled.
The 'morpuls' travel in long range transports. Each vehicle can carry hundreds of morpuls.

MOTHER SHIP

There are 4 types of morpuls, they are listed in order of lethal rank:

1. GUPOIDS
2. FLASHERS
3. PARASOIDS
4. NASTROIDS

As you enter the battle, the morpuls will attack in waves, sending the gupoids first.
The nastroids are the morpul elite and will attack without mercy!
The time to attack is now!
Destroy the morpuls! Avenge Spectra!

2

3

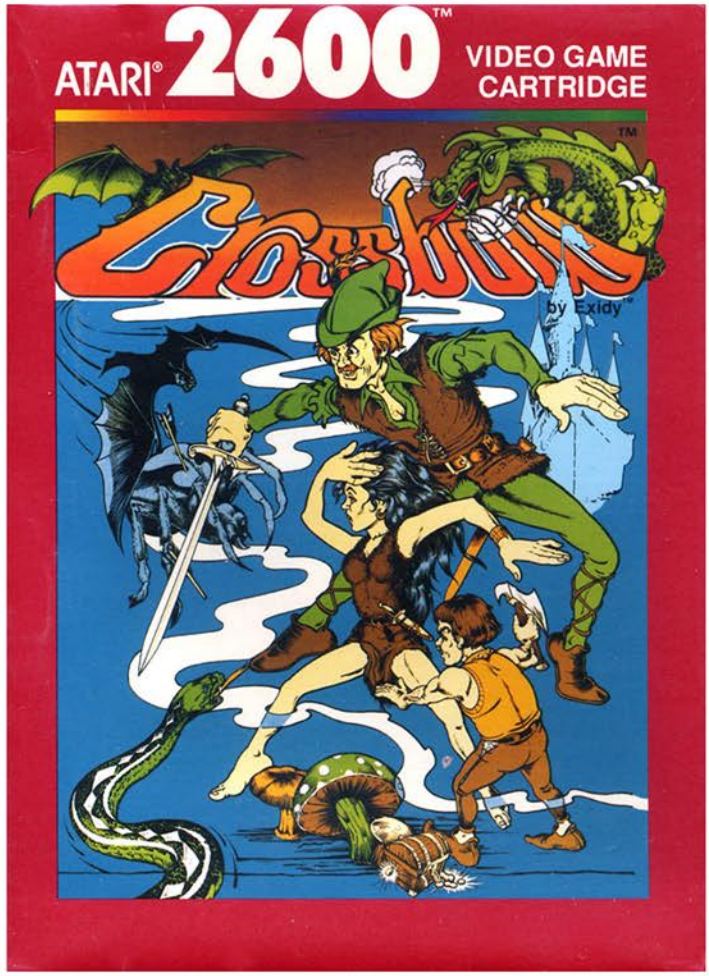
# Cross Force

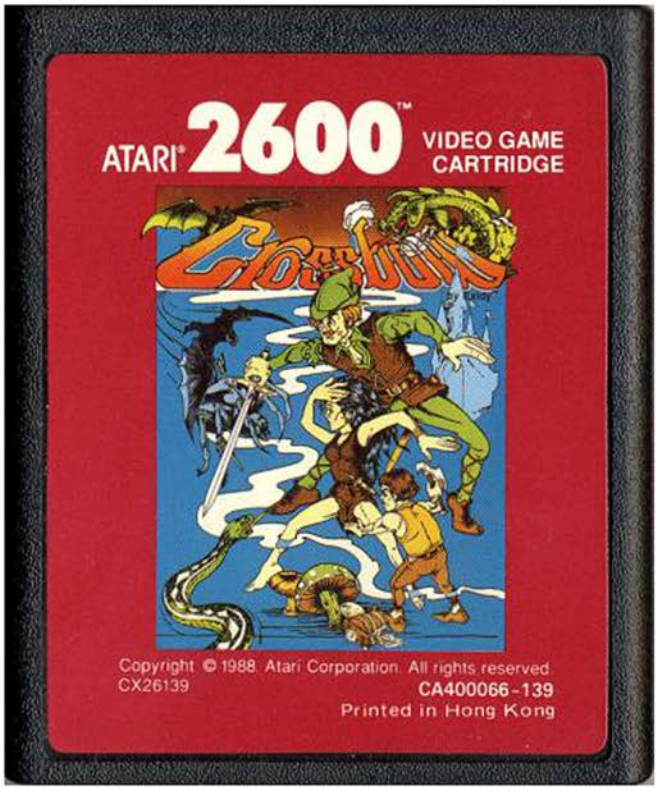
# Crossbow

Release Date: 1988
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX26139
Rarity: 2
Programmer: N/A

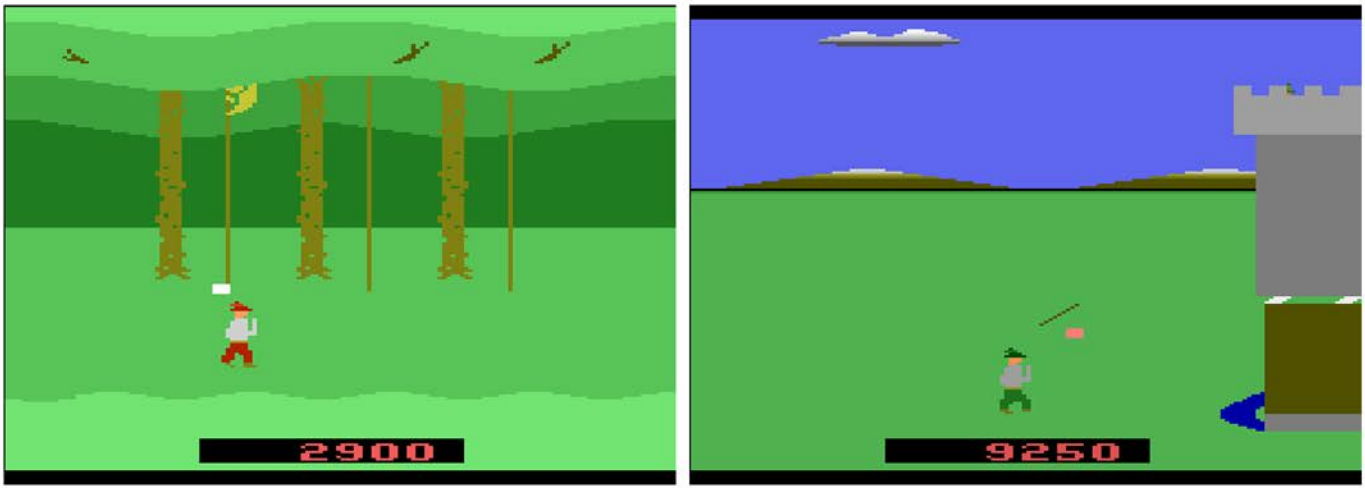
This port of the arcade game does an admirable job of capturing the spirit of the original.



Your friends have set off on a quest to find the Evil Master and retrieve the treasure he stole from your people. While your friends are brave they are apparently also pacifists since they have no weapons of their own and require your assistance to survive the journey. Armed with your trusty crossbow you take aim and protect your comrades against all comers. They say that nobody who has embarked on this adventure has ever come back alive, which shouldn't come as a surprise to anyone since nobody is armed.

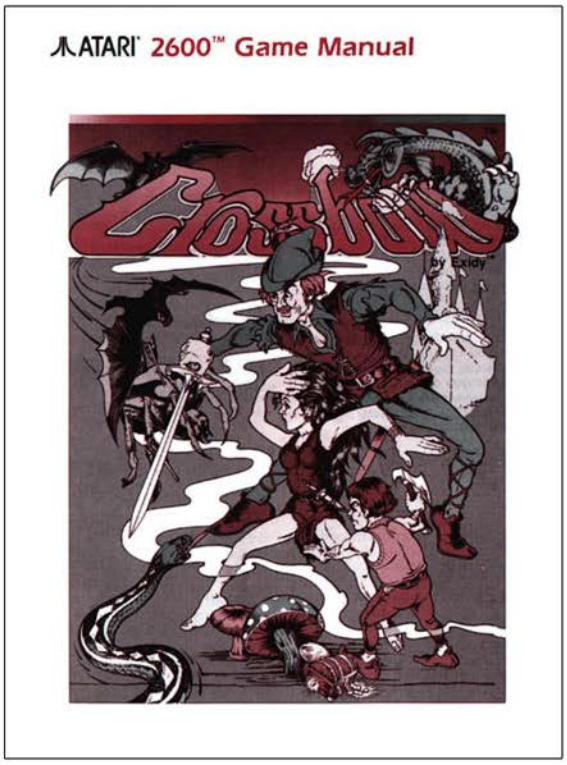
The journey begins with a simple choice, the red path or the green path. After making the decision your friends wander off towards such exotic locales as the Desert, Cavern, Volcano or Jungle. Once there they must make the treacherous journey across the landscape, with you fending off whatever obstacles are in their way attempting to kill them. If at least one of them makes it through unscathed you are rewarded with a new companion (up to four) and get to pick another colored pathway from red, green or occasionally blue.




Each of the landscapes has their own unique indigenous enemies that you must snipe with your crossbow. For the most part they are pretty basic, like giant ants and scorpions in the desert, or fireballs near the volcano. One of the biggest killers in the game is the monkey in the jungle, since he is armed with heat seeking coconuts that are both fast moving and small, making them difficult to hit. On some levels there will be a gap in the road that requires you to shoot a specific object to create a bridge (such as a giant ice block hanging from the ceiling). Outside of the coconut homing missiles nothing is particularly difficult in the majority of stages; the basic strategy involves you hovering your target around your slowly moving hero and shooting anything that gets close. While it sounds easy the shear volume of targets can easily overwhelm you, especially since your friends die with a single touch.

The biggest problem with the game is navigating the map, which is nearly impossible without cheating by looking it up on the internet, or doing an incredible amount of trial and error. In order to get to the castle and retrieve your stolen goods you have to select the correct color coded pathways. Unfortunately there is no rhyme or reason to where the colors take you, nor is there any indication of where to go next. As a result the casual player will find themselves wandering aimlessly around the landscape, replaying the same levels over and over again.

Crossbow was an arcade port and one of the final games released for the 2600. On the plus side it really shows what the system was capable of in terms of graphics and gameplay. On the down side it came out the same year as The Legend of Zelda II and Phantasy Star, so the overwhelming majority of gamers had moved on.



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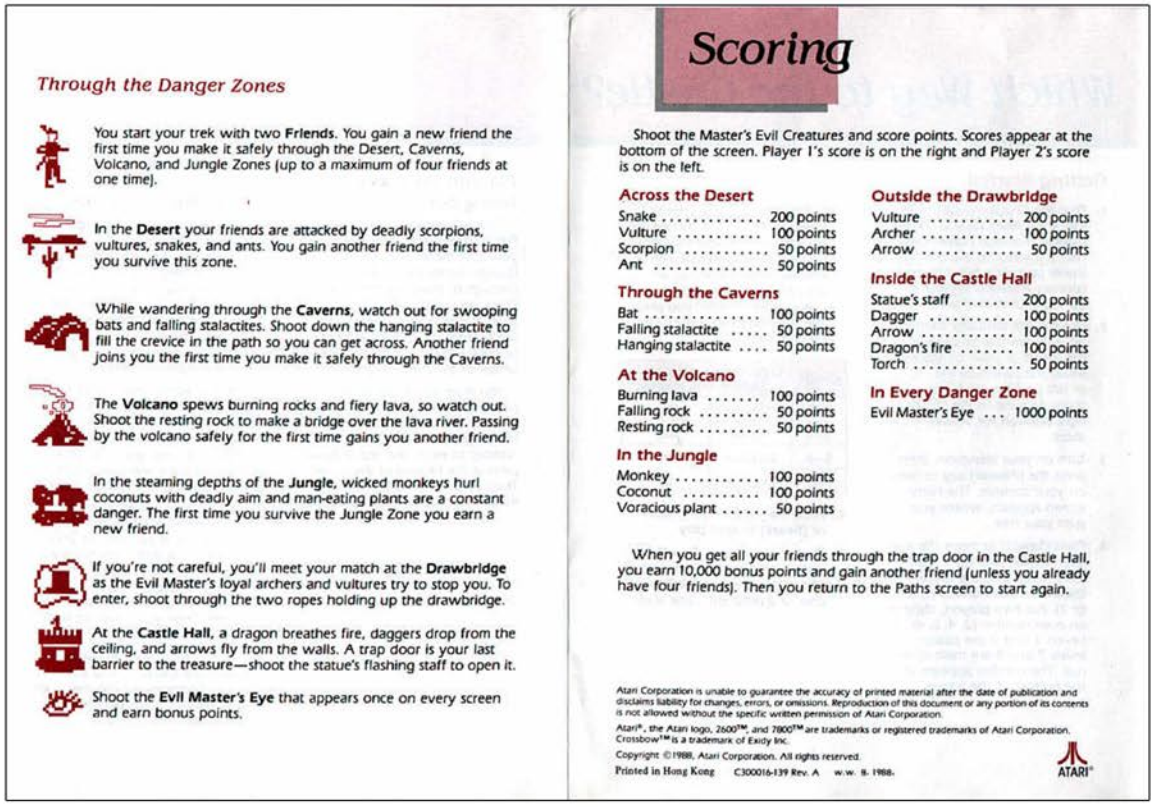

### Through the Danger Zones

You start your trek with two **Friends**. You gain a new friend the first time you make it safely through the Desert, Caverns, Volcano, and Jungle Zones (up to a maximum of four friends at one time).

In the **Desert** your friends are attacked by deadly scorpions, vultures, snakes, and ants. You gain another friend the first time you survive this zone.

While wandering through the **Caverns**, watch out for swooping bats and falling stalactites. Shoot down the hanging stalactite to fill the crevice in the path so you can get across. Another friend joins you the first time you make it safely through the Caverns.

The **Volcano** spews burning rocks and fiery lava, so watch out. Shoot the resting rock to make a bridge over the lava river. Passing by the volcano safely for the first time gains you another friend.

In the steaming depths of the **Jungle**, wicked monkeys hurl coconuts with deadly aim and man-eating plants are a constant danger. The first time you survive the Jungle Zone you earn a new friend.

If you're not careful, you'll meet your match at the **Drawbridge** as the Evil Master's loyal archers and vultures try to stop you. To enter, shoot through the two ropes holding up the drawbridge.

At the **Castle Hall**, a dragon breathes fire, daggers drop from the ceiling, and arrows fly from the walls. A trap door is your last barrier to the treasure—shoot the statue's flashing staff to open it.

Shoot the **Evil Master's Eye** that appears once on every screen and earn bonus points.

## Scoring

Shoot the Master's Evil Creatures and score points. Scores appear at the bottom of the screen. Player 1's score is on the right and Player 2's score is on the left.

**Across the Desert**

| | |
|---|---|
| Snake | 200 points |
| Vulture | 100 points |
| Scorpion | 50 points |
| Ant | 50 points |

**Through the Caverns**

| | |
|---|---|
| Bat | 100 points |
| Falling stalactite | 50 points |
| Hanging stalactite | 50 points |

**At the Volcano**

| | |
|---|---|
| Burning lava | 100 points |
| Falling rock | 50 points |
| Resting rock | 50 points |

**In the Jungle**

| | |
|---|---|
| Monkey | 100 points |
| Coconut | 100 points |
| Voracious plant | 50 points |

**Outside the Drawbridge**

| | |
|---|---|
| Vulture | 200 points |
| Archer | 100 points |
| Arrow | 50 points |

**Inside the Castle Hall**

| | |
|---|---|
| Statue's staff | 200 points |
| Dagger | 100 points |
| Arrow | 100 points |
| Dragon's fire | 100 points |
| Torch | 50 points |

**In Every Danger Zone**

| | |
|---|---|
| Evil Master's Eye | 1000 points |

When you get all your friends through the trap door in the Castle Hall, you earn 10,000 bonus points and gain another friend (unless you already have four friends). Then you return to the Paths screen to start again.

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ATARI®

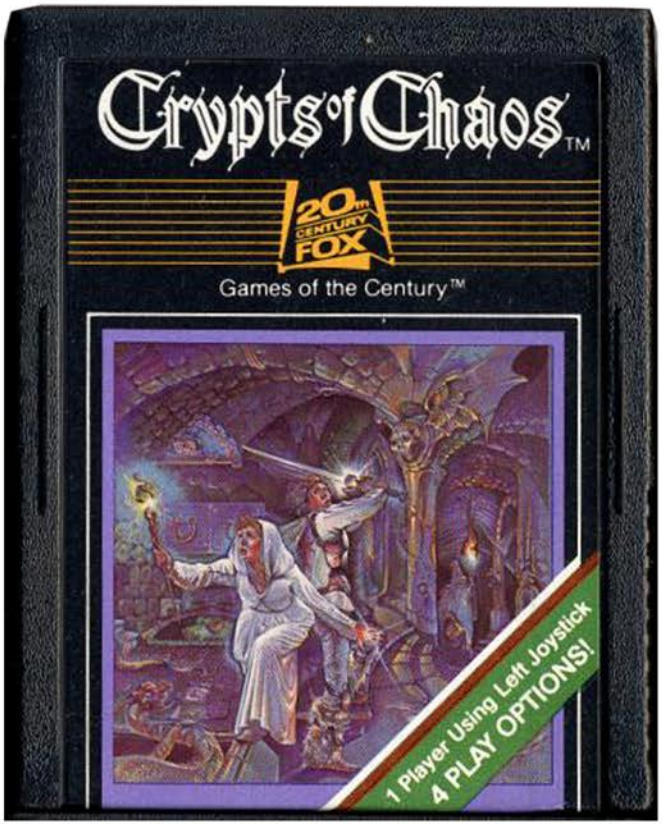
# CROSSBOW

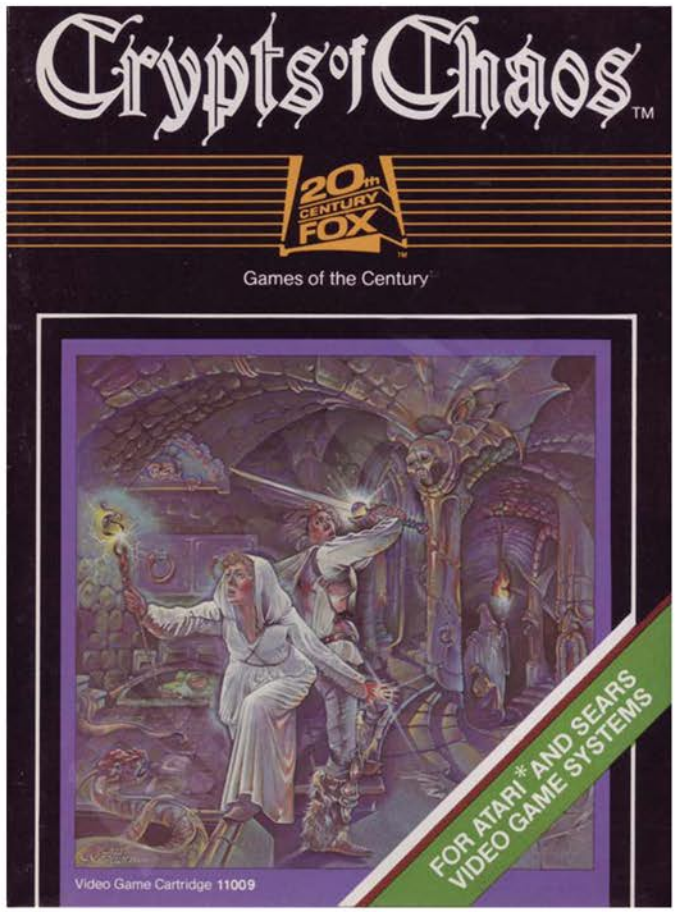
# Crypts of Chaos

Release Date: 1982
Publisher: 20th Century Fox
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 11009
Rarity: 5
Programmer: John Marvin

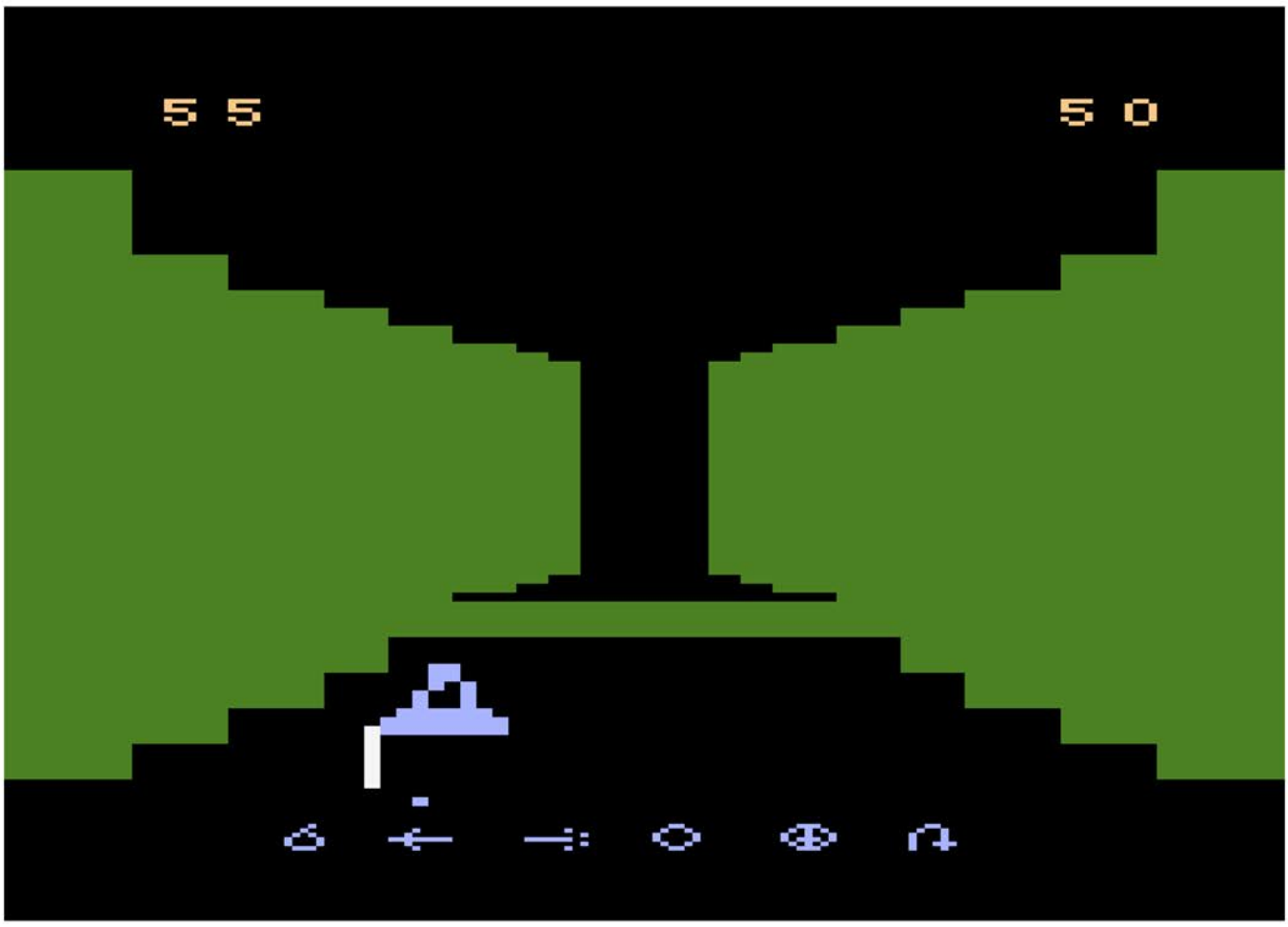
This mixture of arcade action and RPG style dungeon exploration was groundbreaking upon release

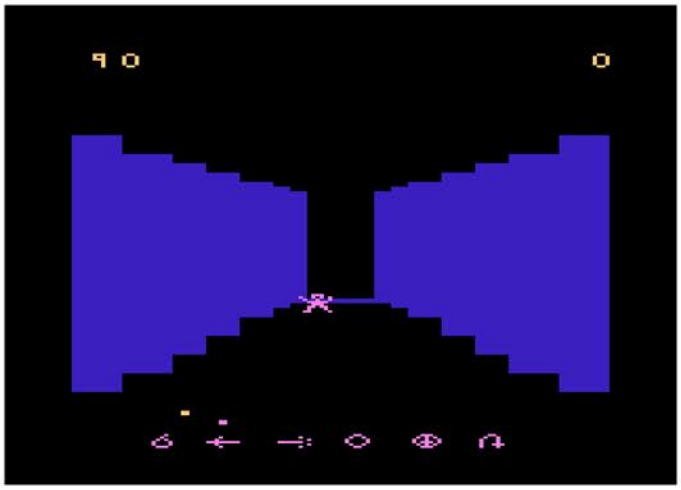


Descend into the Crypts of Chaos on a quest to steal everything of value  while exterminating every living thing that crosses your path. While this sounds like an exciting adventure to embark on, the reality is much different.

There are sixteen floors to explore, with four different maze types repeating in a cycle.  On each floor there are eight lairs scattered about, containing not only valuable treasure for you to take, but also a monster that is in need of killing.  The journey to these monster lairs won't be easy as the maze is filled with a variety of creatures to keep you busy.  Trolls, frogs, dragons, and even a creepy floating eye (as opposed to a non-creepy floating eye?) will randomly appear during your descent into the crypt.  Luckily you are well prepared for such encounters.

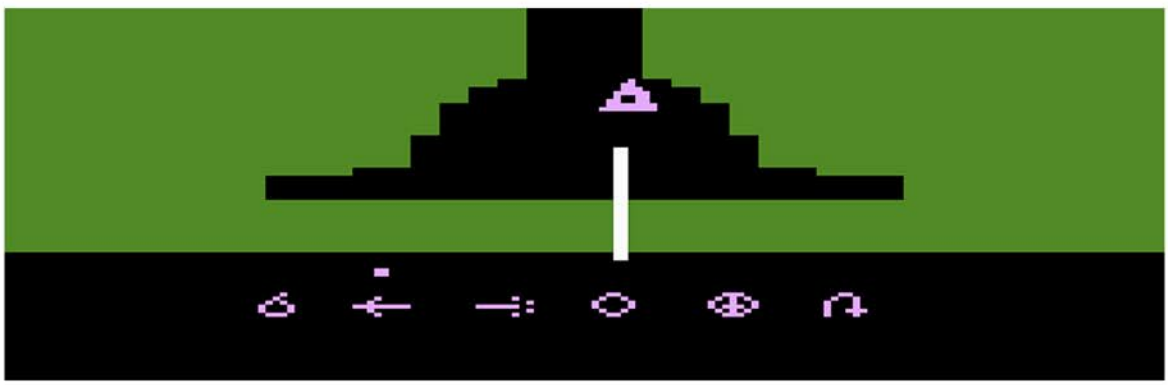


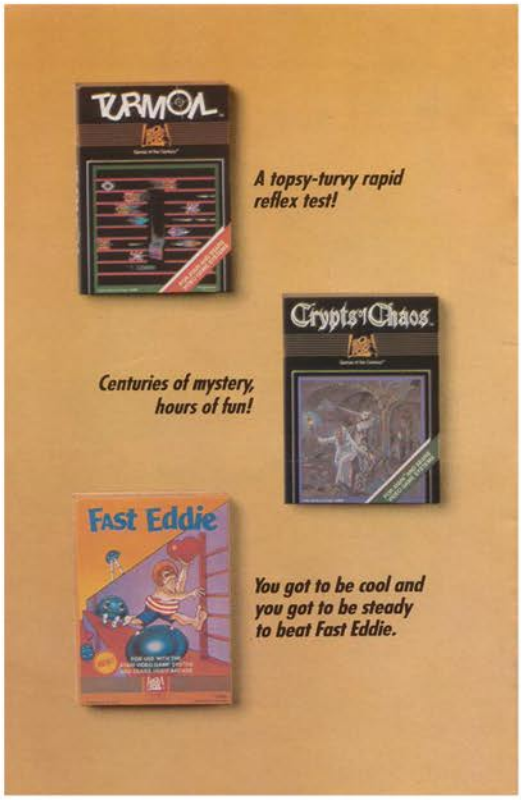


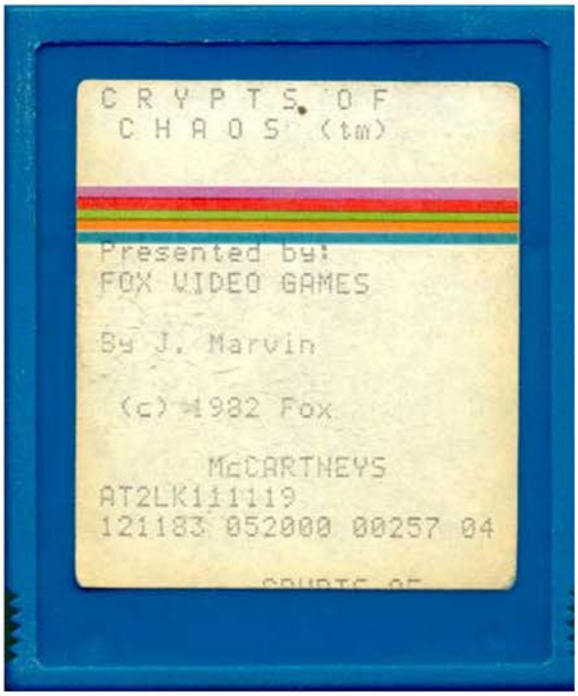
When confronted with an enemy you have four ways to deal with it. If you are the up close and personal type, you can thrust your sword into them when they are in range. If you would rather not have to clean monster guts out of your armor, then your magic wand can strike them down from a distance. If you are in need of a little pick me up, then your ring can sap the life-force from them and replenish your health in the process. If you are a pacifist, you can attempt to negotiate for peace.

Unfortunately the combat leaves a lot to be desired. In order to attack you have to pull back on the controller and move a cursor to select your weapon choice, then slowly move another cursor across the bottom of the screen to unleash your attack on the even slower moving creature. While the combat is dull the exploration is downright coma-inducing. It is very difficult to tell if you are moving or not, and the only way to know you are progressing is when the walls change colors. And thanks to the fact that you don't have a compass it is incredibly easy for you to become hopelessly lost if you make a wrong turn.

Crypts of Chaos is one of the very first examples of a first person dungeon exploring RPG, and was groundbreaking back in the day. That said, it has not held up well at all and should only be played if you want to see how far the genre has come over the years.






Top Left: Catalog Sample
Top Right: Xante Cartridge
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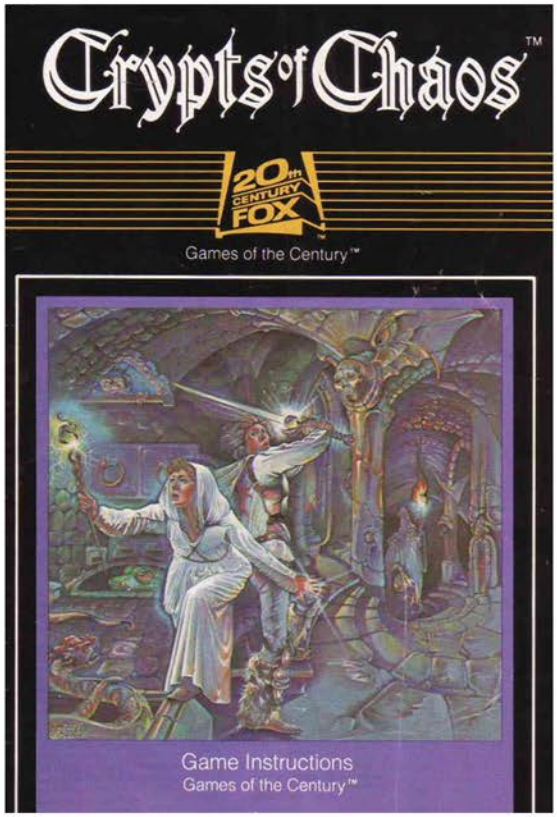
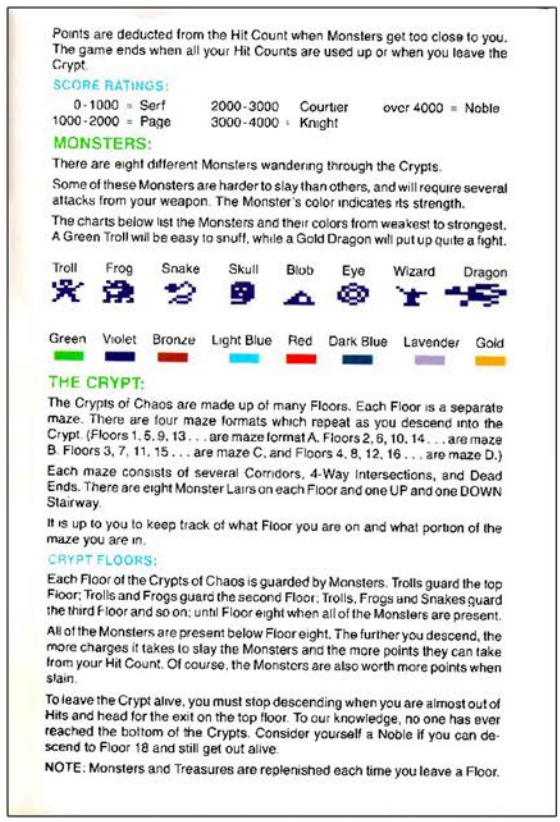


Points are deducted from the Hit Count when Monsters get too close to you. The game ends when all your Hit Counts are used up or when you leave the Crypt.

**SCORE RATINGS:**

0-1000 = Serf
1000-2000 = Page
2000-3000 Courtier
3000-4000 Knight
over 4000 = Noble

**MONSTERS:**

There are eight different Monsters wandering through the Crypts.

Some of these Monsters are harder to slay than others, and will require several attacks from your weapon. The Monster's color indicates its strength.

The charts below list the Monsters and their colors from weakest to strongest. A Green Troll will be easy to snuff, while a Gold Dragon will put up quite a fight.

| Troll | Frog | Snake | Skull | Blob | Eye | Wizard | Dragon |
|---|---|---|---|---|---|---|---|
| Green | Violet | Bronze | Light Blue | Red | Dark Blue | Lavender | Gold |

**THE CRYPT:**

The Crypts of Chaos are made up of many Floors. Each Floor is a separate maze. There are four maze formats which repeat as you descend into the Crypt. (Floors 1, 5, 9, 13 . . . are maze format A. Floors 2, 6, 10, 14 . . . are maze B. Floors 3, 7, 11, 15 . . . are maze C, and Floors 4, 8, 12, 16 . . . are maze D.)

Each maze consists of several Corridors, 4-Way Intersections, and Dead Ends. There are eight Monster Lairs on each Floor and one UP and one DOWN Stairway.

It is up to you to keep track of what Floor you are on and what portion of the maze you are in.

**CRYPT FLOORS:**

Each Floor of the Crypts of Chaos is guarded by Monsters. Trolls guard the top Floor; Trolls and Frogs guard the second Floor; Trolls, Frogs and Snakes guard the third Floor and so on; until Floor eight when all of the Monsters are present.

All of the Monsters are present below Floor eight. The further you descend, the more charges it takes to slay the Monsters and the more points they can take from your Hit Count. Of course, the Monsters are also worth more points when slain.

To leave the Crypt alive, you must stop descending when you are almost out of Hits and head for the exit on the top floor. To our knowledge, no one has ever reached the bottom of the Crypts. Consider yourself a Noble if you can descend to Floor 18 and still get out alive.

NOTE: Monsters and Treasures are replenished each time you leave a Floor.

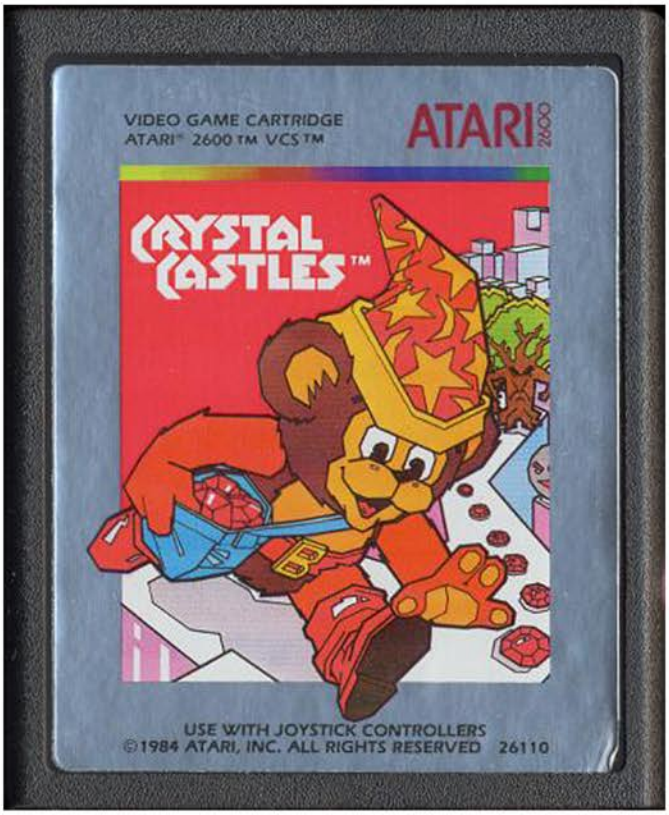
# Crypts of Chaos

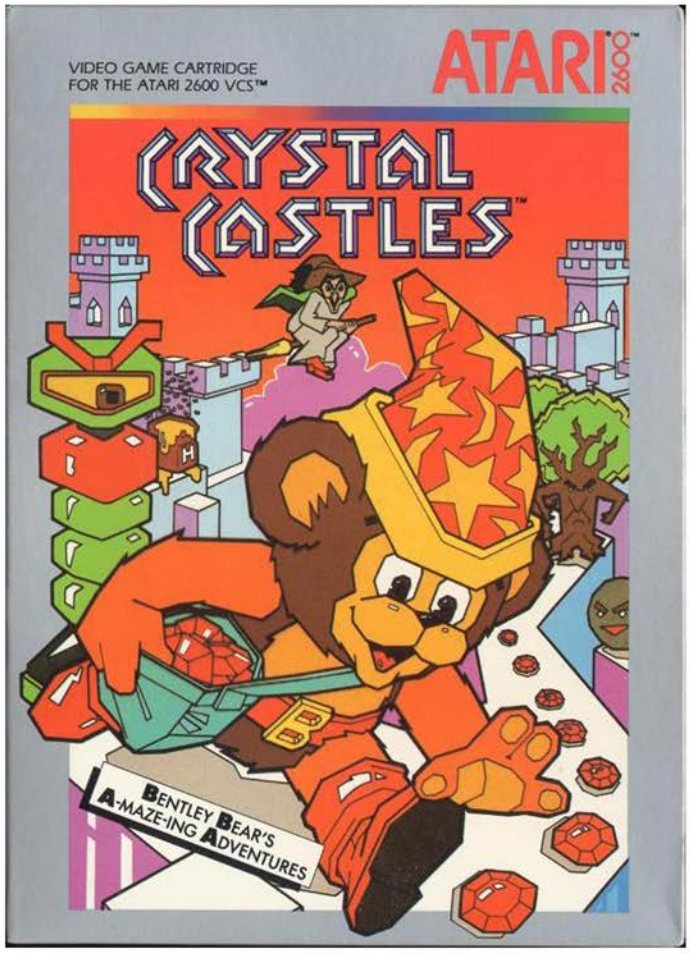
# Crystal Castles

Release Date: 1984
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: CX26100
Rarity: 2
Programmer: Peter C. Niday

This is a surpringly decent port of the arcade game.



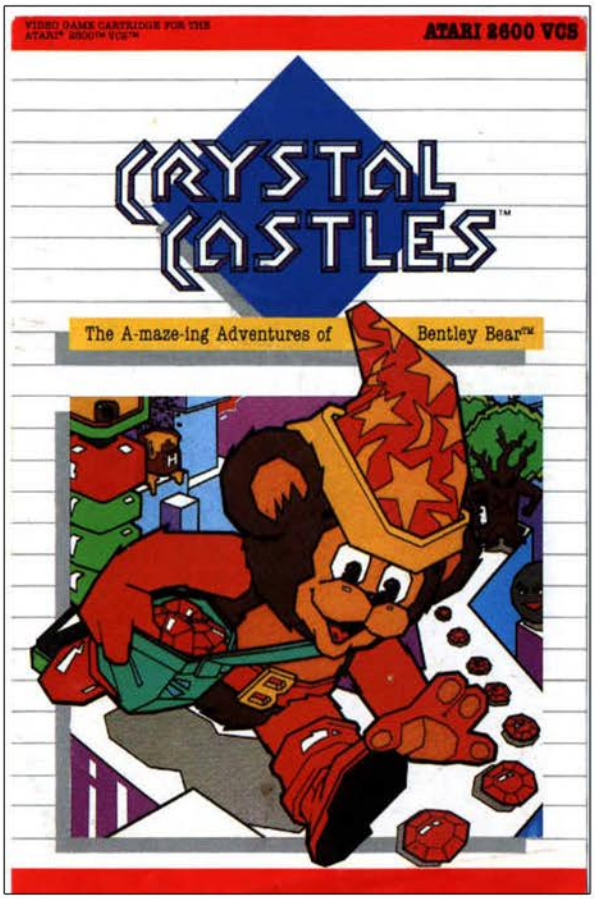



You control Bentley the Bear as he must steal every diamond and pearl in the enchanted forest so that he can escape the clutches of the evil Berthilda the Witch and her evil cronies. As is usually the case in these types of situations, it is easier said than done.

Bentley must navigate through four different castles in each of the eight levels, picking up every gem in sight. Apparently Berthilda the Witch doesn't employ a housekeeper, because the valuable gems are strewn randomly across the floor. Once every gem has been picked up, you will magically fly off the screen and into the next castle where you have to clean up yet another large mess of gems. Of course this process would be tedious if it wasn't for the overwhelming number of creatures trying to kill you while you go about your business.

The Gem Eaters are tall creatures that take a break from trying to kill you to eat a gem or two off the ground. The Nasty Trees, Ghosts and Skeletons are on a seek and destroy mission with you as their lone target. And every now and then a giant swarm of bees will come down from the heavens to protect their pot of honey. While you don't have a way to defend yourself, you are able to leap over your potential killers, as well as grab a magic hat that will give you about five seconds of invulnerability.

The gameplay is solid even if it is a little bit sluggish and overly flickery at times. The biggest issue with the game is that the pathways are big enough for you to run through them on the edge and miss the gems you are trying to collect. In the arcade version you had very precise trackball control, so this wasn't as much of an issue. In the 2600 version however, even with a trackball the game just isn't precise enough. As a result you will probably lose a life or two while relaxing after grabbing what you think is the final gem, only to realize there is one in the corner that you stepped over. By no means is it a game killer, just something that you will need to get used to.



Top Left: Manual Cover
Top Right: Additional Screenshot
Below: Manual Page Samples

## A BEARABLE TALE

Once upon a time, Bentley Bear was rambling through the woods, daydreaming about poached salmon. He stopped to take a nap in his favorite hollow tree trunk. But when he awoke, he found himself inside a huge castle glittering with diamonds, emeralds, and pearls.

Though Bentley didn't know it at the time, he was trapped in Crystal Castles, home of Berthilda the Witch and her evil cronies. To escape their spell, he must harvest the gems in the castles before Berthilda and her malicious gang send him into permanent hibernation.

### FOLLOW THE TRACKS

**How to Play Crystal Castles**

- Insert the CRYSTAL CASTLES game program cartridge in your ATARI 2600 VCS as explained in your owner's guide, and turn on the POWER switch.
- Plug a joystick into the LEFT CONTROLLER.
- Press GAME SELECT to choose a starting game level—1 through 8.
- Press your joystick button to begin the game.
- Use your joystick to guide Bentley through each castle. He picks up magic gems simply by running over them.
- He must also avoid the deadly touch of the evil inhabitants of the castles by jumping over them. Press the red joystick button, and Bentley jumps in the direction the joystick is pointing.
- Press GAME SELECT to return to the title screen; press GAME RESET or your joystick button to start the game again.
- Set the left difficulty switch to **a** to play the hard version; push the switch to **b** to play the easy version.
- The TV type switch has no function in this game.

### THE BEAR ESSENTIALS

**Game Play.**

You begin CRYSTAL CASTLES at level 1 through 8, but Bentley can trample through level after level, as long as he survives his enemies. Each level has four castles. Bentley has five lives and must outmaneuver a maximum of seven creatures, depending on the castle. At every 20,000 points, he wins an extra life.

**The Magic Hat**

Bentley can make himself temporarily invincible if he dons the magic hat by running or jumping over it. Wherever a witch appears, so does the magic hat. No enemy can pass through this headgear. At game level 4 and above, the hat bounces up and down; at game level 9 and above, it turns into a crystal ball if Bentley doesn't grab it immediately.

**The Inhabitants of Crystal Castles**

**Gem Eaters** compete with Bentley for gems. As long as Bentley isn't wearing the hat, he can turn them into dust by running over them just as they swallow their lunch.

**Nasty Trees** make a beeline for Bentley as they gobble up gems. He can avoid these woody monsters by trapping them behind a wall or in a corner.

**Crystal Balls** also eat gems. They chase Bentley just like Nasty Trees, but with a rolling motion.

**A Pot of Honey** helps Bentley win extra points in several castles. Bentley should take a honey break as soon as possible or . . .

**. . . A Swarm of Bees** flies down to protect the pot. If Bentley waits too long, the swarm returns again and again to track him down. If he takes too much time harvesting gems, the bees find him, whether or not the castle has a honey pot.

**Ghosts and Skeletons** move randomly, slowly, and over short distances.

**The Witch's Caldron** turns Bentley into bear stew if he touches it. He can avoid this deadly pot by jumping over it.

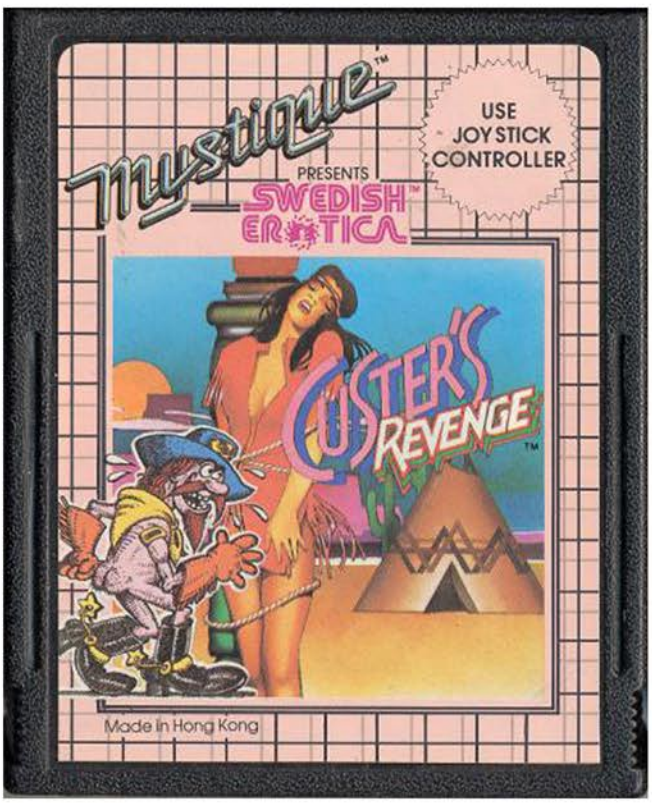
**Berthilda the Witch** has a touch that's fatal. But Bentley can smash her if he's wearing the magic hat. The only thing predictable about her is her favorite snack—large furry mammals, served with a bearnaise sauce.

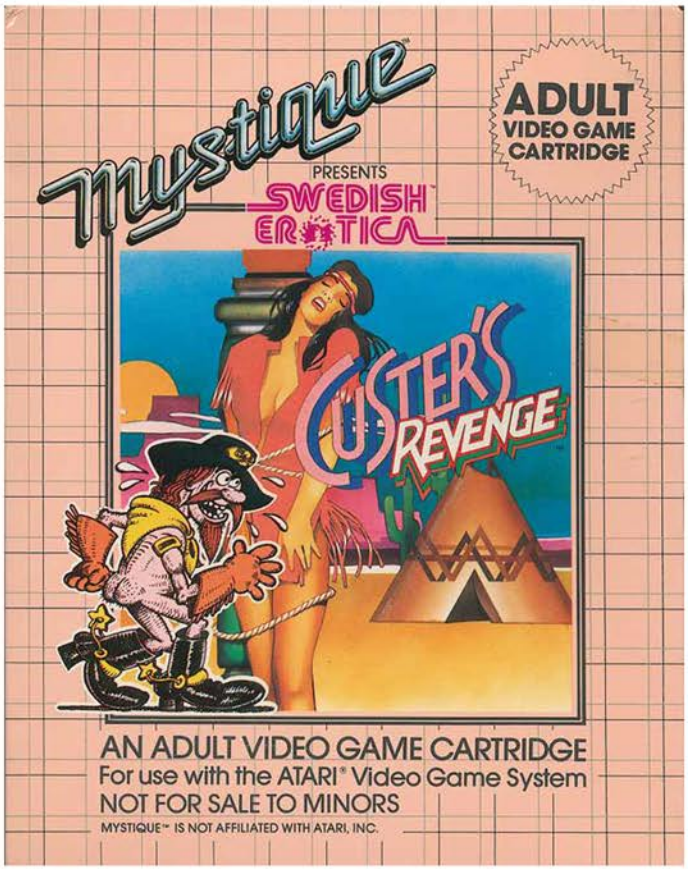
# Custer's Revenge

Release Date: 1982
Publisher: Mystique
Controller: Joystick
Players: 1 - 2
Genre: Adult

Alternate Title: N/A
Model #: 1001
Rarity: 5
Programmer: Joel Martin

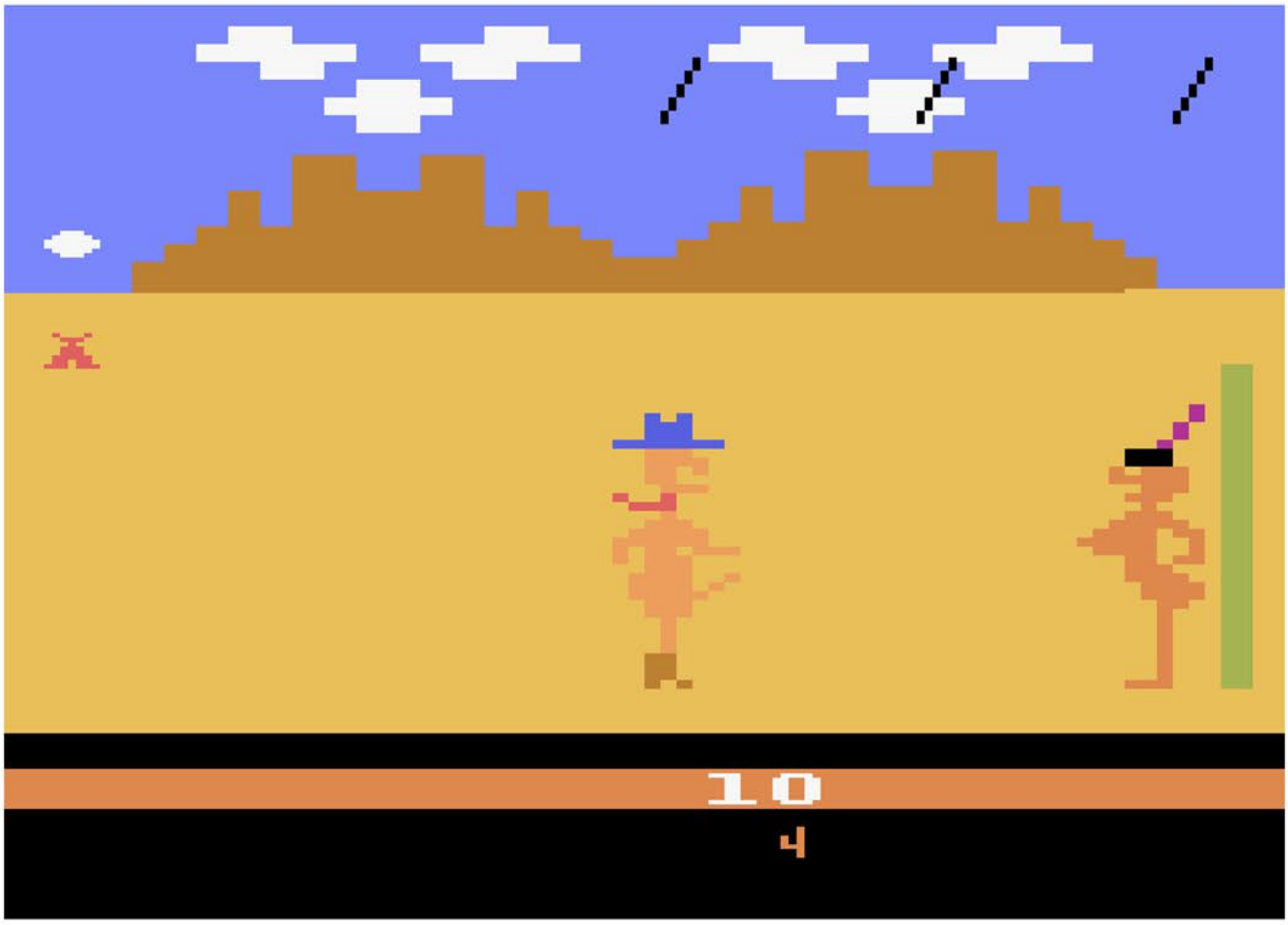
This is simply a game that must be seen to be believed.



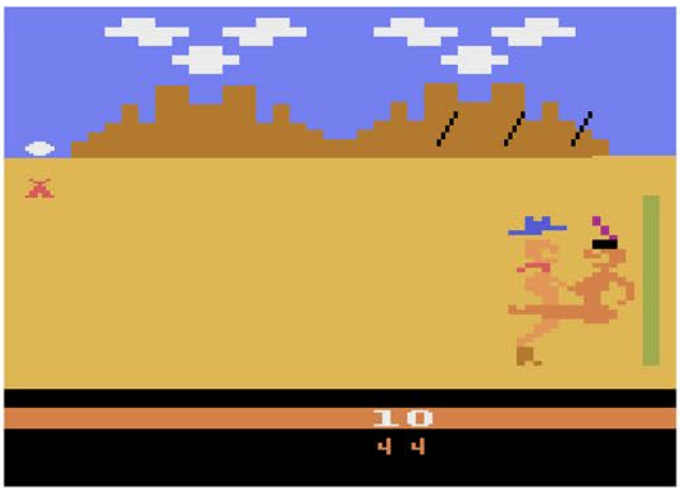
In what is arguably the most controversial game of all time (and easily the most controversial of the era), Custer's Revenge puts you in control of the legendary General as he embarks on one of his less publicized missions.

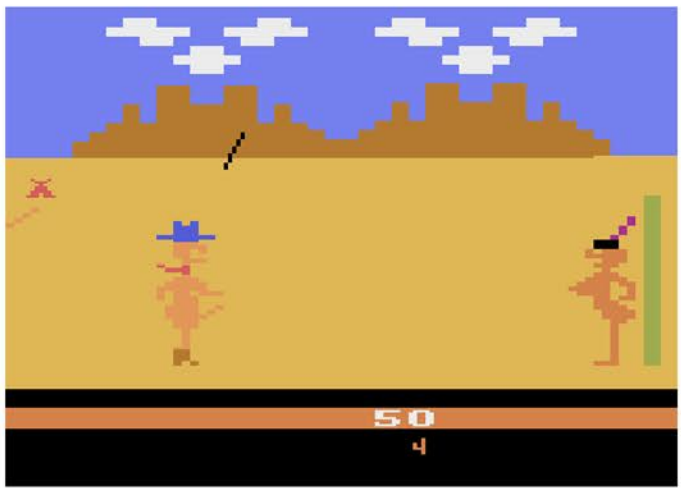
Custer begins the game on the left side of the screen wearing only boots, a hat and a smile and welling a..umm..weapon that would make Ron Jeremy question his manhood. In order to use that weapon on the nude Indian maiden tied to the post on the other side of the screen, the General must make it across the battlefield where arrows rain down from the sky. Once he reaches the poor maiden he can score by, according to the manual, scoring with her. This will continue until he is struck down by an arrow or he hits fifty points, at which point the level resets at twice the speed and becomes completely impossible.

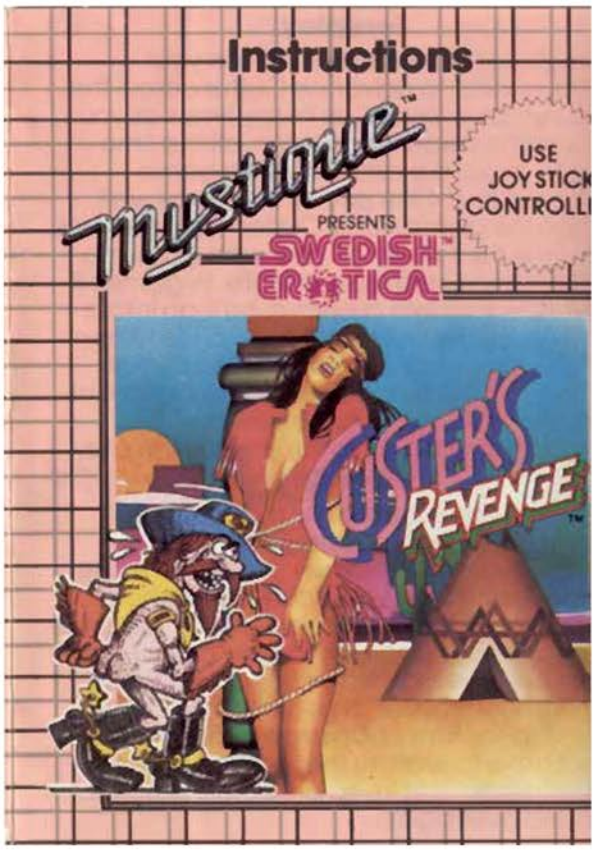


As if the overall “rapey” vibe wasn’t offensive enough, when you begin the game a stereotypical Indian war song is played. Although once you get past the offensiveness of the game, there is some hilarity to be found here (provided you are of a certain sense of humor). When Custer is hit by an arrow he leaps out of his boots several times before his “weapon” slumps down and TAPS is played to mourn the loss of his boner. In the more difficult version of the game cactus plants will randomly appear in your path, which posses a problem given that they are at the exact wrong height for a naked man of General Custer’s stature. The animation during TAPS will make every man cringe just a little bit.

While this is an absolutely terrible game in terms of content and gameplay, it must absolutely be played by everyone at least once. If for no other reason than to see the beginnings of controversy causing video games.





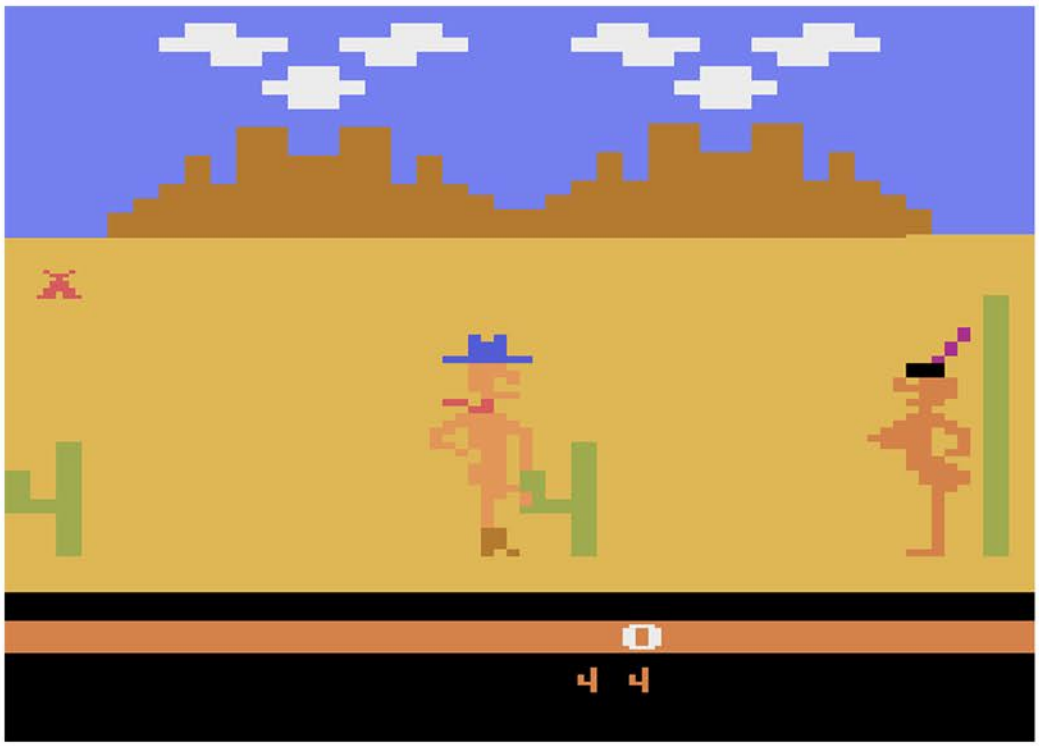

## Game Play

Custer's Revenge™ consists of two game versions, each with a one or two player option. With the power shut off, gently insert your Mystique™ video game cartridge into your Atari® or Sears® console in the same manner as you would with any compatible game cartridge. Turning the power switch to "on" will activate the "foreplay" mode. This is very similar to the "Attract" mode seen on many arcade games. You will hear the Calvary **Charge** Song followed by the Indian War Dance music. Once the music stops playing you can start the game.

Games numbers 1 and 3 are one-player versions and 2 and 4 are two-player versions. In games 1 and 2 you need only avoid the arrows. Games 3 and 4 are more difficult in that you must avoid the cactus in addition to the arrows. Use the game select switch on your console to select your game choice. The number of the game appears on a color stripe above the Mystique™ name near the bottom of the screen. Use the left joystick control for the one-player games and both joysticks for the two-player games.

Once you have selected the game, either depress the "game reset" button on your

Top Left: Manual Cover
Top Right: Manual Page Sample
Below: Custer's Last Stand vs. a Cactus



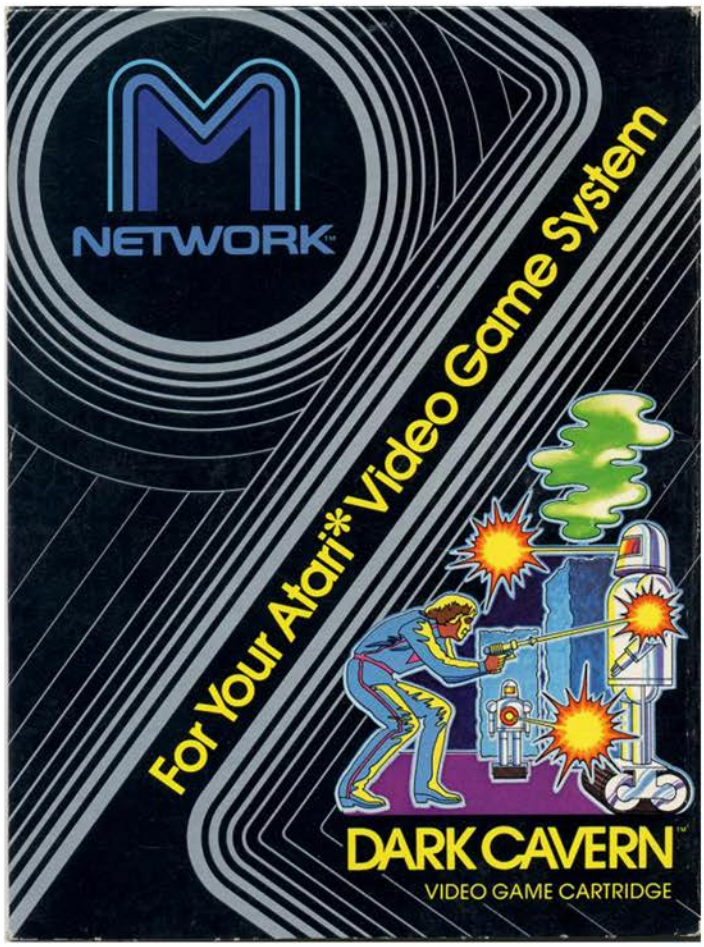

# Custer's Revenge

# Dark Cavern

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 1
Genre: Shoot'em Up

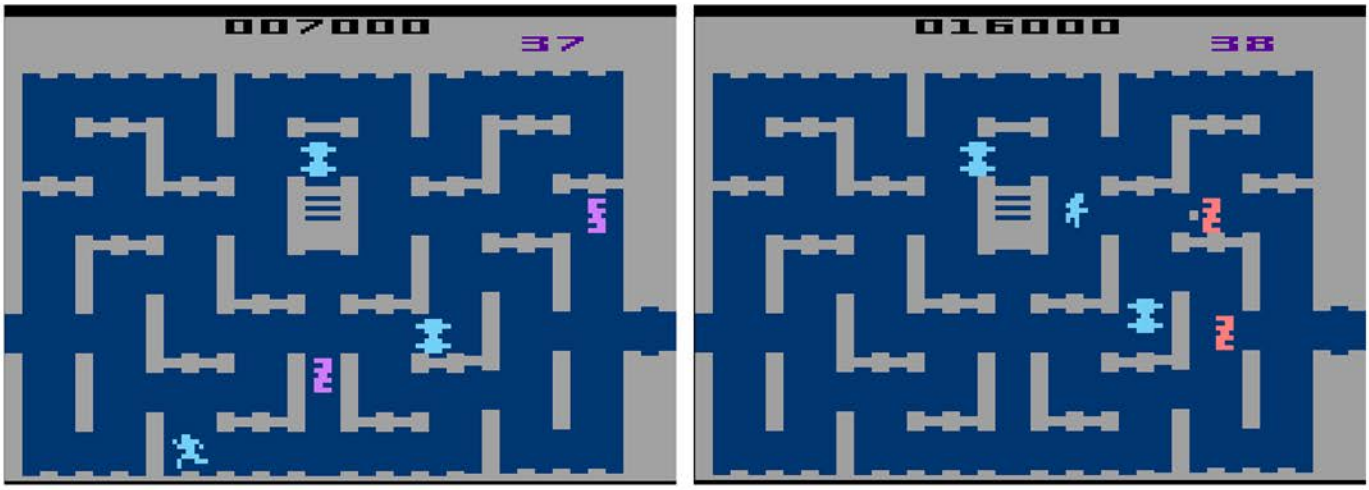
Alternate Title: Night Stalker
Model #: MT5667
Rarity: 2
Programmer: Hal Finney

This is a fast paced action packed game of cat and mouse.



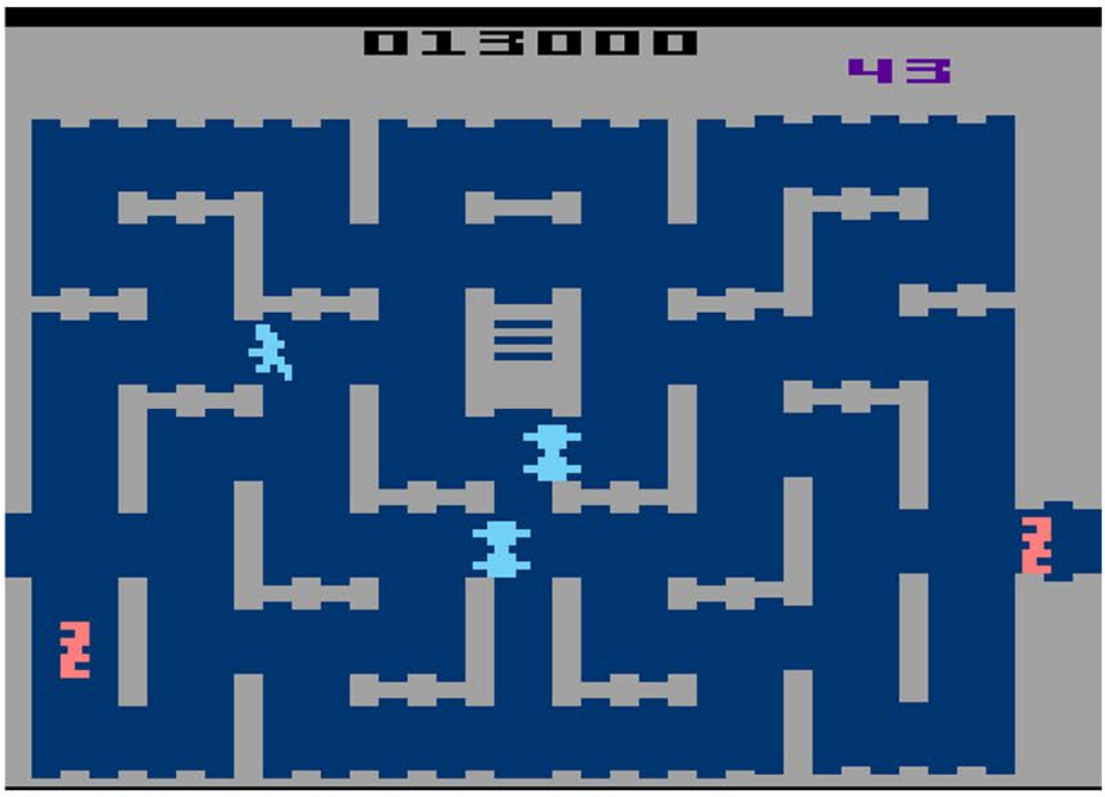
You are in control of an ill-fated team of men who have become trapped in a monster filled cavern. One by one they emerge from a trap door to do battle with a never ending stream of monsters and fire breathing robots. When that man falls, another one crawls out of the trap door to spend the last fleeting moments of his life engaged in combat. Since there is no hope of escape, this goes on until every last man is entombed forever in this godforsaken cavern. While that is a depressing situation to find oneself in, the resulting gameplay is surprisingly exhilarating.

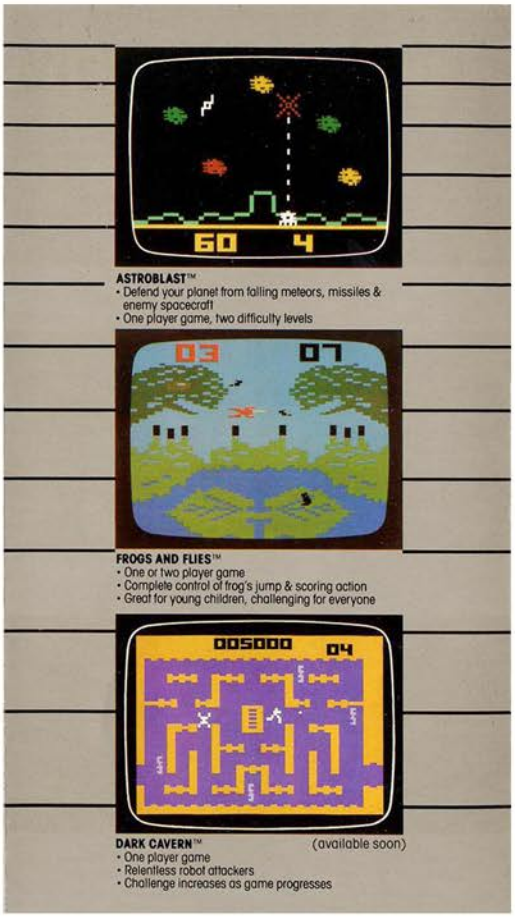
There are two doors on the sides of the screen where the enemies emerge from. The blobs and spiders are mostly harmless as they move slowly and don't fire. The robots on the other hand are fast, trigger happy and merciless. Luckily at the start they are only one headed robots, so it's possible for you to sneak up behind them to execute a killing blow. Later on however they evolve a second head so that they can see you coming. Not only that, but they are durable and take a couple of seconds to die when shot, which gives them enough time to avenge their deaths if you aren't careful.

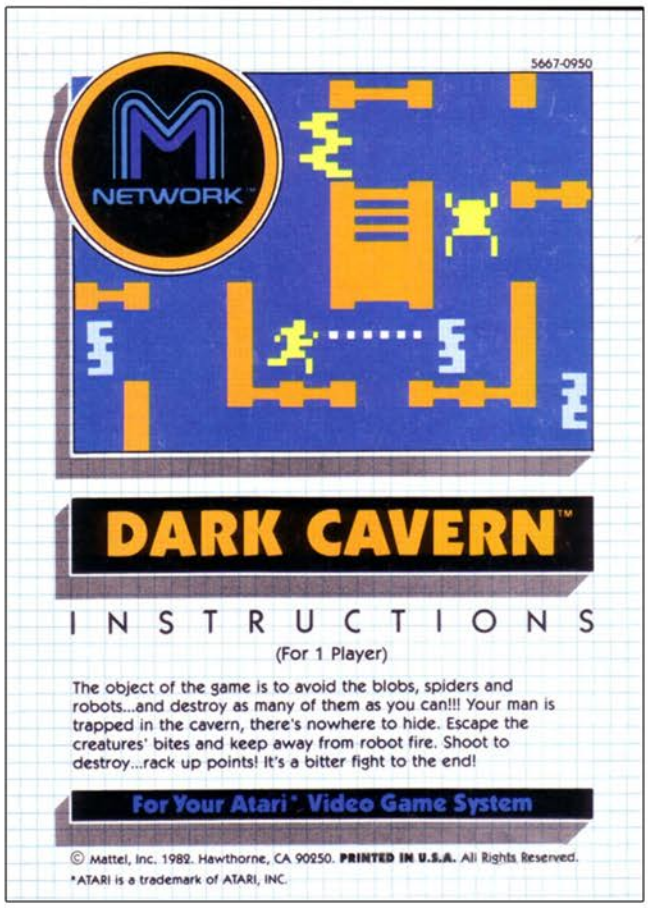



Due to the tenacity of the robots you must plan your attacks carefully. One tactic is to wait at the end of long hallways so that you can fire off a shot and escape to safety, which works pretty well until you are ambushed by another one coming the other direction. Another nice touch is the fact you have limited ammunition (starting out with twenty shots). Periodically a flashing gun icon will appear onscreen, at which point you must drop whatever you are doing and make a mad dash towards it. This not only adds a level of strategy to your attacks, but also throws in a bit of chaos as you frantically run across the screen to collect the precious bullets before they are gone.

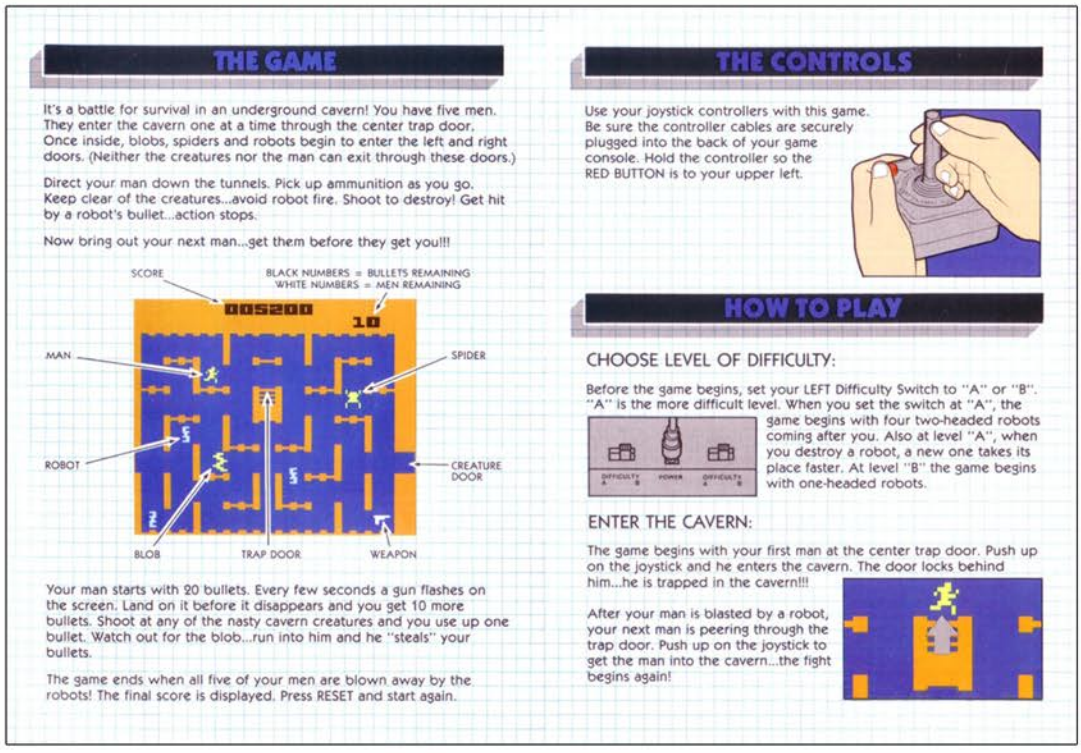
If you are looking for an exciting maze runner game to play, Dark Cavern should be on your list.






Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

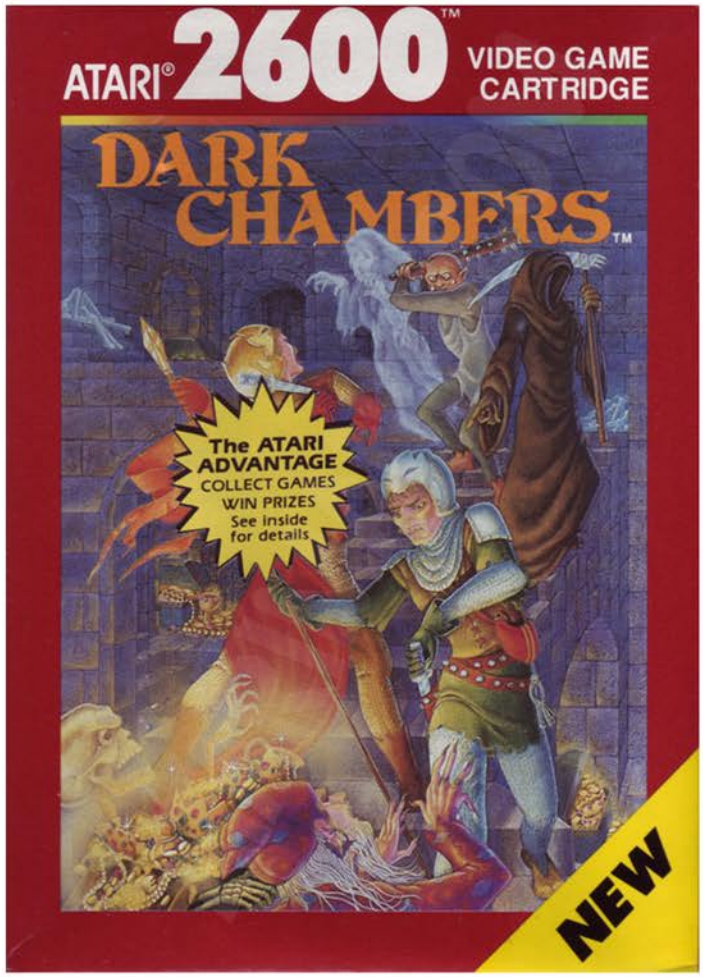


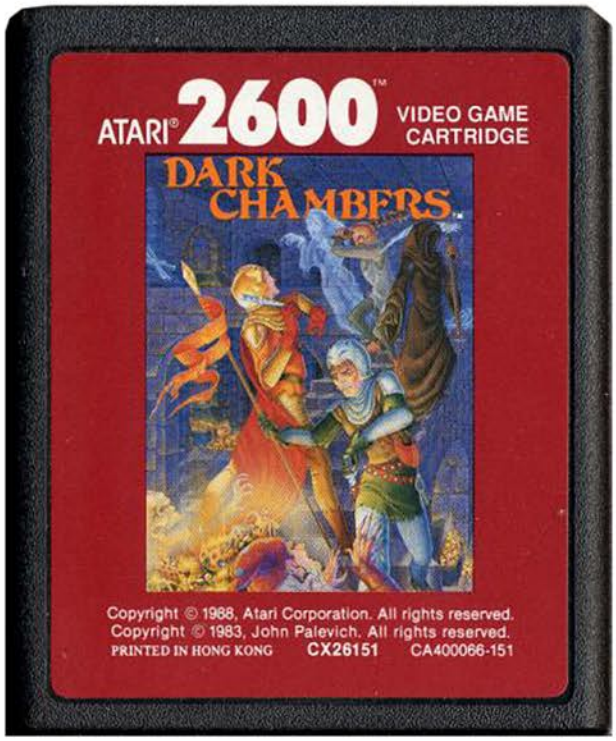
# Dark Chambers

Release Date: 1988
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX26151
Rarity: 4
Programmer: John Palevich

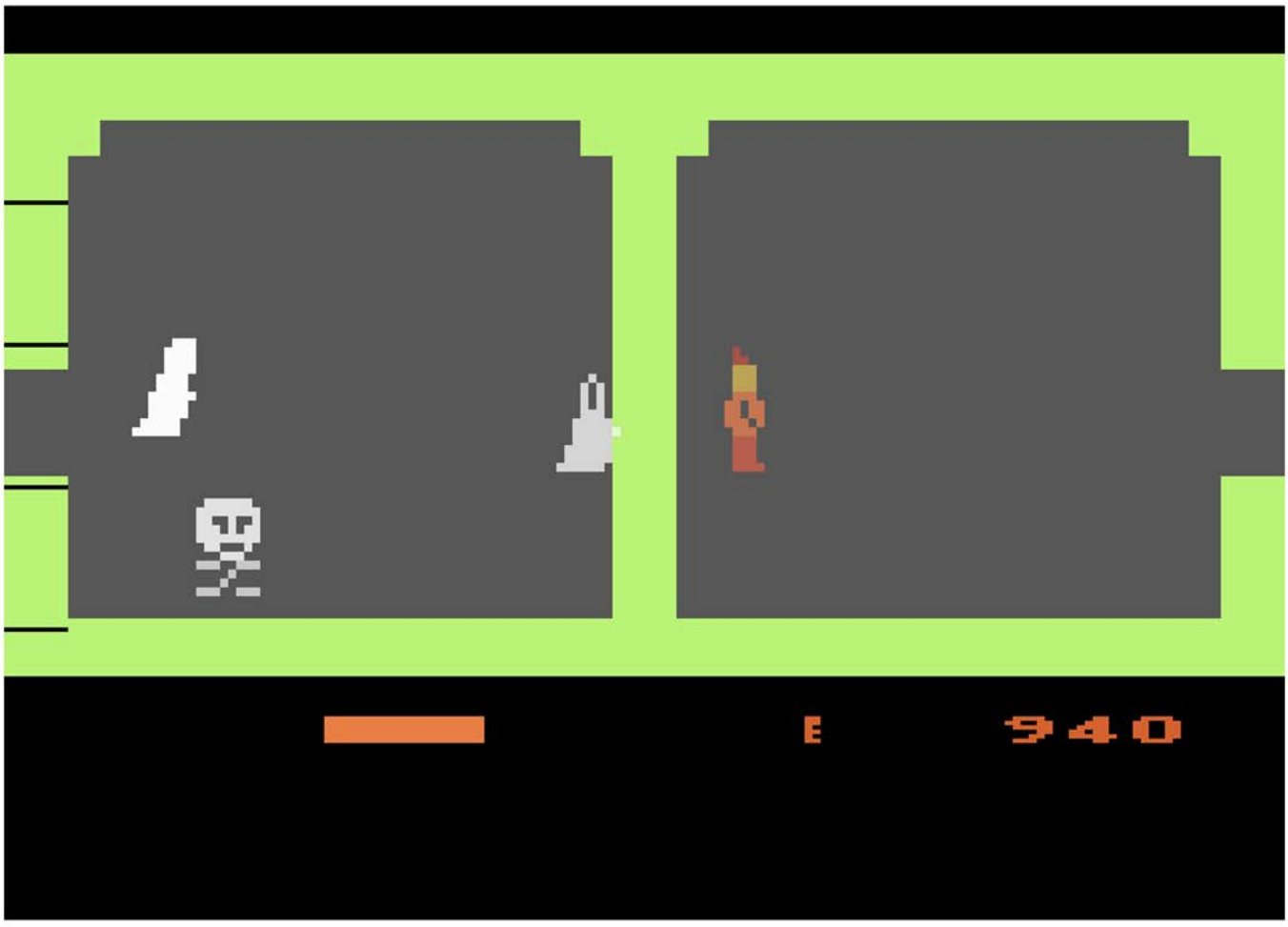
This game will remind a lot of people of a very popular arcade title.

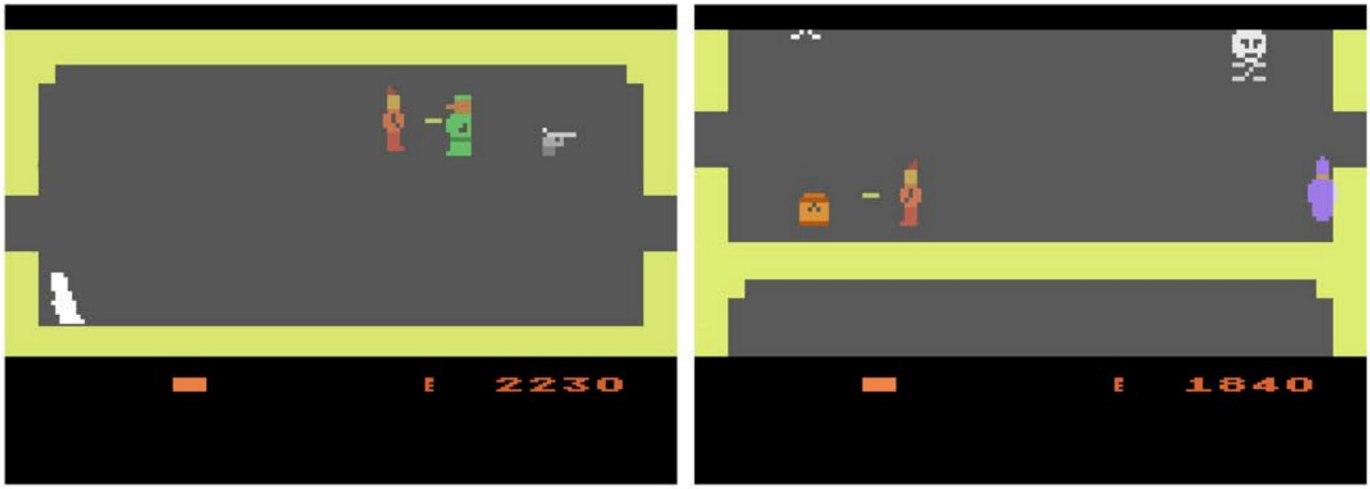


Originally programmed in 1983, Dark Chambers was one of the latest 2600 games to be released when it finally debuted in 1988. In this precursor to the arcade classic Gauntlet, you control a dungeon explorer who must fight his way through twenty-six monster filled levels in search of vast quantities of treasure. As an added bonus, if you have a friend they can join you on your quest without having to sit patiently by and wait for you to die before they have a chance to explore.

Each level plays out in the same way. You find yourself randomly plopped down in the middle of a maze, you fight your way through a handful of monsters while collecting treasure, weapons and keys while avoiding the occasional vial of poison, and search for a hidden doorway that will take you deeper into the dungeon. The levels are identified by letter (A-Z) and get progressively harder as time goes on. The first level is nothing more than a hallway, but by letter W there will be a dozen or so rooms that must be ventured through.



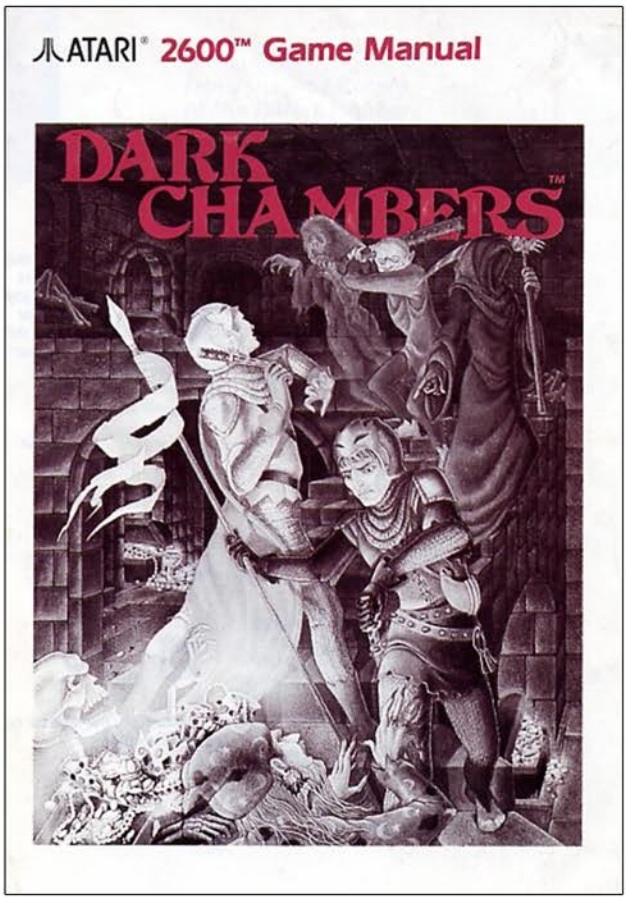


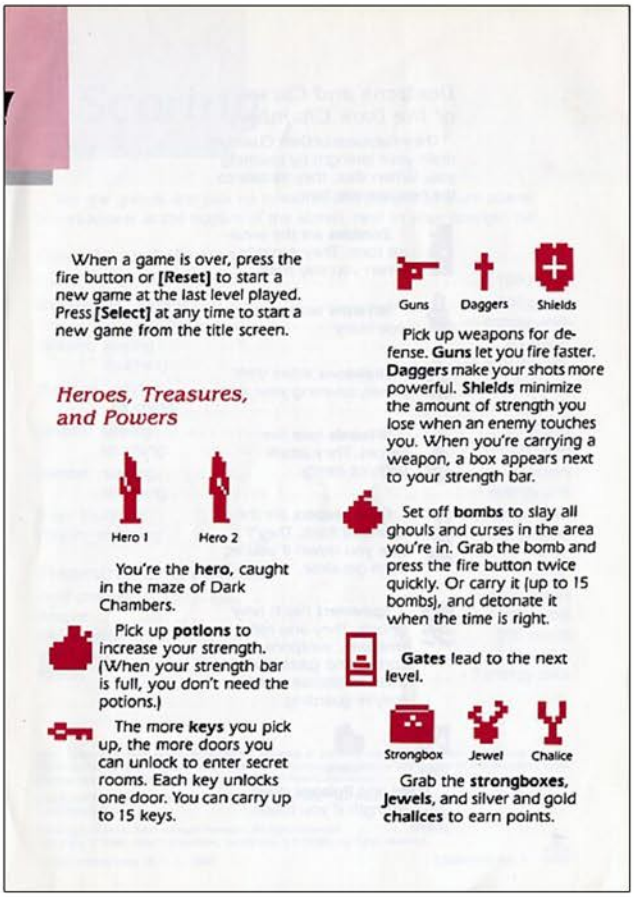

The enemies range from wraiths to wizards to skeletons to Death himself. Even though they are all technically different they go through the same progression the more damage they take. You will know you have nearly defeated your current foe when he turns into an overweight janitor in a lime green jumpsuit. Once you vanquish your enemy you must stay vigilant if there is a pile of bones nearby, as it is a spawning point for new monsters. If you see one it should be destroyed quickly, not just for safety but because there is usually treasure or a weapon hiding underneath.

Your basic weapon looks like a pea shooter, and if you are facing off against the Grim Reaper it might as well be one since it takes a couple dozen shots to take him out. Along your way you can pick up items that will give it a little more punch. If you find a gun then your shots will be fired much faster, find a dagger and they will be more powerful. There are also keys that open doors, shields that give you more protection from the undead, and a bomb that you will inevitably set off by accident since it only requires you to hold down the button for a split second to go off.

While there are some nice features here, like two player support and a continue option, the game is just too rudimentary to be much fun. The action is slow and plodding, there isn't a lot of danger since there can only be a couple of enemies on screen at the same time, and in later levels the maps go on forever so you spend a lot of time walking down empty hallways. If you are a fan of Gauntlet type dungeon explorers you should check out Dark Chambers to see the humble beginnings of the genre. If you are looking for a fun game to play however you should probably look elsewhere.

Top: Title Screen
Below: Manual Cover and Page Sample



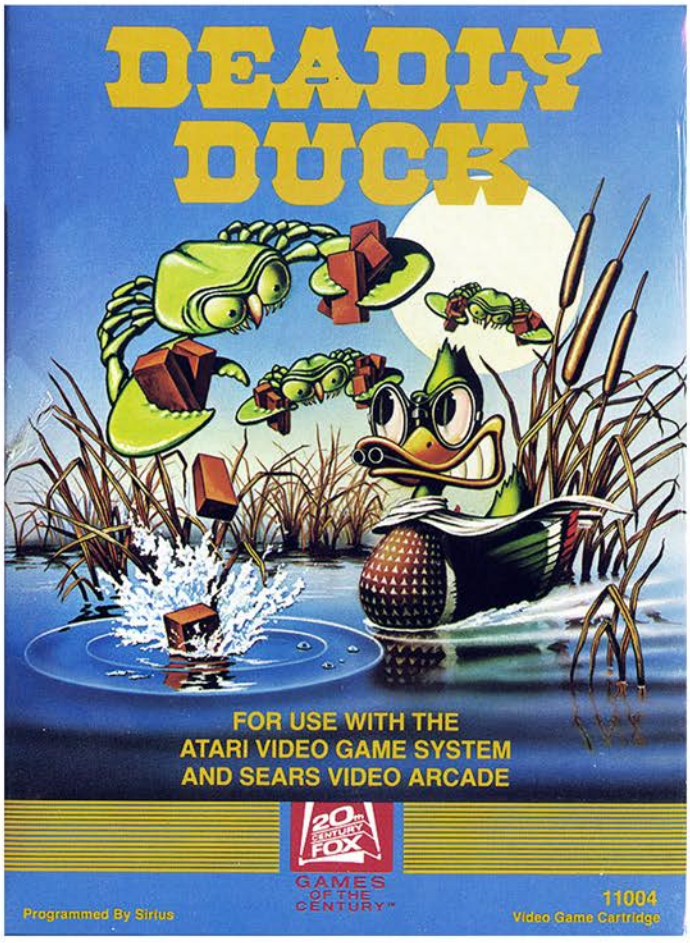

# Dark Chambers

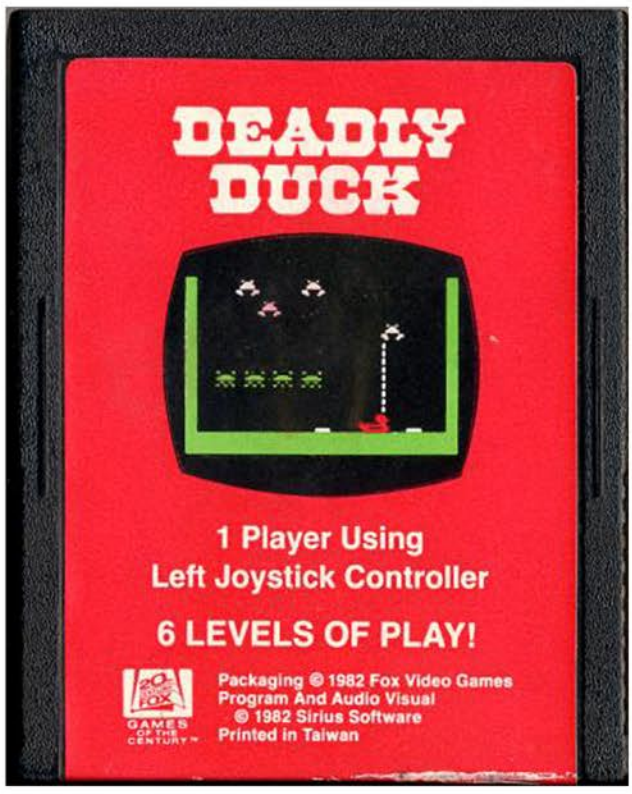
# Deadly Duck

Release Date: 1982
Publisher: 20th Century Fox
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 11004
Rarity: 4
Programmer: Ed Hodapp

This is certainly one of the stranger setups for a 2600 game.



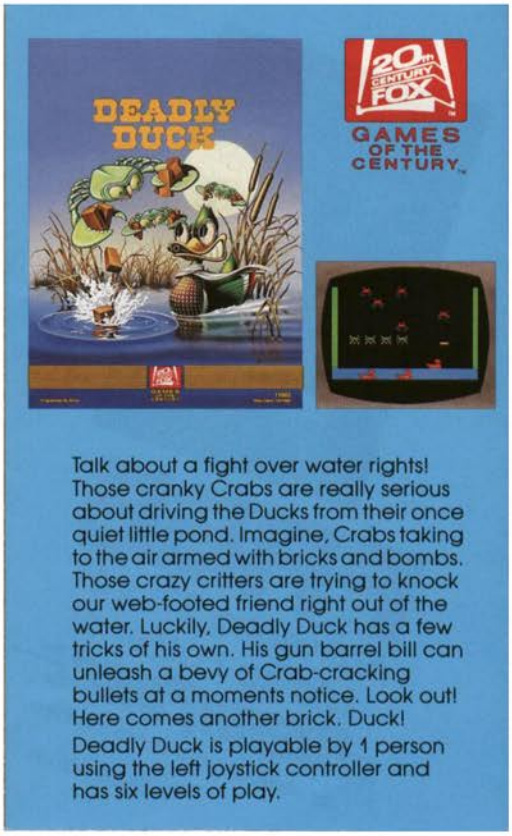
Have you ever wanted to be a genetically modified duck who has a shotgun hidden in its bill? Have you ever wanted to fight off an invasion of brick dropping flying crabs? You have? Then have I got a game for you.

As the shotgun wielding Deadly Duck you move from left to right along the bottom the screen firing bill bullets at the airborne crabs. Luckily the crabs don't overwhelm you with force as they only come at you eight at a time (two by two on four rows). The crab's only attack is to throw bricks at you from above, which will kill you if they land on you but will also temporarily block your path if they land on the ground. This is nothing more than a minor inconvenience since they take their sweet time with their attacks.

The other nuisance you will face will be the Dragonflies, which will give you headaches in multiple ways. When they make their first appearance on level two there will be a couple of them flying back and forth just above you. They don't attack on their own, rather they drop a bomb on you when they are shot. Since they are impossible to kill they act as a shield for the invading crab army above them. Early on it is easy to deal with them as they don't take up much space, however after a few levels there will be enough of them to cover half the screen.

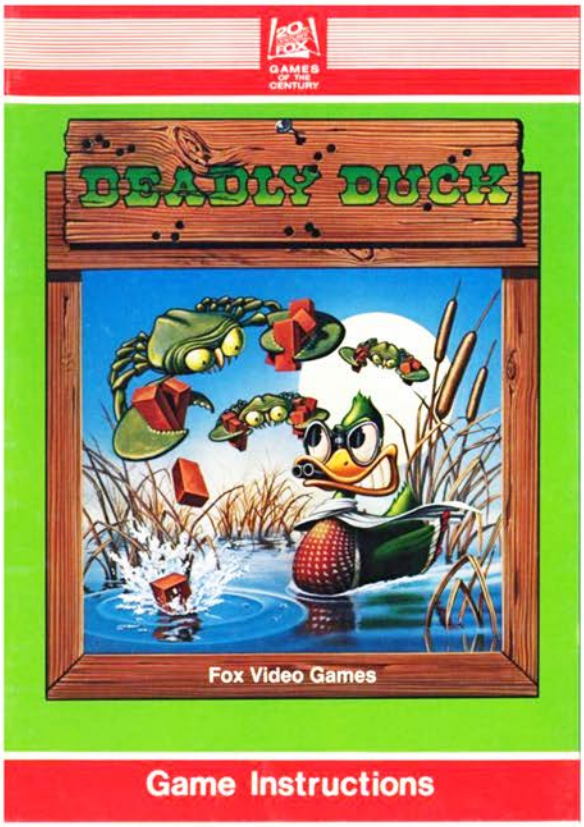
If done properly this outlandish setup could have been an entertaining game, however there are a multitude of problems that hold it back. The crabs move quickly and erratically, which makes it nearly impossible for you to line up a shot on the ones at the top of the screen. This problem is compounded by the fact you can only fire one bill bullet at a time. When combined with the dragonfly shield blocking half the screen you will be spending the bulk of your time in the later levels waiting patiently at the edge of the screen for a brief window of opportunity when the Dragonflies aren't near you and a crab is within your sights. Of course given how slowly your shot travels and how the crabs move as fast as a five year old on a Pixy Stix bender, expect to fire off multiple shots before hitting your target.

This is by no means a terrible game, however if you are in the mood to sit back and shoot stuff there are many better games in this genre on the 2600.




Talk about a fight over water rights! Those cranky Crabs are really serious about driving the Ducks from their once quiet little pond. Imagine, Crabs taking to the air armed with bricks and bombs. Those crazy critters are trying to knock our web-footed friend right out of the water. Luckily, Deadly Duck has a few tricks of his own. His gun barrel bill can unleash a bevy of Crab-cracking bullets at a moments notice. Look out! Here comes another brick. Duck!

Deadly Duck is playable by 1 person using the left joystick controller and has six levels of play.

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## DEADLY DUCK

**TO SET UP:**

Set up your video computer system and left joystick controller as indicated in your manufacturer's manual. Turn OFF the power switch and insert the Deadly Duck game cartridge.

**TO BEGIN:**

Turn ON the power and choose a level of play.(The Difficulty Switches are not used in Deadly Duck.) Press the joystick button or the Game Reset lever to leave the "Demo Mode" and prepare for a round of Deadly Duck, the game that'll quack you up!

**THE OBJECTIVE:**

Deadly Duck's job is to score points by blasting his enemy the Crabs, their Bricks and the Dragonflies. Deadly can keep shooting as long as he avoids getting bonked by a falling Brick or hit by a Dragonfly's Bomb.

**THE CONTROLS:**

Tilt the joystick left or right to make Deadly Duck swim back and forth across the pond. Press the joystick button once to deliver one "Bill Bullet" or hold the button down for non-stop firing.

**PLAY LEVELS:**

At any time during the game, play levels may be selected by using the Game Select lever. Deadly will automatically advance to the next level of difficulty after eliminating all eight Crabs. The play level is indicated by the number of Dragonflies shown.

Level 1 = 0 Dragonflies
Level 2 = 2 Dragonflies, 1 Bomb dropped at a time
Level 3 = 4 Dragonflies, 2 Bombs dropped at a time
Level 4 = 6 Dragonflies, 3 Bombs dropped at a time

**DEADLY DUCK:**

You begin with four Deadly Ducks and receive a bonus Duck for shooting all eight Crabs in each play level. Although you may acquire an unlimited supply of extra Ducks, no more than three will be shown at the bottom of the screen.

**CRABS & BRICKS:**

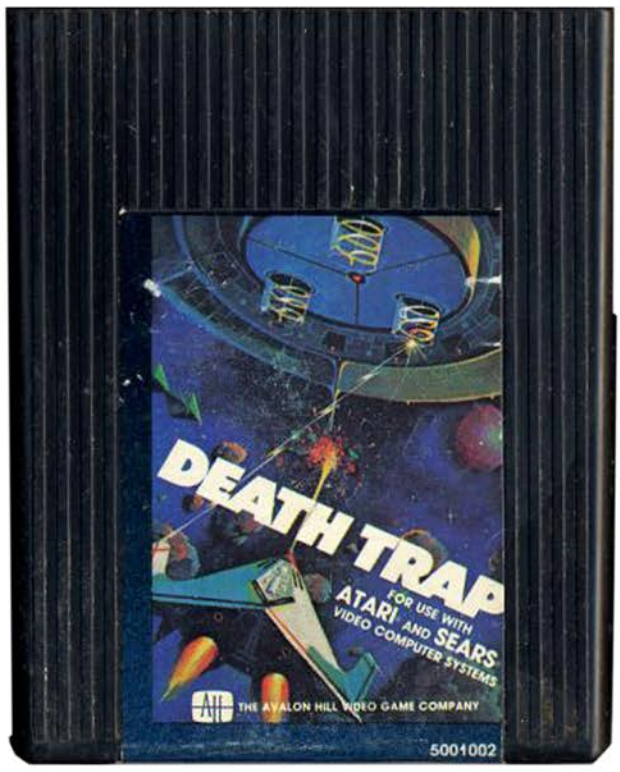
There are eight crusty Crabs in each level of Deadly Duck who want to dunk Deadly with their Bricks. These Bricks will float on the water for a short time, temporarily blocking Deadly's movement on the pond. An "on target" Brick means good-by to our feathered friend.

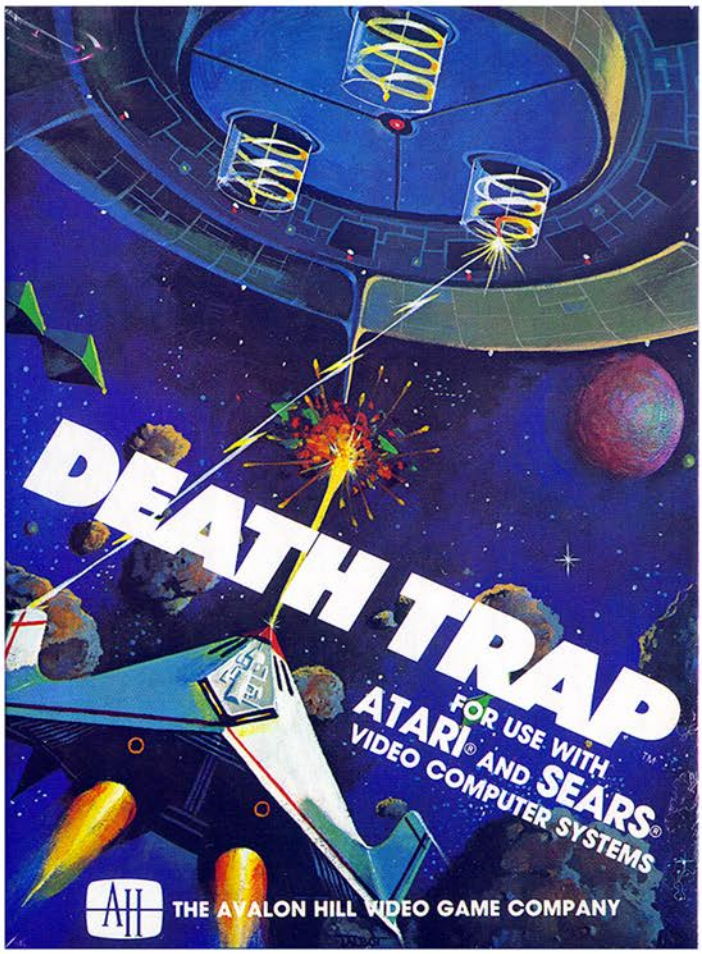
# Death Trap

Release Date: 1983
Publisher: Avalon Hill
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 50010
Rarity: 8
Programmer: Jim Jacob

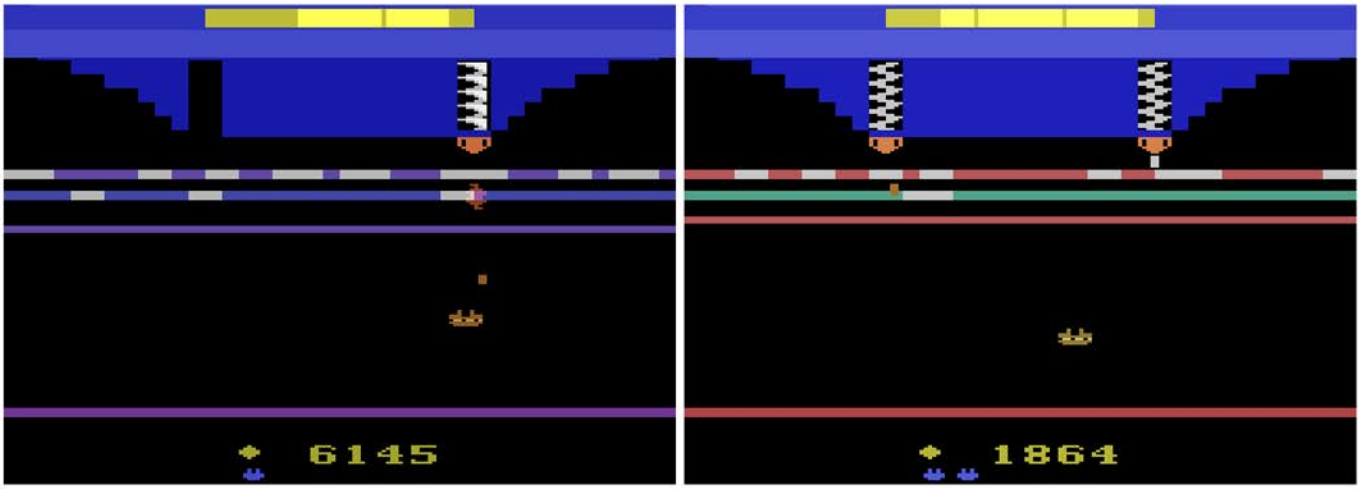
This is one of the more infuriating shooters on the 2600.



You are a cadet fresh out of the academy who is sent out into a black hole to deliver a vital top secret message to the Emperor of the Galaxiau Empire. During your journey you are attacked by a mythical ship known only as IT. Trapped within IT's force field your only hope of survival is to destroy the power generators before the plasma fireballs can destroy you.

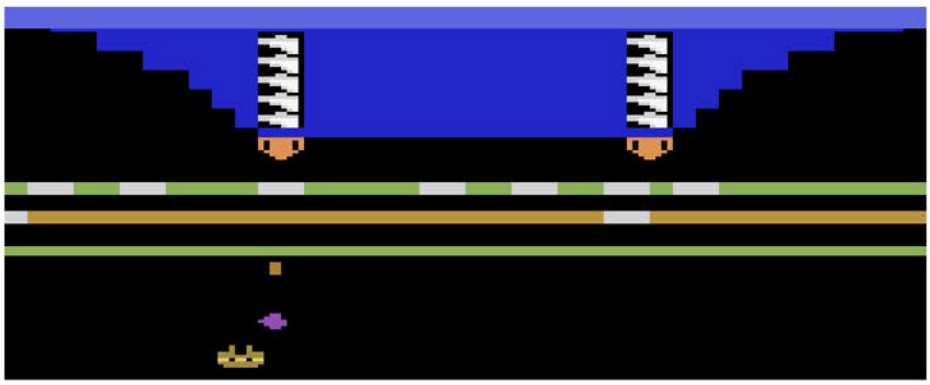
The game plays out on a single screen, with your ship confined to the bottom two-thirds of the play field, and the enemy ship taking up the top third. The good news is that there can only be one enemy plasma fireball on screen at a time, the bad news is that the fireball is a giant fast moving heat seeking instrument of destruction. If you aren't constantly moving or find yourself too high on the screen when it's fired, you will take damage. As you can imagine this makes lining up your shots all the more difficult.




There are two targets for you to shoot at just off center at the top of the screen. These are the power generators and they are apparently well crafted since they take a ridiculous amount of shots to destroy. To make things more challenging, every time you land a shot to the generator a moving barricade pops up that will block your bullets. By the time you take out one of your targets there will be a virtually impenetrable wall preventing all but the most precise shots from getting through.

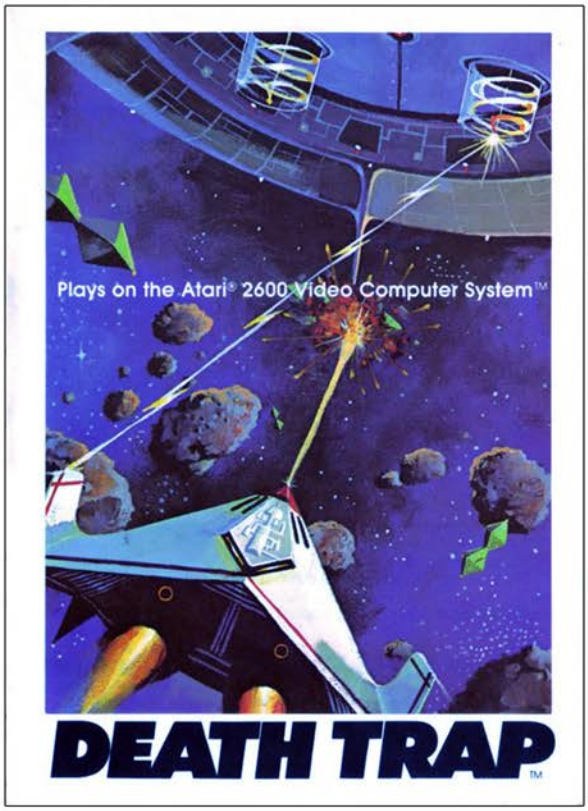
Your ship is quite durable as it has the ability to withstand several direct hits from the plasma fireballs before disintegrating. That said if you are careless and touch the slowly descending bottom force field that is protecting the enemy vessel it is an automatic game over. Of course it is highly unlikely this will ever happen since if you fly your ship too close to the enemy you will be taken down in a hail of fire before the force field has a chance to destroy you.

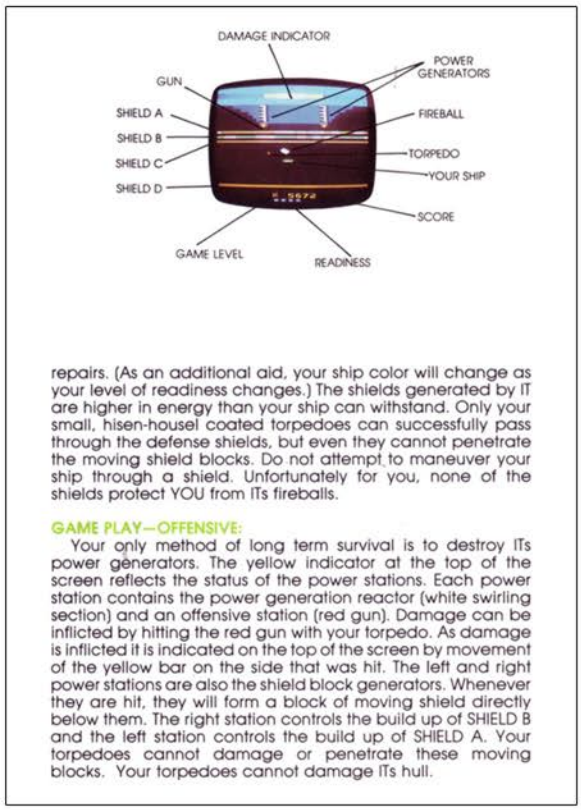
Death Trap is much more of an endurance test than a fun game. If you enjoy constantly moving to avoid incoming projectiles while shooting at stationary objects, then you'll find a good time here. If you are looking for an exciting space shooter then there are plenty of other better examples on the 2600.



Top: Title Screen

Below: Manual Cover and Sample Page




repairs. (As an additional aid, your ship color will change as your level of readiness changes.) The shields generated by IT are higher in energy than your ship can withstand. Only your small, hisen-housel coated torpedoes can successfully pass through the defense shields, but even they cannot penetrate the moving shield blocks. Do not attempt to maneuver your ship through a shield. Unfortunately for you, none of the shields protect YOU from ITs fireballs.

**GAME PLAY—OFFENSIVE:**

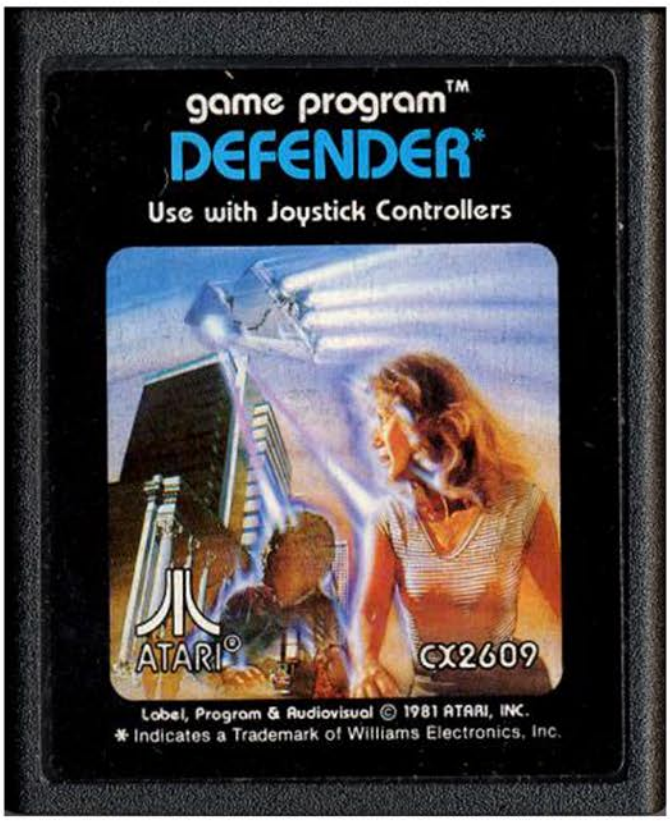
Your only method of long term survival is to destroy ITs power generators. The yellow indicator at the top of the screen reflects the status of the power stations. Each power station contains the power generation reactor (white swirling section) and an offensive station (red gun). Damage can be inflicted by hitting the red gun with your torpedo. As damage is inflicted it is indicated on the top of the screen by movement of the yellow bar on the side that was hit. The left and right power stations are also the shield block generators. Whenever they are hit, they will form a block of moving shield directly below them. The right station controls the build up of SHIELD B and the left station controls the build up of SHIELD A. Your torpedoes cannot damage or penetrate these moving blocks. Your torpedoes cannot damage ITs hull.

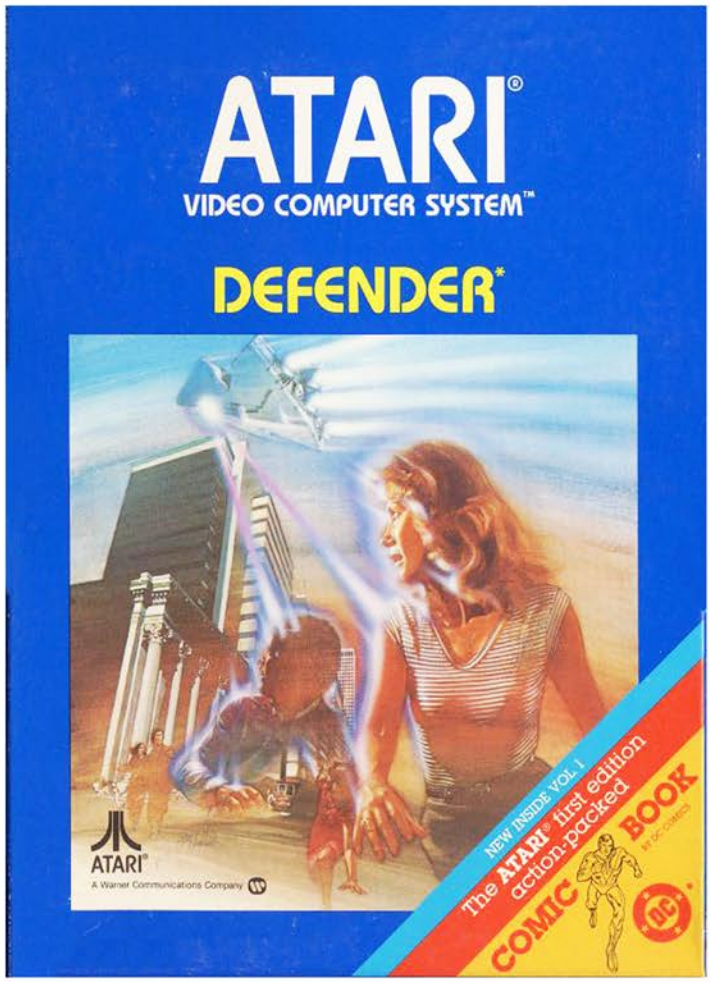
# DEFENDER

Release Date: 1981
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2609
Rarity: 1
Programmer: Bob Polaro

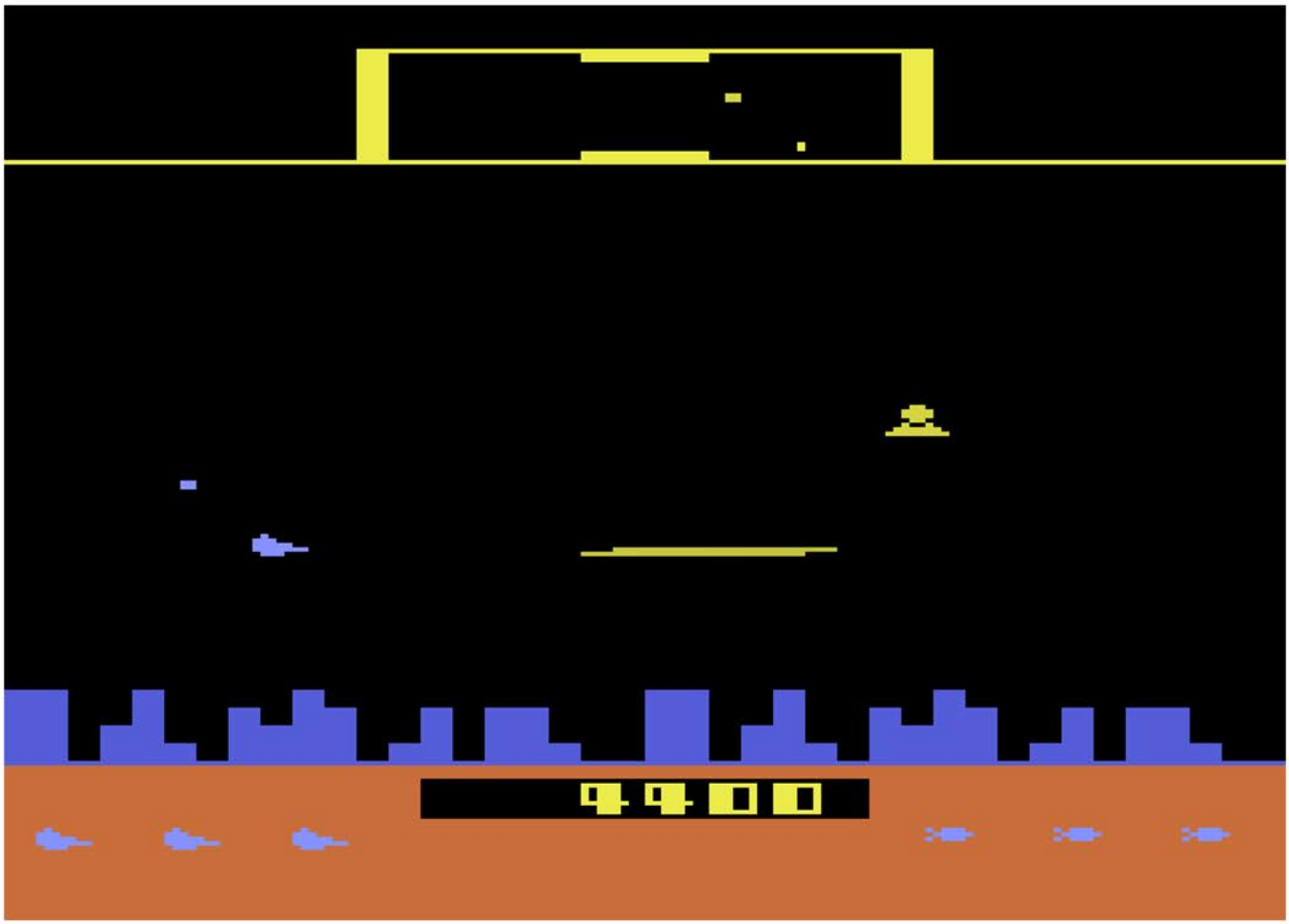
This graphically scaled down port of the arcade classic does a great job of bringing the action home.

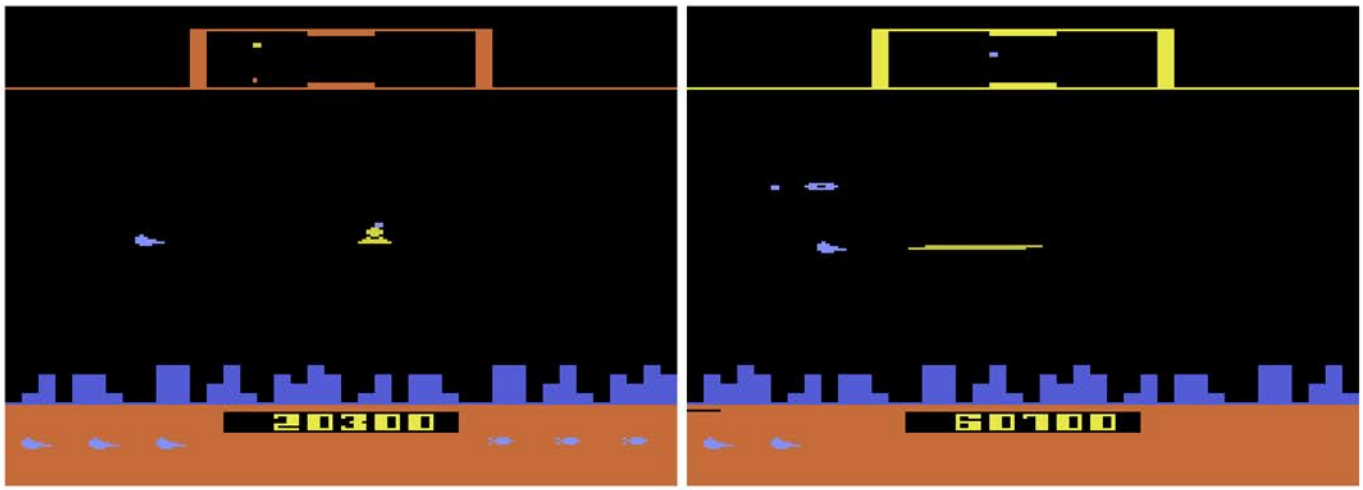


You are in control of the Universal Space Ship Defender and are tasked with protecting the planet from an invading space army. Years ago the Earth sent out friendship signals into the cosmos, and unfortunately for mankind the only things to receive the message are more interested in turning us into Mutants rather than being our friends.

The battle for the future of humanity takes place over the last remaining city. The alien Lander ships are systematically hunting down and capturing the five humans that are running through the city, while the bombers and the swarmers keep you busy in the sky. If the lander is able to capture a human they will alert you by screaming out. According to the manual it will sound like “the chatter of an excited chipmunk” (seriously, that’s how the manual describes it), at which point you will only have a matter of seconds to save them before they are taken to the mothership above and turned into a red flying mutant. If all five of the remaining humans are turned into mutants the city below is destroyed and you are left to face off against an army of mutants until the city can be rebuilt (which happens every five levels). This poses a problem for you since you can’t safely land in the city and detonate a smart bomb or get a reprieve from the action.

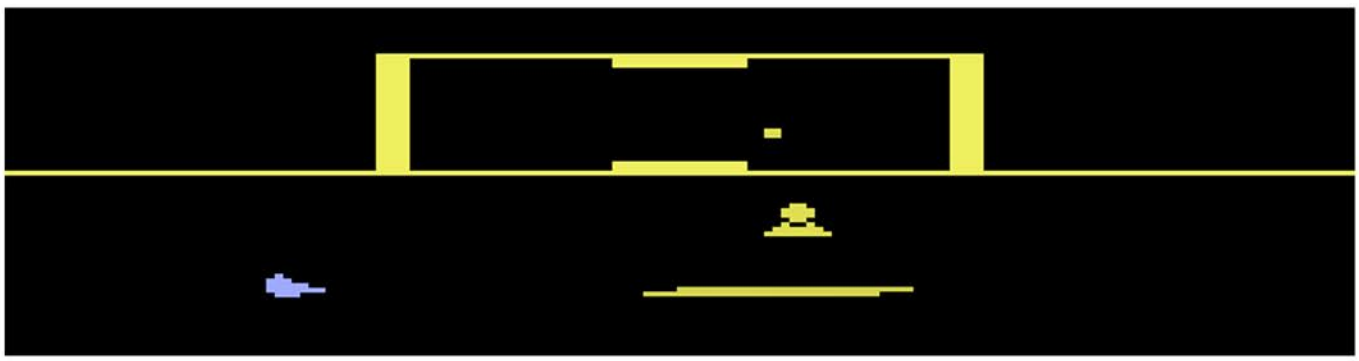


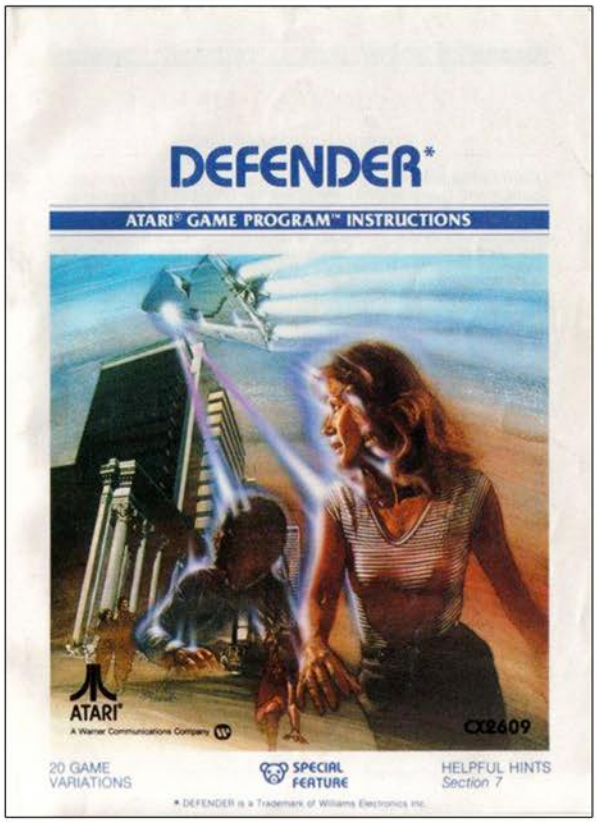


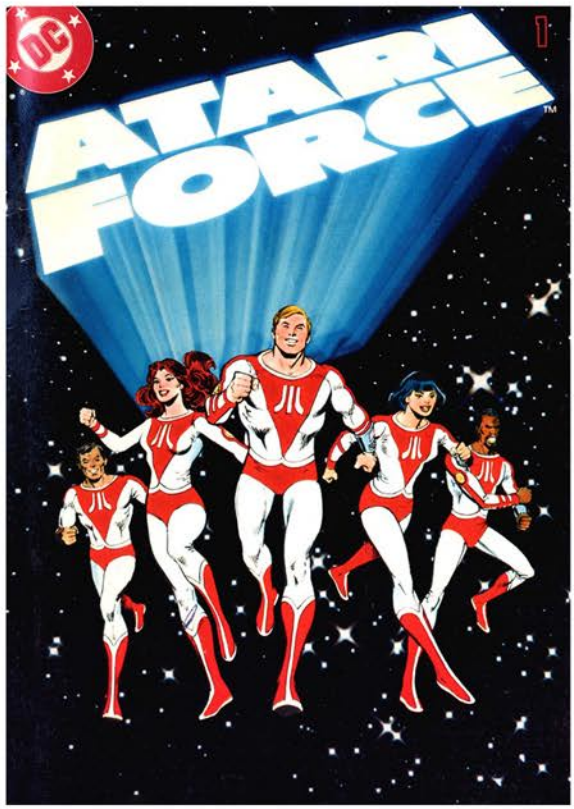

Thankfully your ship is well prepared for battle. You have an unlimited supply of lasers that stretch halfway across the screen, and if the action gets to be too much to handle you can land on the city below and detonate a smart bomb to clear the screen. Or if you need a quick escape you can jump into Hyperspace and move to a random point on the map. You also have a rudimentary radar system that gives you an idea of how many bad guys are left and where they are, as well as where the remaining humans are hiding.

Defender does suffer from a number of problems, most notably an incredible amount of flicker. There is simply too much going on for the game to properly process it, so ships and bullets constantly vanish. The game also starts out way too easy and ramps up the difficulty to an absurd level too quickly. By the seventh or eighth level the only way to kill a mutant or swarming alien is to either get lucky and catch it as soon as it gets on screen or to take it out with a smart bomb. If you miss or don't have a smart bomb it will act like a heat seeking missile and destroy you since it can move twice as fast as you can.

Problems aside, Defender should still be played, if for no other reason than it is one of the defining games in the 2600 library.





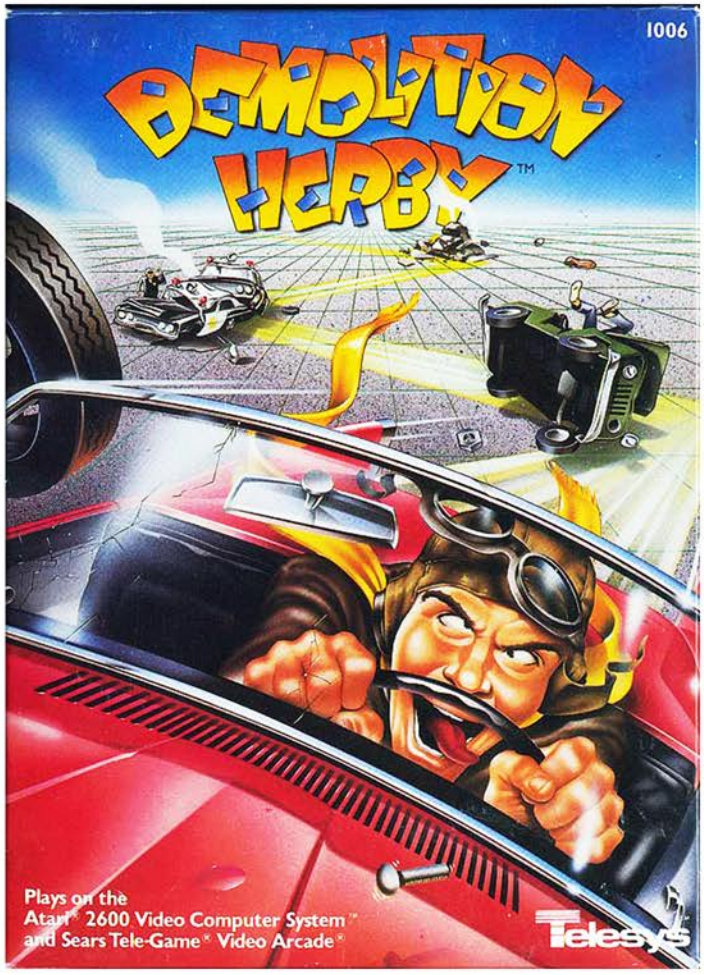

Top Left: Manual Cover
Top Right: Atari Force Pack-in Comic
Below: Catalog Sample

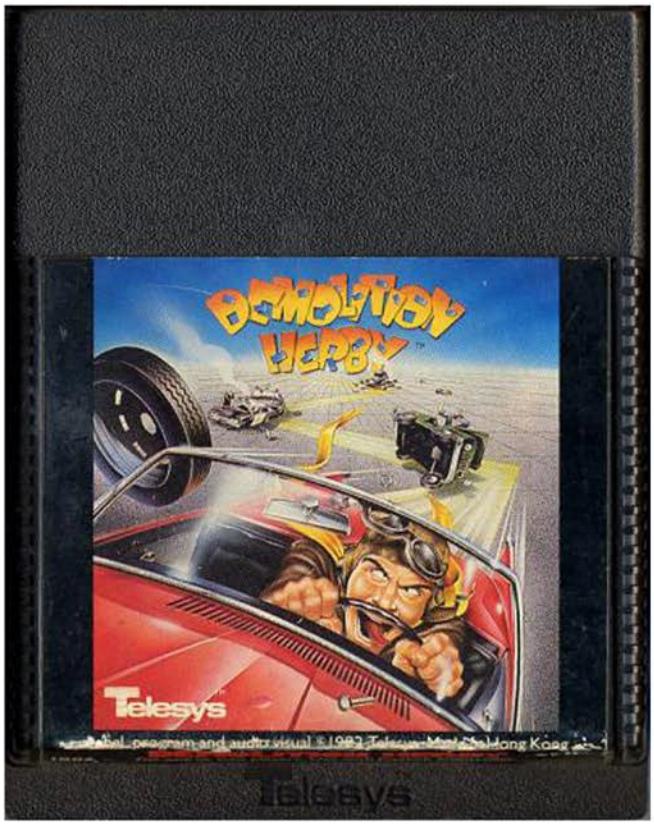
# Demolition Herby

Release Date: 1983
Publisher: Telesys
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 1006
Rarity: 7
Programmer: Don Rufcorn

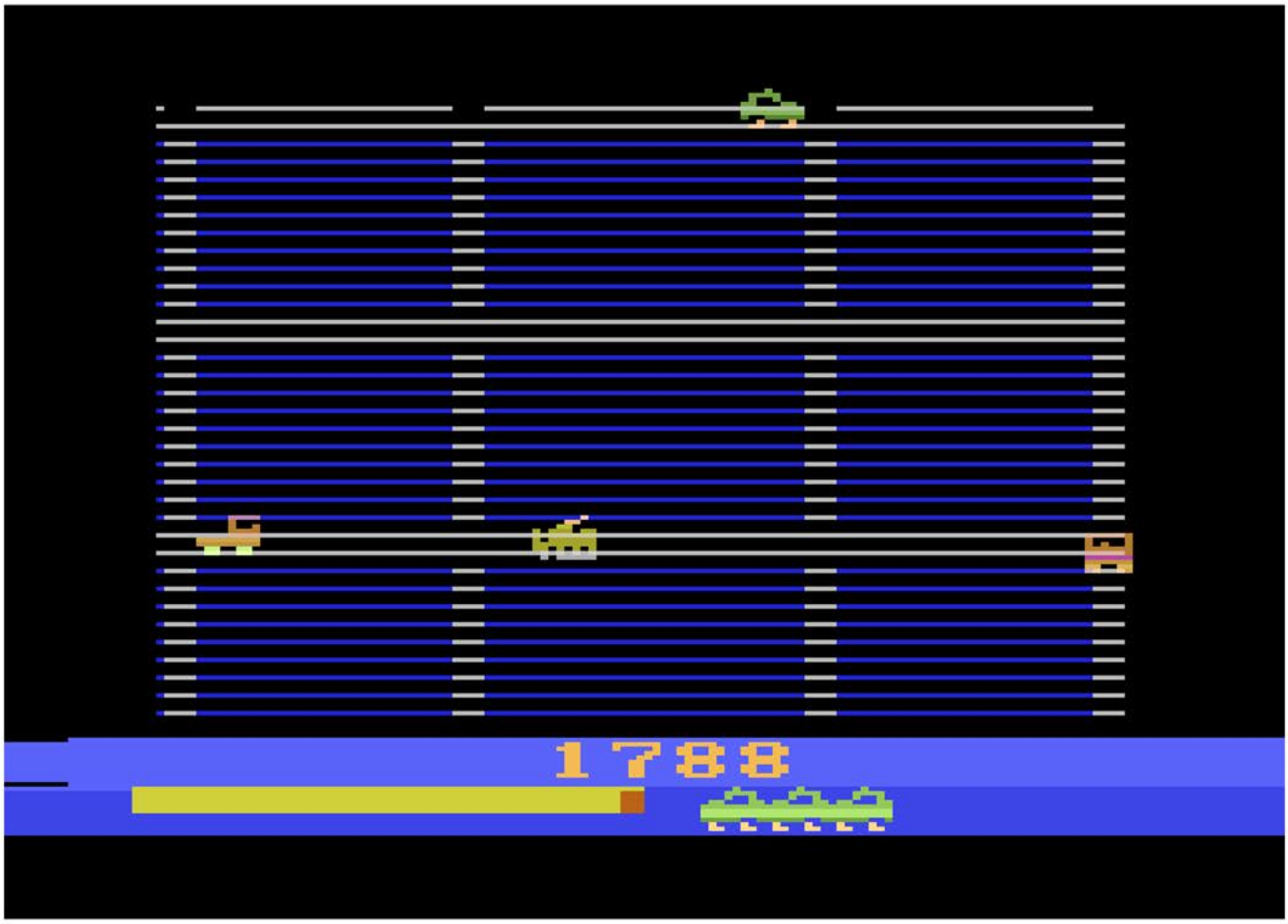
This is a solid arcade style racing combat title.

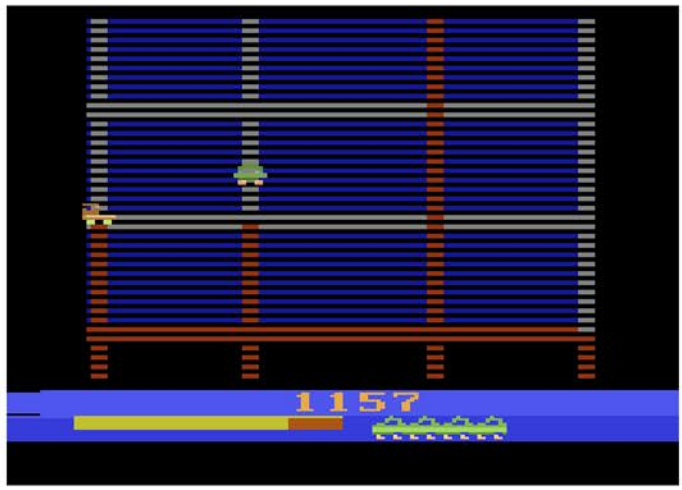


Get behind the wheel in Herby, a rough and tumble automobile and take part in the most confusing demolition derby ever. Forget taking out your opponents, your only goal is to drive around the racetrack and outline each and every square on the board. Succeed and you will be taken to a fresh track and the process repeats itself.

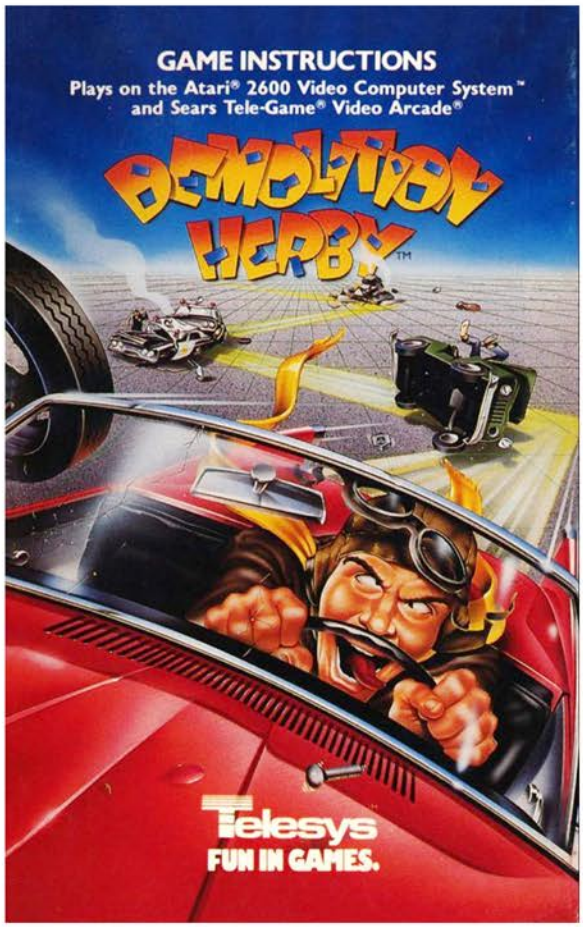
At the beginning of your quest to paint the racetrack red and black you are positioned top and center over ten rows of three squares. Just below you there are three pursuit cars that have one goal and one goal only, running you off the road. They will slowly drive around the track until they lay eyes on you, at which point they put the pedal to the metal to quickly take you out. If you are cunning enough however, you can sneak up from behind and rear end them, sending them careening across the screen to sit on the sidelines for a little bit. If you time your strike just right you can take out multiple cars by causing a chain reaction since the car you hit is still deadly while it is moving. You have to be careful however since they can take you out as well.

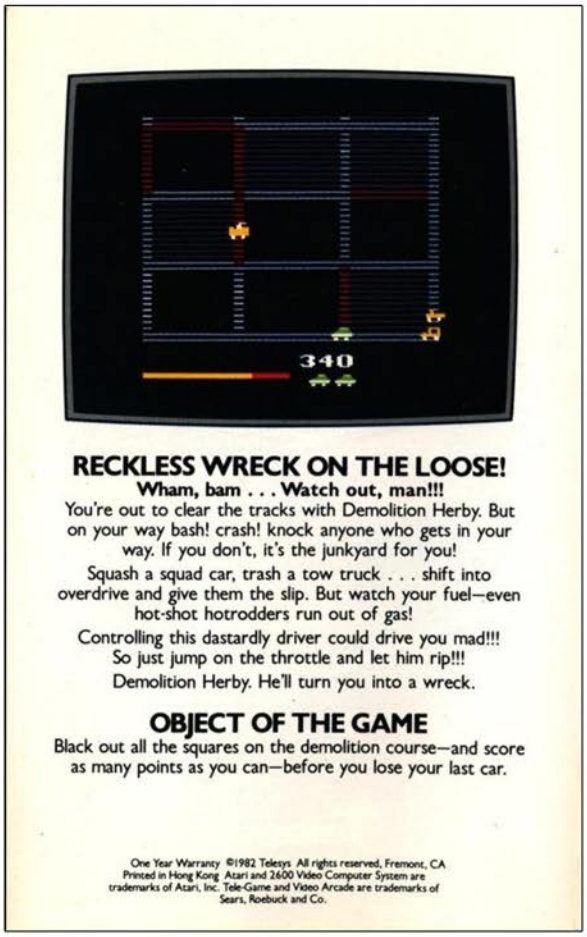


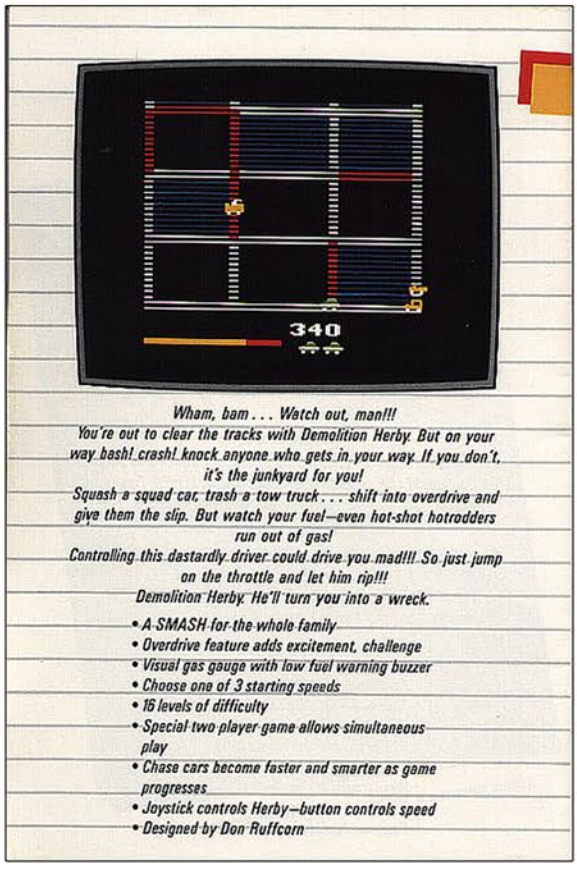



Other than crashing into your enemies your only other advantage is a speed boost. This is incredibly useful when trying to make a quick getaway from a pursuit car that has you in their sights, but can also help you clear the board much quicker than normal. Usually when you are speeding along the racetrack doesn't change color, but if you are able to take out all three adversaries the rules change allowing you to paint the track red at full speed. Using the speed boost can be detrimental however since it drains your gas gauge quickly. If you are a talented driver though it doesn't hurt you that badly since you get a refill every time you fill in a completed square.

Demolition Herby is very similar in tone to Amidar, although it has a much larger maze as well as unpredictable enemies. Unfortunately Demolition Herby is one of the rarer games on the system so very few people had the opportunity to experience this simple fast paced game. That said, if you have the opportunity to check it out it is worth a play through or two.




Top Left: Manual Cover
Top Right: Manual Page Sample
Left: Catalog Sample

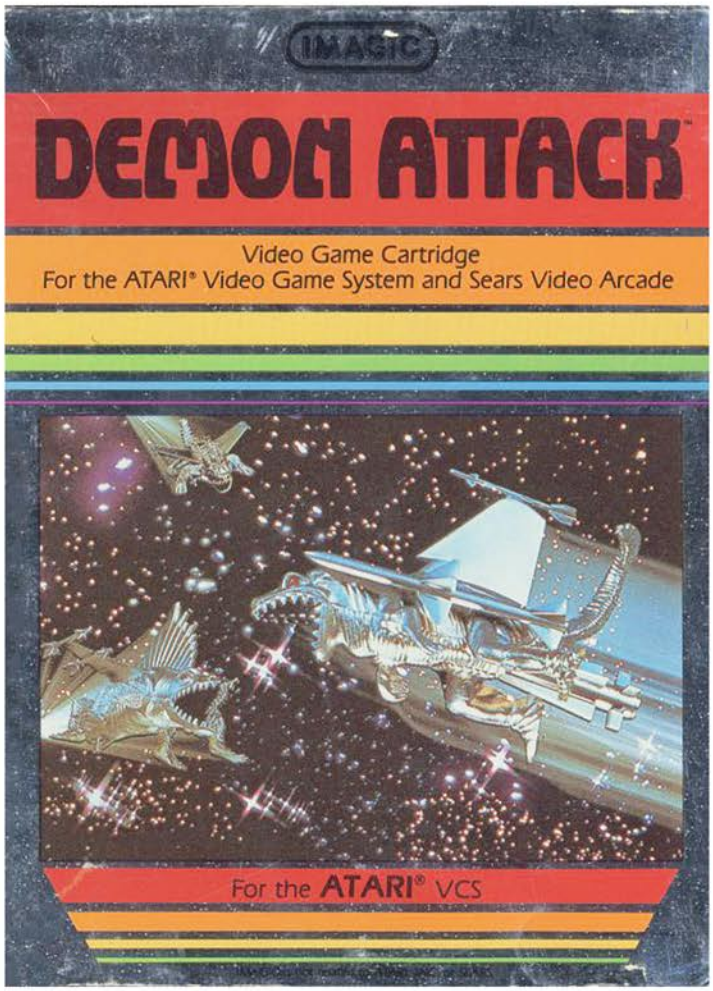
# DEMOLITION HERBY

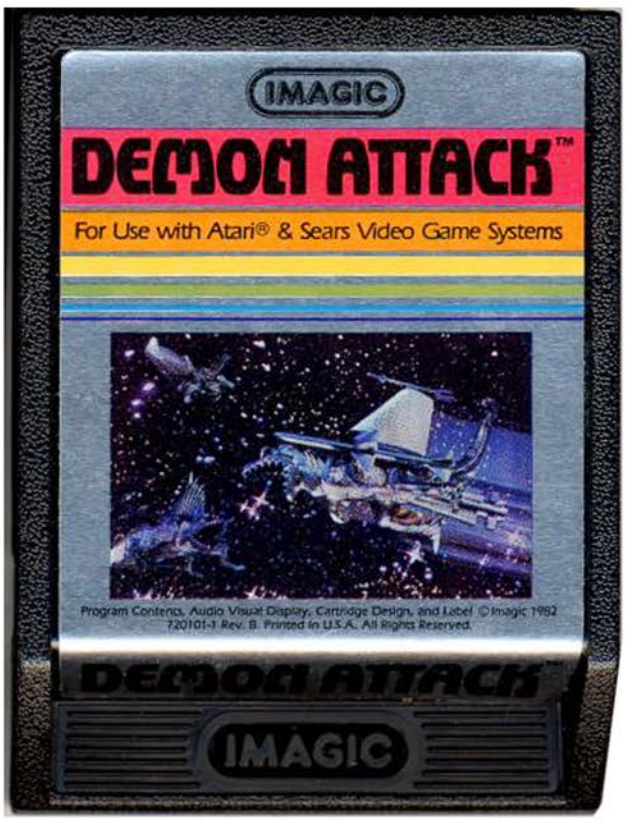
# Demon Attack

Release Date: 1982
Publisher: Imagic
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: IS3200
Rarity: 2
Programmer: Rob Fulop

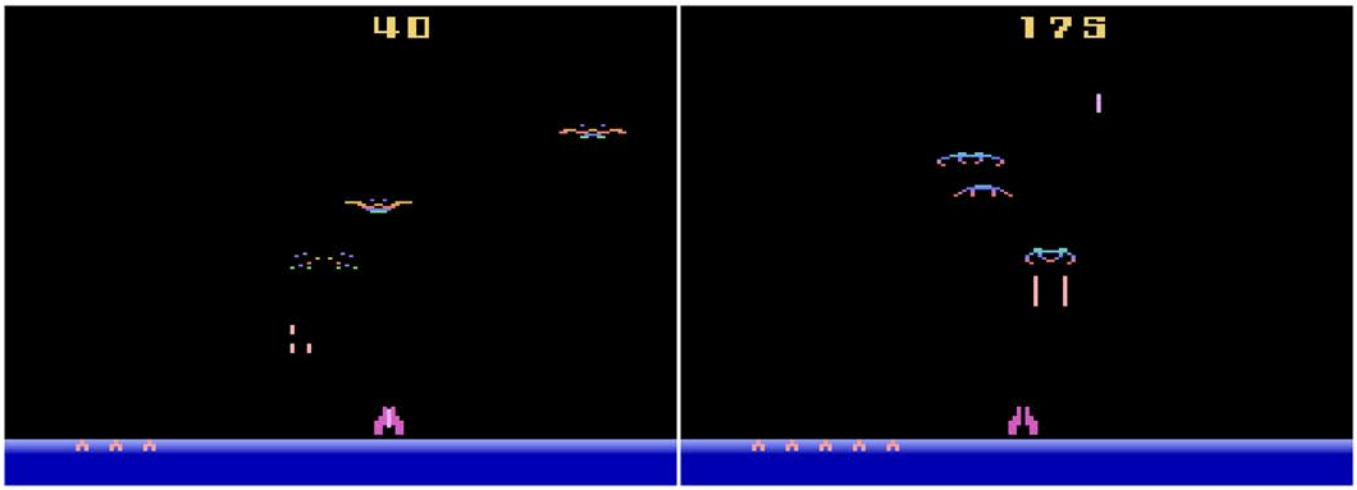
This is one of the most iconic titles in the 2600 game catalog.



You have been marooned on the ice planet Krybor and are under assault from a never ending stream of winged demons. Armed only with a laser cannon with unlimited ammo and with zero possibility of rescue or escape, your only recourse is to take out as many of the planet's inhabitants before your imminent destruction. While that doesn't sound like the most uplifting scenario to find oneself in, at least it's a highly entertaining way to go out.

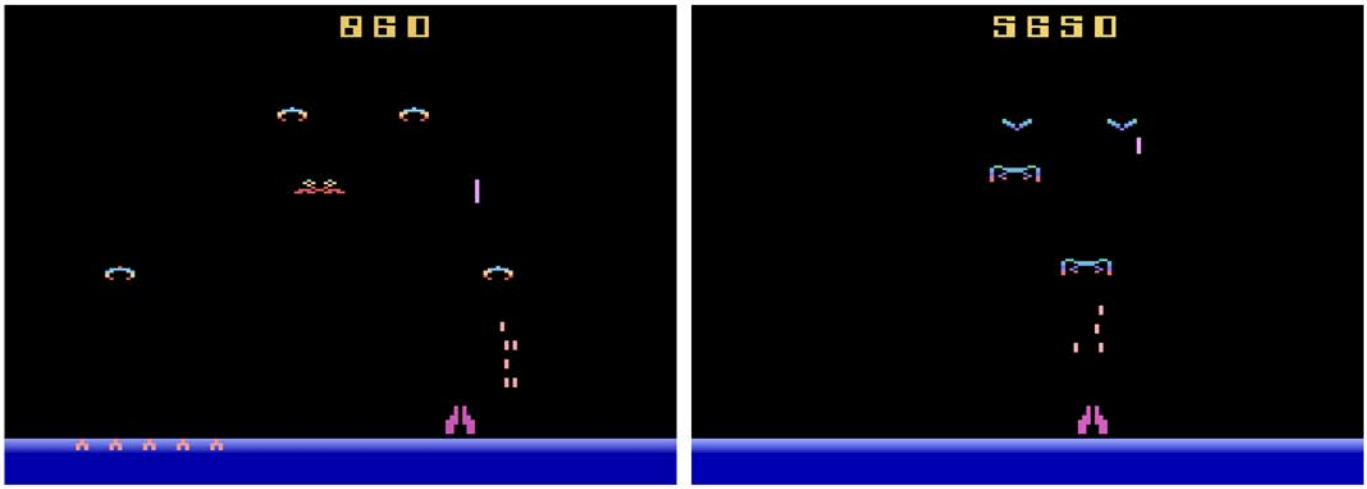
The winged demons attack in waves of eight, with no more than three of them being on screen at the same time. Despite their similar appearance they have a wide variety of attacks to throw at you. The two standards are the basic straight laser and what appears to be laser rainfall. Neither of these are particularly difficult to dodge on their own, however in the later levels the demons split into two smaller creatures when struck with one of your cannon blasts. When separated the two parts move independently while firing at you, and when one of them is taken out the other one dive bombs you kamikaze style. This makes dodging incoming fire more difficult since if you miss the small demon you will have to scurry across the screen so that it crashes into the ground rather than your ship.

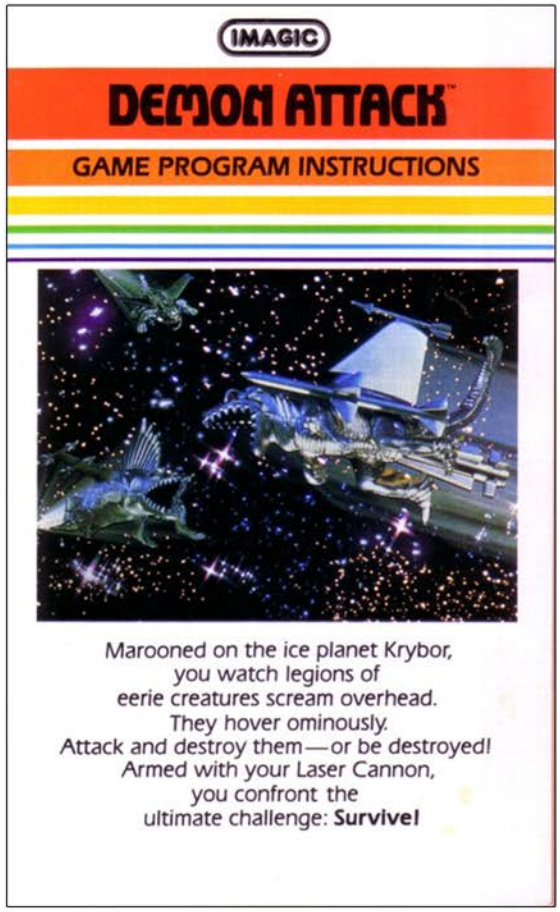



If you somehow survive a few waves of this the game ramps up the difficulty significantly by giving the demons a moving laser rainfall weapon that follows the demon wherever it goes. This is very problematic since they are moving very rapidly at this point and can cover about one-fifth of the screen while firing.

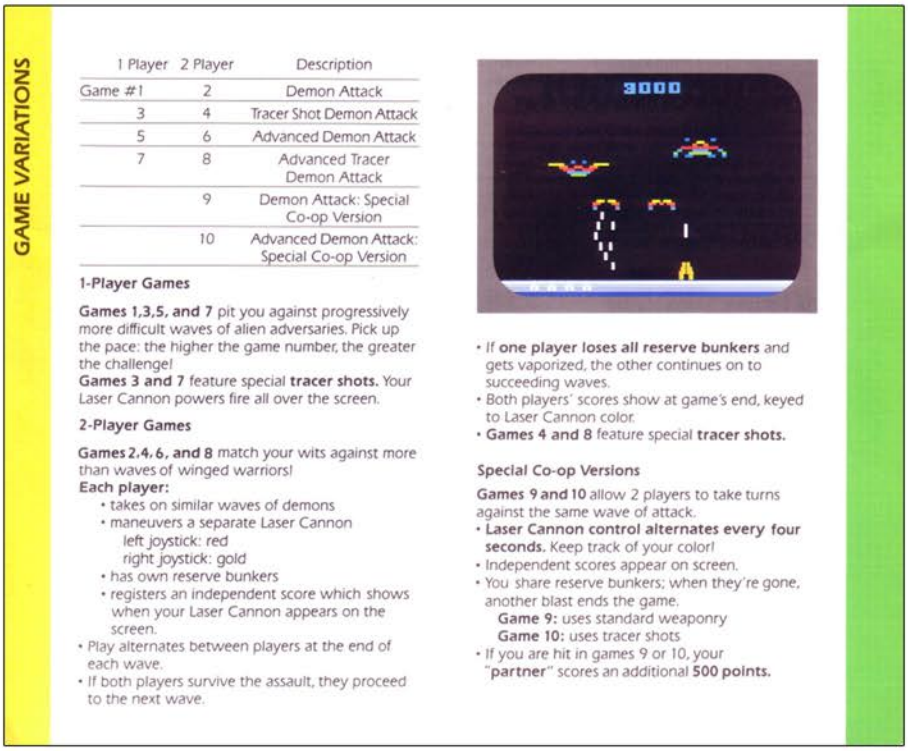
Your ship (or bunker) doesn't exactly give you the best chance to stave off the grim reaper. In addition to being large and slow moving, it can only fire one shot at a time. This poses a problem when you are trying to take out a small kamikaze demon only to miss and be stuck defenseless as your shot slowly makes its way to the top of the screen. On top of all that, your ship doesn't grant you any temporary immunity when a new one comes on screen, so it's entirely possible for you to spawn on top of laser fire and lose another ship.

Ship problems aside, this is easily one of the best games in the entire 2600 library. If you are looking for a solid space shooter, or just want to see what the cream of the crop looked like in 1982 on the system, then you should check it out.






Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples



## GAME VARIATIONS

| 1 Player | 2 Player | Description |
|---|---|---|
| Game #1 | 2 | Demon Attack |
| 3 | 4 | Tracer Shot Demon Attack |
| 5 | 6 | Advanced Demon Attack |
| 7 | 8 | Advanced Tracer Demon Attack |
| | 9 | Demon Attack: Special Co-op Version |
| | 10 | Advanced Demon Attack: Special Co-op Version |

**1-Player Games**

**Games 1,3,5, and 7** pit you against progressively more difficult waves of alien adversaries. Pick up the pace: the higher the game number, the greater the challenge!
**Games 3 and 7** feature special **tracer shots.** Your Laser Cannon powers fire all over the screen.

**2-Player Games**

**Games 2,4,6, and 8** match your wits against more than waves of winged warriors!
**Each player:**
- takes on similar waves of demons
- maneuvers a separate Laser Cannon
  left joystick: red
  right joystick: gold
- has own reserve bunkers
- registers an independent score which shows when your Laser Cannon appears on the screen.

- Play alternates between players at the end of each wave.
- If both players survive the assault, they proceed to the next wave.




- If **one player loses all reserve bunkers** and gets vaporized, the other continues on to succeeding waves.
- Both players' scores show at game's end, keyed to Laser Cannon color.
- **Games 4 and 8** feature special **tracer shots.**

**Special Co-op Versions**

**Games 9 and 10** allow 2 players to take turns against the same wave of attack.
- **Laser Cannon control alternates every four seconds.** Keep track of your color!
- Independent scores appear on screen.
- You share reserve bunkers; when they're gone, another blast ends the game.
  **Game 9:** uses standard weaponry
  **Game 10:** uses tracer shots
- If you are hit in games 9 or 10, your "**partner**" scores an additional **500 points.**

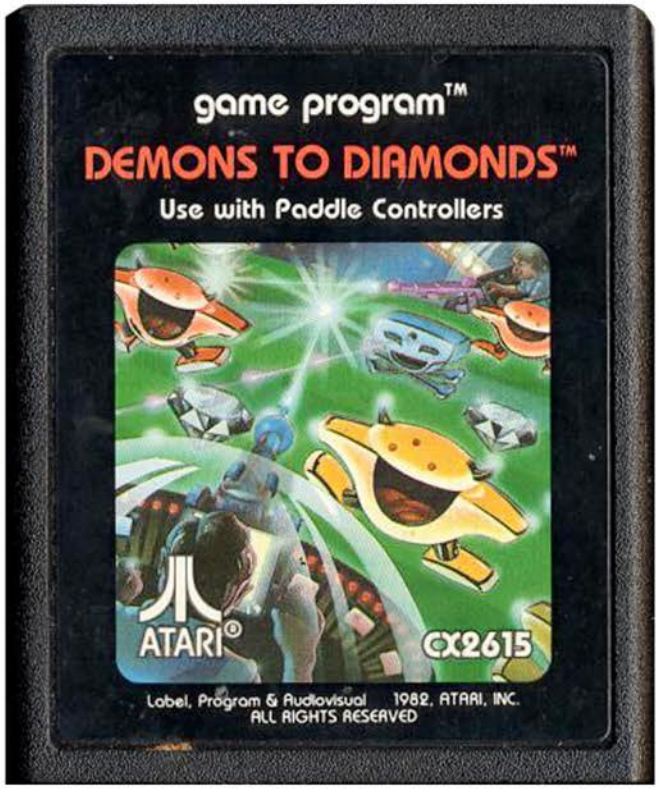
# DEMON ATTACK

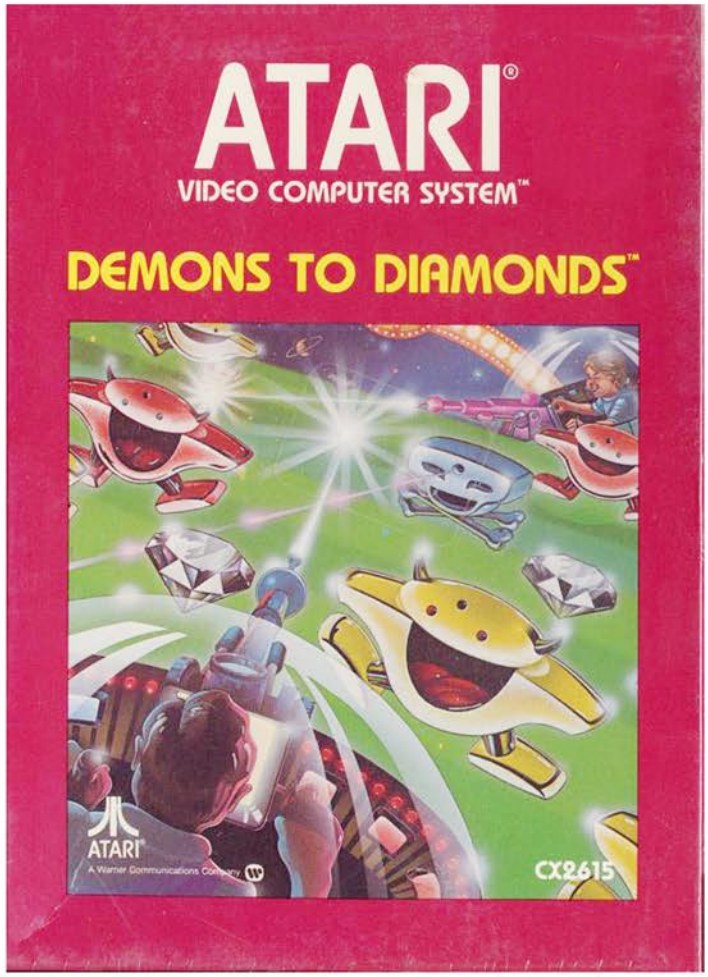
# Demons to Diamonds

Release Date: 1982
Publisher: Atari
Controller: Paddles
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2615
Rarity: 2
Programmer: Nick Turner

This competitive shooter falls well short of greatness.



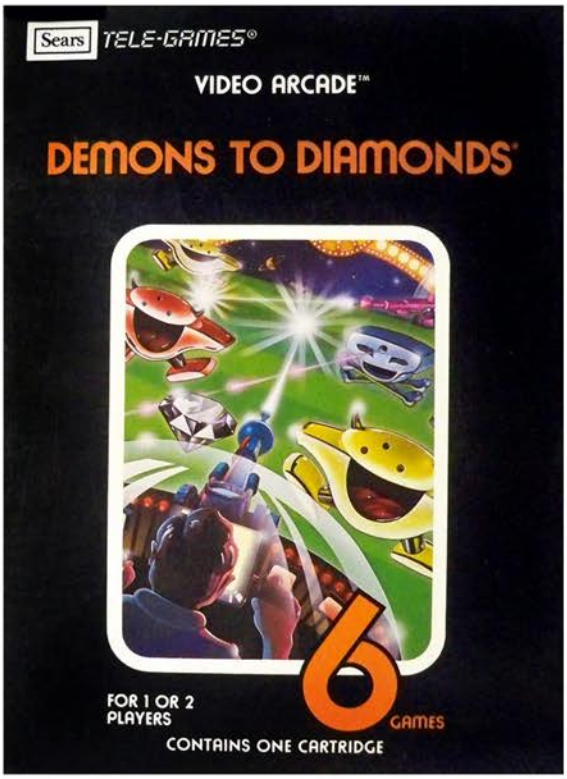
You are a kid at the Cosmic Carnival who has been enticed by a two foot tall demon carny to spend his hard earned dollars to get inside a laser base and shoot stuff. Sadly the execution isn't nearly as good as the setup.

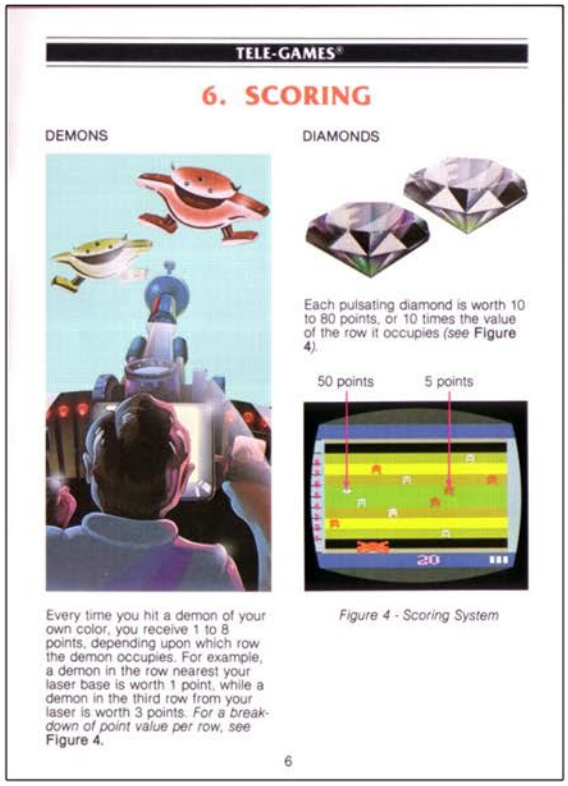
Using the paddle controls you move a large laser base across the bottom of the screen (or the top of the screen if you are the second player) while lining up your shots to blast colorful demons that randomly appear. If you are successful at hitting demons that are the same color as your laser base, a diamond will shoot across the screen that you can shoot for bonus points. The further away the demon or the diamond the more points it's worth. You must place your shots carefully however since being careless can and will result in your death.

If you happen to shoot a demon that isn't the same color as your base, it becomes a creepy skull with an itchy trigger finger that will rain death and destruction down upon you. Given the randomness at which the targets appear you will most likely inadvertently shoot one even though you appear to have a clean shot. The silver lining is that you won't have time to regret your mistake since the skulls typically open fire immediately upon showing up, so you will be dead before you have time to process what just happened.

In later two player levels skulls will just randomly show up, although in the single player mode they will always be a threat to pop up. To make things even more difficult the skulls will begin to slowly move across the screen, which when combined with the over abundance of them means you most likely won't survive very long. Which I suppose can be considered a positive for this game since it's not very fun to play.

There are many better examples of two player competitive games on the 2600, as well as paddle controller games. So unless you are curious as to what a Cosmic Carnival sideshow game might look like there really isn't much to be found here.



TELE-GAMES®

## 6. SCORING

DEMONS

DIAMONDS

Each pulsating diamond is worth 10 to 80 points, or 10 times the value of the row it occupies (see Figure 4).

50 points 5 points

Every time you hit a demon of your own color, you receive 1 to 8 points, depending upon which row the demon occupies. For example, a demon in the row nearest your laser base is worth 1 point, while a demon in the third row from your laser is worth 3 points. *For a breakdown of point value per row, see* Figure 4.

*Figure 4 - Scoring System*

6

Top Left: Sears Tele-Games Box
Top Right: Manual Page Sample
Below: Catalog Sample

SKILL GALLERY

**DEMONS TO DIAMONDS™** Estimated availability July 1982

This is no ordinary Saturday at the Cosmic Carnival! Today you find yourself taunted by tiny, noisy creatures who challenge you to try a new sort of shooting gallery game. You find yourself testing your laser-shooting-skills on all sorts of unusual targets. This game is fun for young sharpshooters ages six through ten.

Six games
One or two players
CX2615

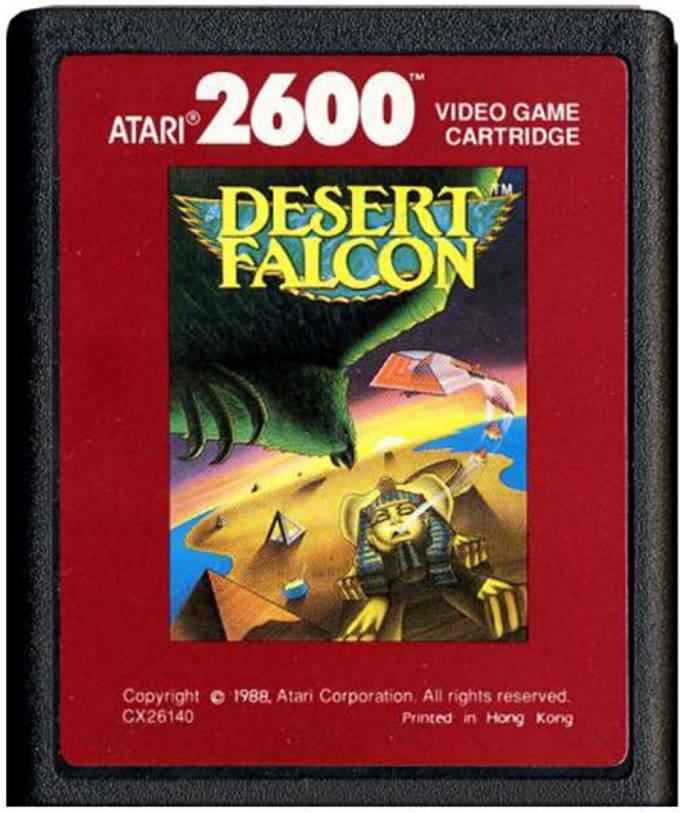
# DEMONS TO DIAMONDS

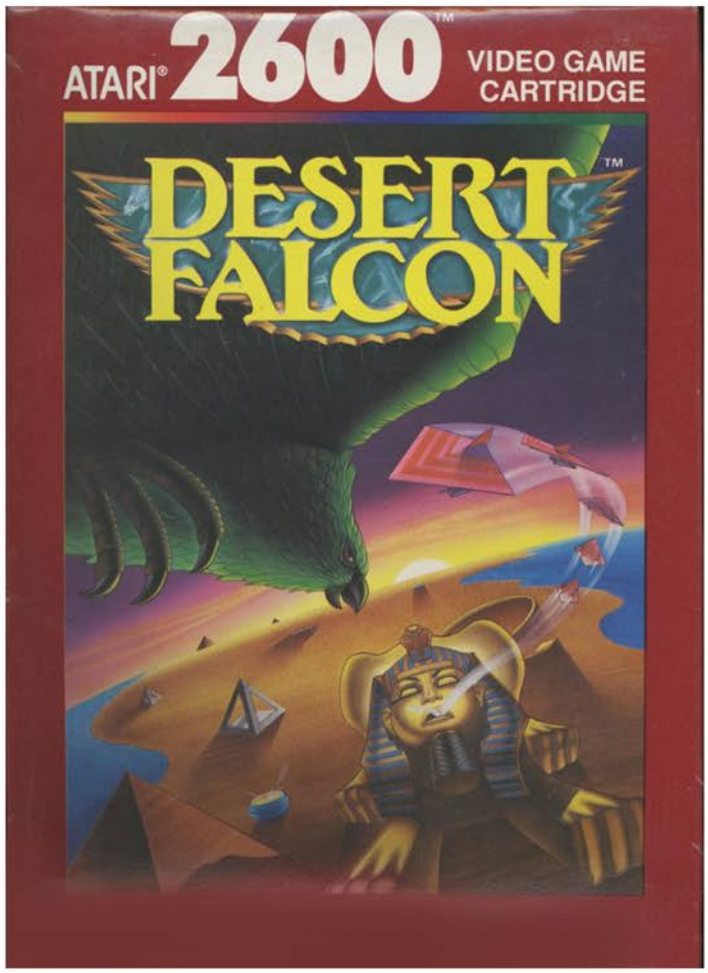
# Desert Falcon

Release Date: 19837
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2614
Rarity: 4
Programmer: Bob Polaro

This game boasts some of the worst graphics to be found on the 2600.



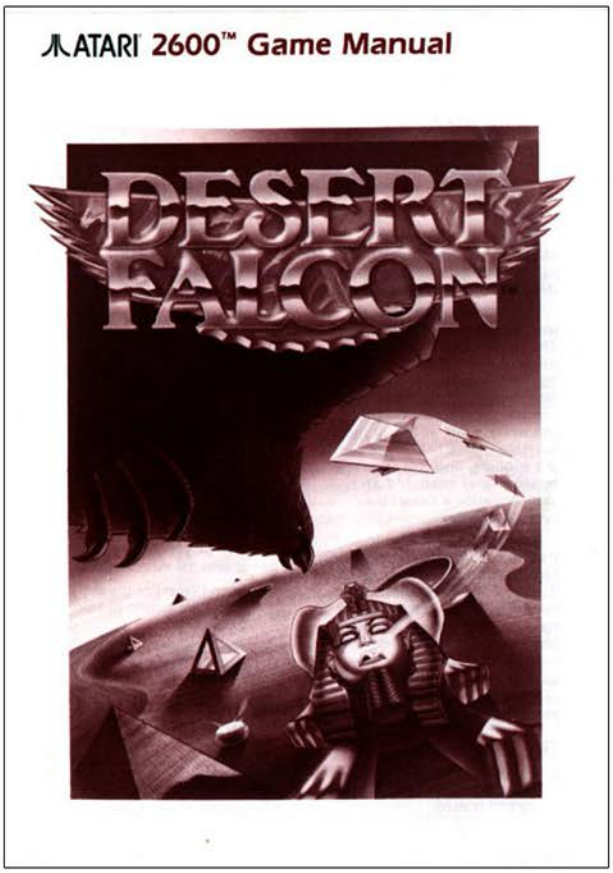
Long ago thieves broke into the tomb of the Pharaoh and stole all the treasure, only to be killed by various desert creatures and scattering the treasure all across the landscape. You are put in control of a falcon soaring through the desert in search of the Pharaoh's treasure, which doesn't seem like the most effective way to pick up gems and golden eggs, but I digress.

After a nice Egyptian themed musical intro you take flight as the falcon in a Zaxxon like isometric view. There are three main obstacles that pose a threat to your well-being. The first are a variety of flying and crawling creatures that randomly appear just in front of you at varying altitudes. The graphics are so poor that it's not only impossible to tell what they are, but how high off the ground they are so you never know if you will clear them or not. The same can be said about the arrows that come your way. The only thing that you can easily avoid are the tall towers that take up three-fourths of the screen, making it very difficult to get around when other enemies are on screen.

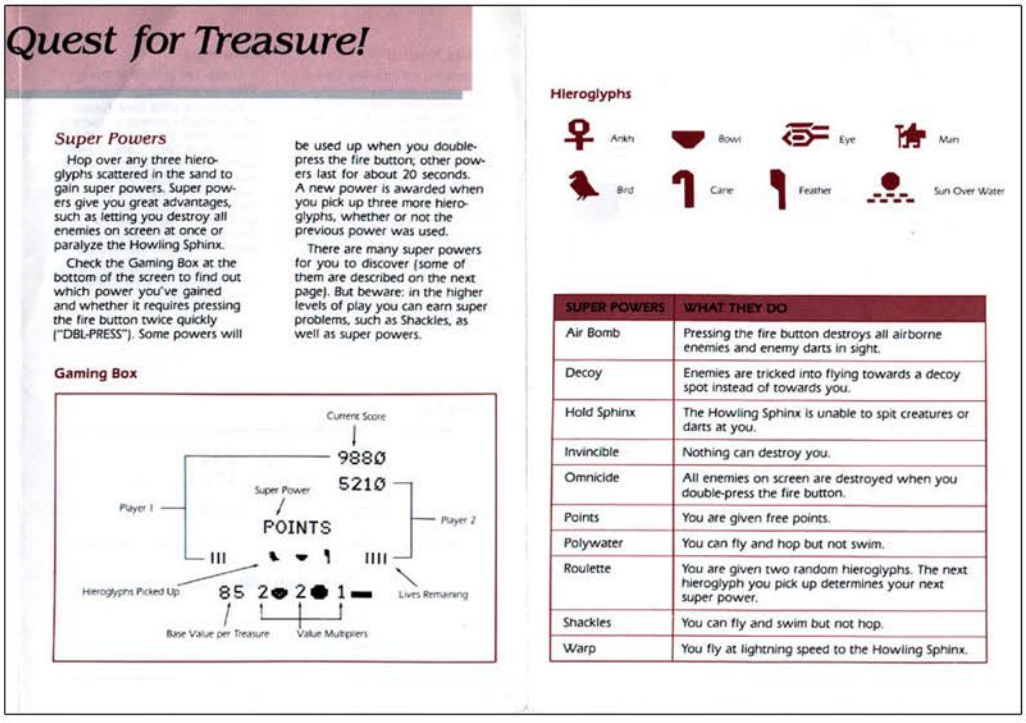
Just before every set of towers there will be some treasure to pick up, and just after there will be a couple of hieroglyphs to collect. When you get three of them it has the potential to give you one of ten super powers like warp speed or an air bomb, however if you don't collect them in the correct order you will get bonus points. Thanks to the incredibly lackluster graphics and the incredibly random spawning of these, you will be lucky to ever get anything other than points.

If you are able to survive the harsh desert environment long enough you will get to face off with the Howling Sphinx in a massive boss fight. At least that's what the manual says, in reality it's a giant red blob that emits a sound so earsplittingly terrible that you will want to commit suicide rather than continue the boss fight.

Even though Desert Falcon was one of the latest releases for the 2600 it is one of the worst looking games on the system. The only reason it should be played is so that you can see what Atari was releasing the same year the Sega Genesis debuted (in Japan).




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples



## Quest for Treasure!

### Super Powers

Hop over any three hieroglyphs scattered in the sand to gain super powers. Super powers give you great advantages, such as letting you destroy all enemies on screen at once or paralyze the Howling Sphinx.

Check the Gaming Box at the bottom of the screen to find out which power you've gained and whether it requires pressing the fire button twice quickly ("DBL-PRESS"). Some powers will be used up when you double-press the fire button; other powers last for about 20 seconds. A new power is awarded when you pick up three more hieroglyphs, whether or not the previous power was used.

There are many super powers for you to discover (some of them are described on the next page). But beware: in the higher levels of play you can earn super problems, such as Shackles, as well as super powers.

### Gaming Box

Current Score
9880
5210
Super Power
Player 1
POINTS
Player 2
Hieroglyphs Picked Up
85 2 2 1
Lives Remaining
Base Value per Treasure
Value Multipliers

### Hieroglyphs

Ankh Bowl Eye Man
Bird Cane Feather Sun Over Water

| SUPER POWERS | WHAT THEY DO |
|---|---|
| Air Bomb | Pressing the fire button destroys all airborne enemies and enemy darts in sight. |
| Decoy | Enemies are tricked into flying towards a decoy spot instead of towards you. |
| Hold Sphinx | The Howling Sphinx is unable to spit creatures or darts at you. |
| Invincible | Nothing can destroy you. |
| Omnicide | All enemies on screen are destroyed when you double-press the fire button. |
| Points | You are given free points. |
| Polywater | You can fly and hop but not swim. |
| Roulette | You are given two random hieroglyphs. The next hieroglyph you pick up determines your next super power. |
| Shackles | You can fly and swim but not hop. |
| Warp | You fly at lightning speed to the Howling Sphinx. |

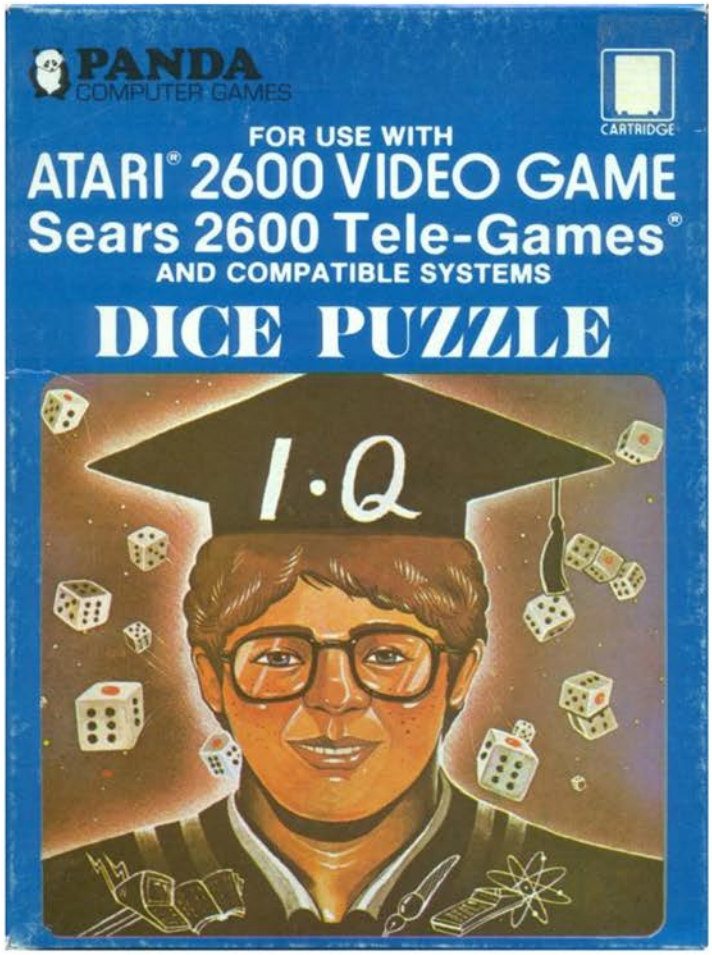
# DESERT FALCON

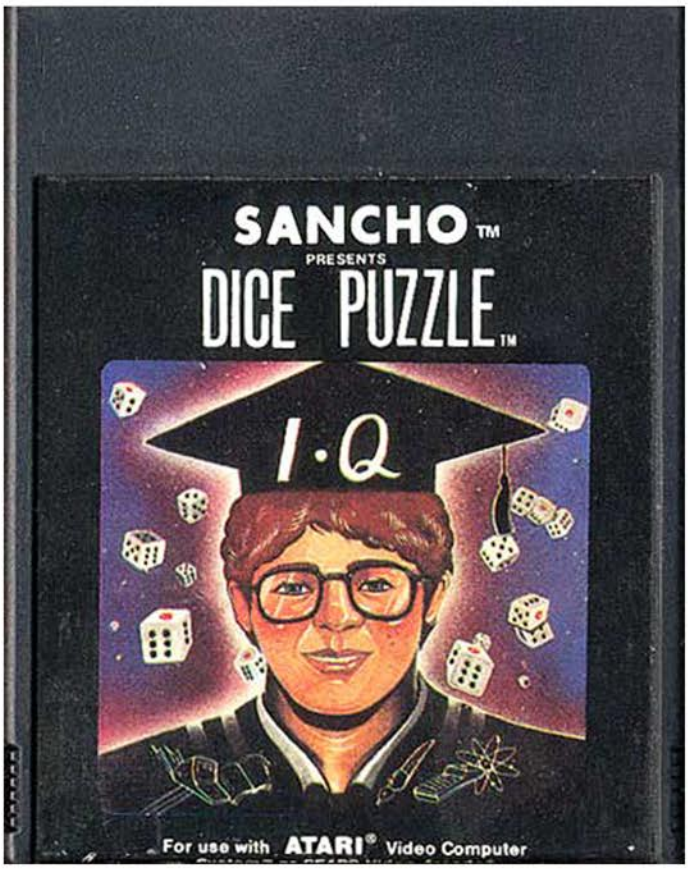
# Dice Puzzle

Release Date: 1983
Publisher: Panda
Controller: Joystick
Players: 1
Genre: puzzle

Alternate Title: N/A
Model #: 106
Rarity: 6
Programmer: N/A

Dice Puzzle is a simple yet effective brain teaser of a game.

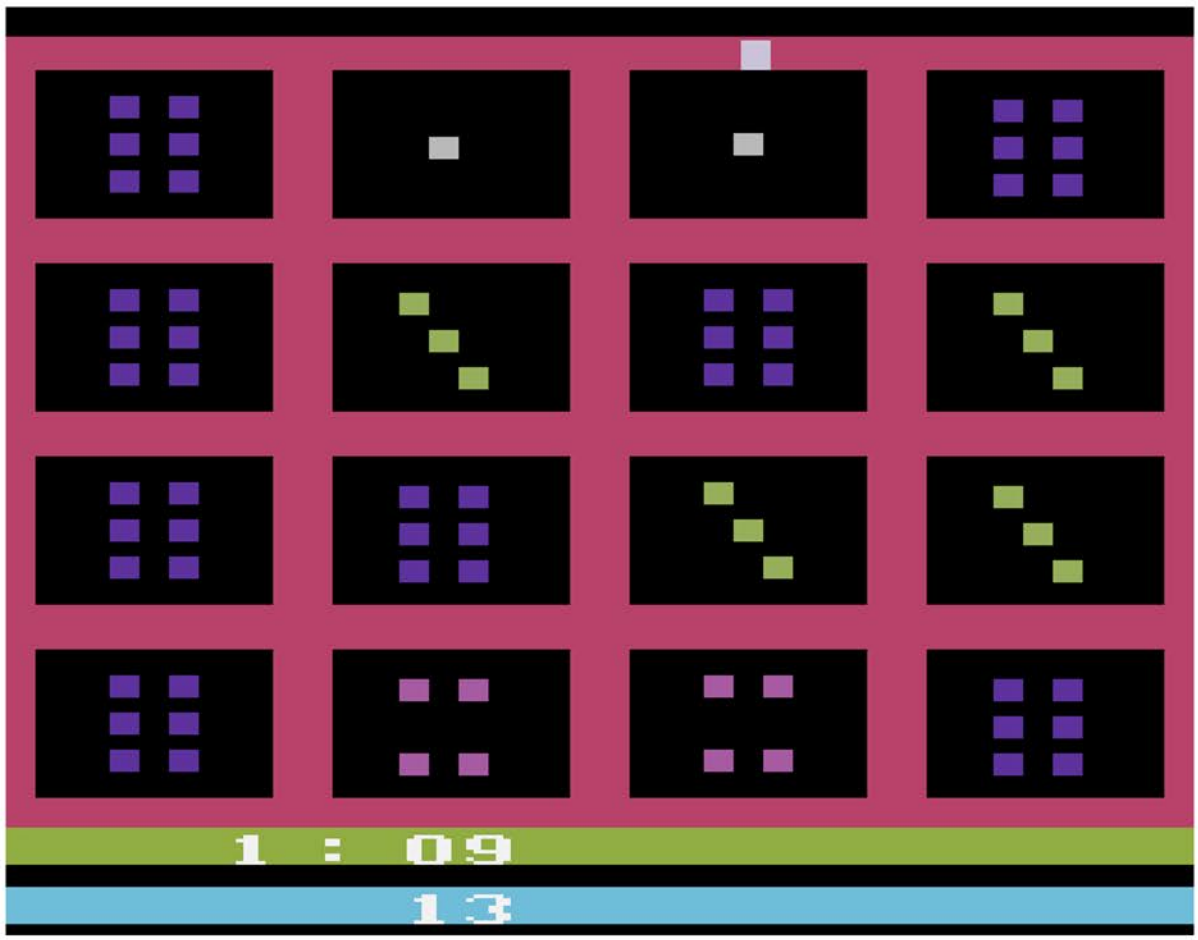


At the start of the game each of the sixteen squares are randomly assigned a number one through six, and it's up to you to get them looking all uniform by changing them all to six. Unfortunately for you the one way that can be achieved is by moving every square in a row, column or diagonal up by one. So without some hardcore math skills you are going to be in for a long afternoon.

Around the edge of the screen there is a small cursor that allows you to select which squares are going to be affected by your action. It's slow moving but it gets the job done. You will know that the dice are changing when your ears begin to bleed thanks to one of the highest pitched sounds ever to emit from a 2600 game. When combined with the constant drumbeat of the clock, it would be in your best interest to mute the TV whenever you play this.

The game only has one mode although it does have a sixty minute time limit and keeps track of your moves, which makes it easy for you to keep track of your personal best. While this may have been an intriguing purchase back in the early 1980's, today it plays more like a free cell phone app. That said, if you want a solid brain teaser game and don't mind supplying your own soundtrack, it's worth a look.

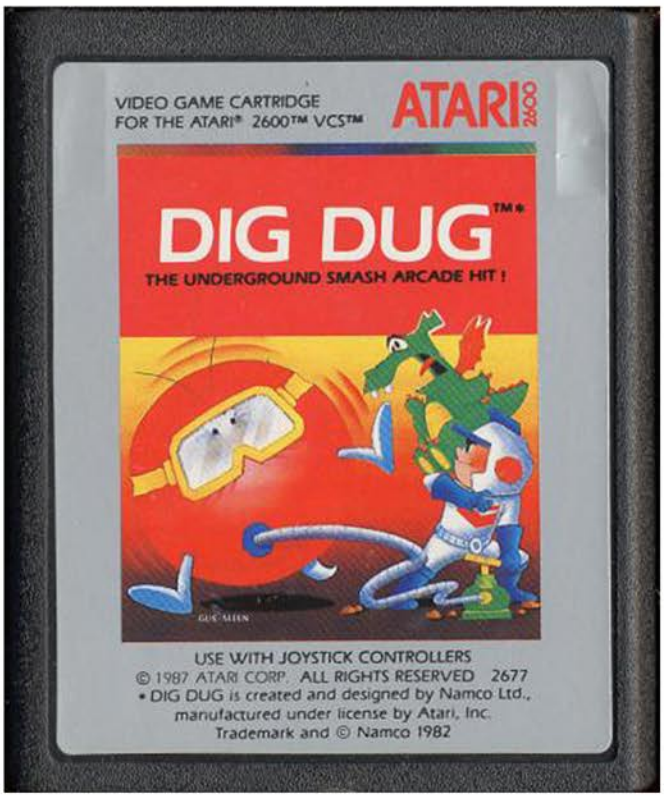


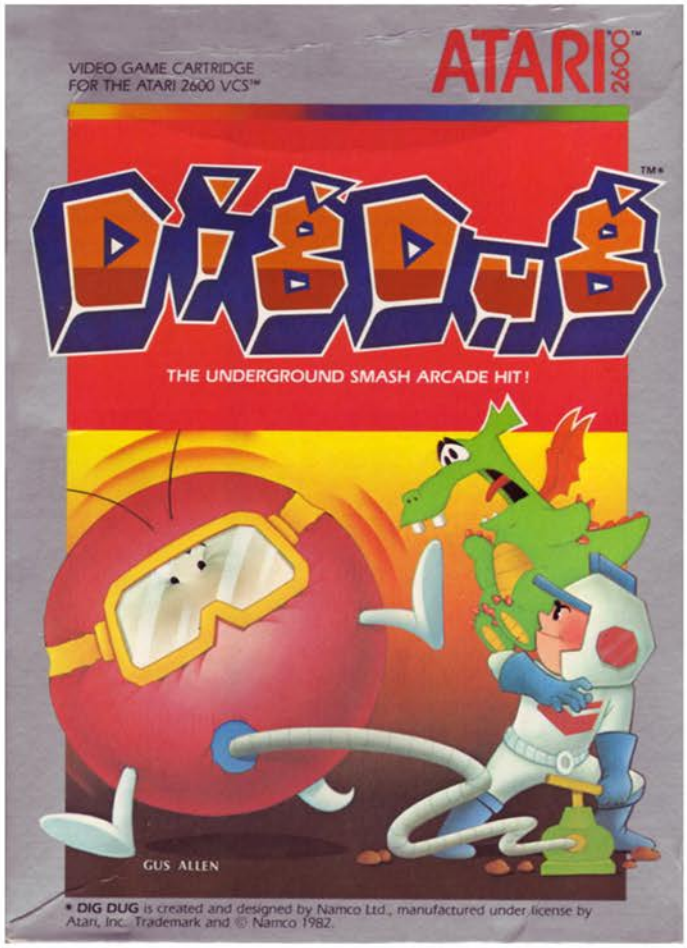
# Dig Dug

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: CX2677
Rarity: 2
Programmer: Douglas Macrae

Despite the hardware limitations of the 2600, Dig Dug does an admirable job of capturing the look and feel of the arcade classic.

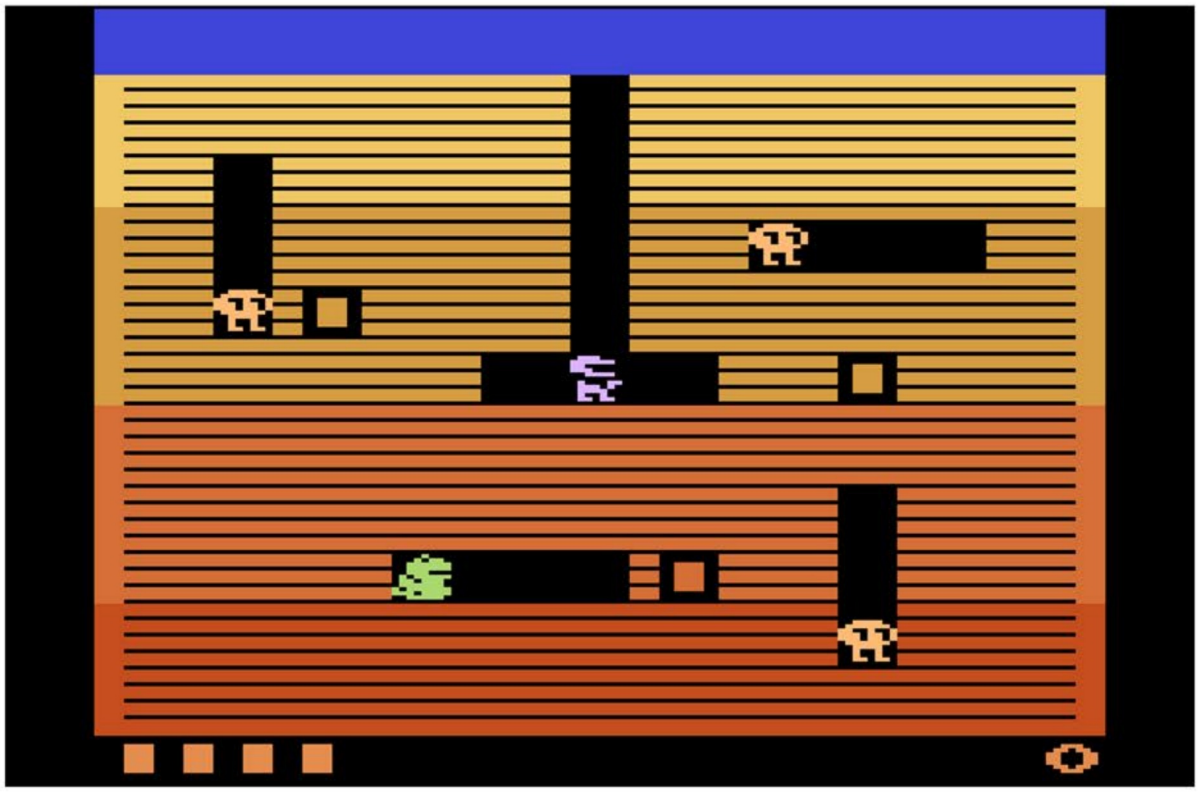


You are an underground miner that has been trapped under ground in a monster filled nightmare. Armed only with a jet powered shovel, you must fight off a never ending stream of Pooka's and fire breathing Frygar's if you want any chance of surviving long enough to be rescued.

Each level plays out the same way, with your unlucky digger starting in the middle of an underground cavern surrounded by an ever increasing number of monsters. Each monster is safely tucked away in its own little cave to begin with, however it doesn't take long for them to morph into ghosts, giving them the ability to move through the solid ground. Regardless of whether or not they float or walk to you, once they are in range of your jet powered shovel you are free to attack them in one of the most inhumane ways ever seen in a video game.

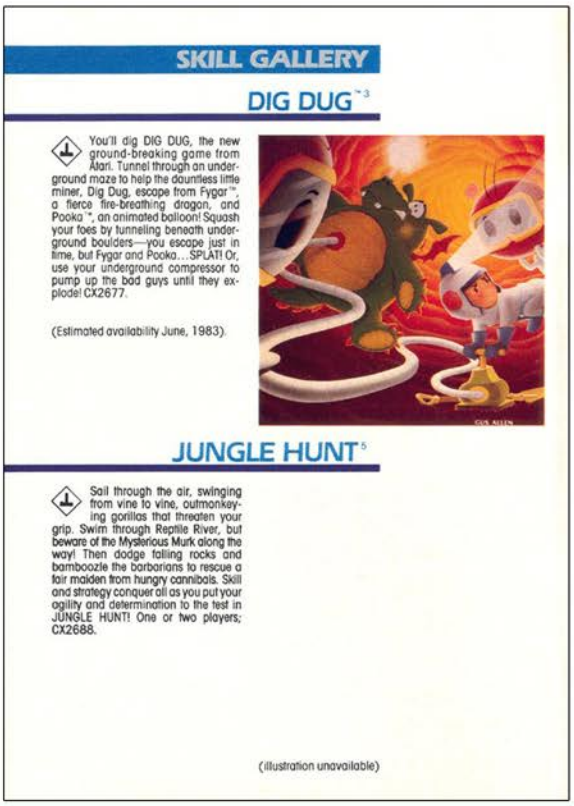
It's one thing to shoot or stab an enemy, but it's another thing entirely to shove the hose from your jet powered shovel in their mouth and inflate them to the point where they explode from the pressure. If you are feeling extra sadistic, you can inflate them, pause for them to deflate a little bit and therefore give them hope that you have decided to be merciful upon them, before hitting the button a couple more times and exploding them onto the cavern walls. Apparently your tough tactics pay off because the final monster remaining on screen will make a break for it after watching all of his friends die gruesomely at your hands.



There are two more things that you will encounter in your subterranean battle for survival, rocks and mystery vegetables. Scattered around the screen are rocks that can be used as weapons if you have impeccable timing. After digging out the layer just beneath it the rock will fall, crushing everything beneath it, even you. For some added bonus points a random vegetable will show up in the middle of the screen from time to time. These range from carrots to mushrooms to a Galaxian space ship for some reason, all with varying point values.

The game starts out fairly easy but ramps up difficulty to quite a high level before you know it. One level the monsters are minding their own business and only occasionally attacking you, then on the next level there are two per cave and seemingly all of them turn to ghosts and surround you within five seconds of the level starting. This is great if you are looking for a challenge, but not so great if you just casually want to explode monsters.

This is one of the best arcade ports on the 2600, and despite some significant flickering it is a solid title. It's worth a look for fans of Dig Dug and for anyone who ever wanted to over inflate a monster to death.



SKILL GALLERY

DIG DUG™3

You'll dig DIG DUG, the new ground-breaking game from Atari. Tunnel through an underground maze to help the dauntless little miner, Dig Dug, escape from Fygar™, a fierce fire-breathing dragon, and Pooka™, an animated balloon! Squash your foes by tunneling beneath underground boulders—you escape just in time, but Fygar and Pooka...SPLAT! Or, use your underground compressor to pump up the bad guys until they explode! CX2677.

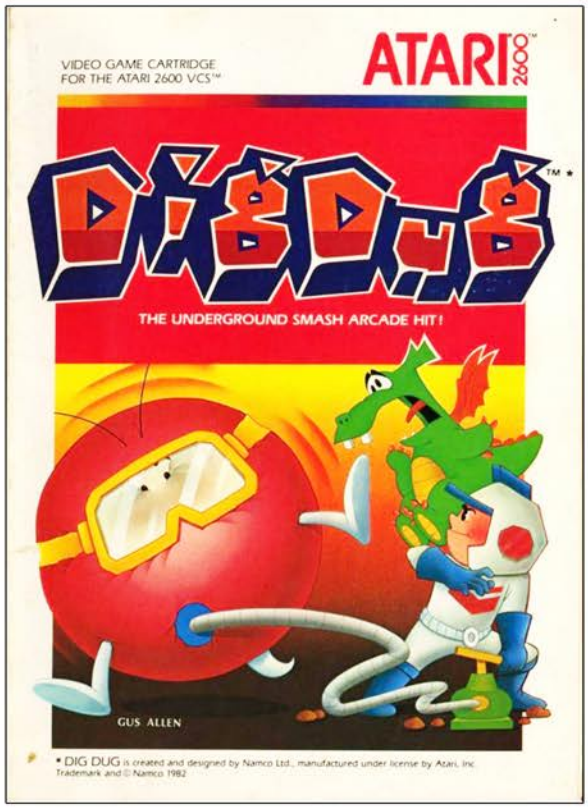
(Estimated availability June, 1983).

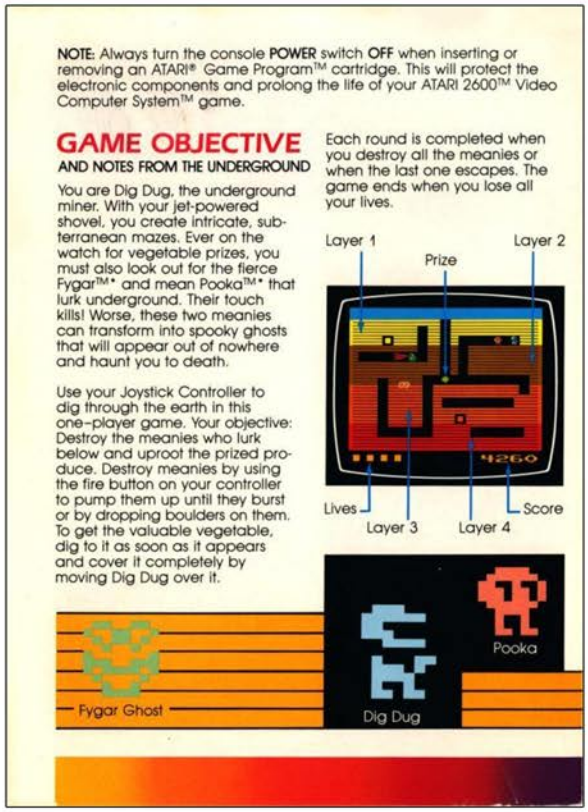
JUNGLE HUNT™5

Sail through the air, swinging from vine to vine, outmonkeying gorillas that threaten your grip. Swim through Reptile River, but beware of the Mysterious Murk along the way! Then dodge falling rocks and bamboozle the barbarians to rescue a fair maiden from hungry cannibals. Skill and strategy conquer all as you put your agility and determination to the test in JUNGLE HUNT! One or two players; CX2688.

(illustration unavailable)

Top Left: Catalog Sample
Top Right: Title Screen
Bottom Left: Manual Cover
Bottom Right: Manual Page Sample



**NOTE:** Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ game.

## GAME OBJECTIVE

**AND NOTES FROM THE UNDERGROUND**

You are Dig Dug, the underground miner. With your jet-powered shovel, you create intricate, subterranean mazes. Ever on the watch for vegetable prizes, you must also look out for the fierce Fygar™* and mean Pooka™* that lurk underground. Their touch kills! Worse, these two meanies can transform into spooky ghosts that will appear out of nowhere and haunt you to death.

Use your Joystick Controller to dig through the earth in this one-player game. Your objective: Destroy the meanies who lurk below and uproot the prized produce. Destroy meanies by using the fire button on your controller to pump them up until they burst or by dropping boulders on them. To get the valuable vegetable, dig to it as soon as it appears and cover it completely by moving Dig Dug over it.

Each round is completed when you destroy all the meanies or when the last one escapes. The game ends when you lose all your lives.

Layer 1 Layer 2 Prize 4260 Lives Score Layer 3 Layer 4

Fygar Ghost Pooka Dig Dug

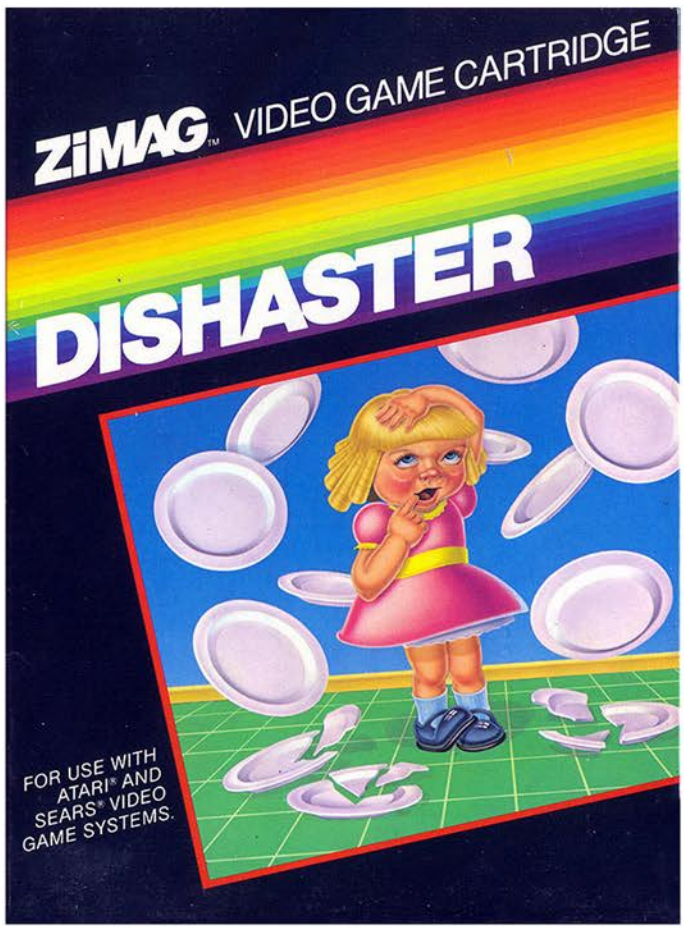
# DIG DUG

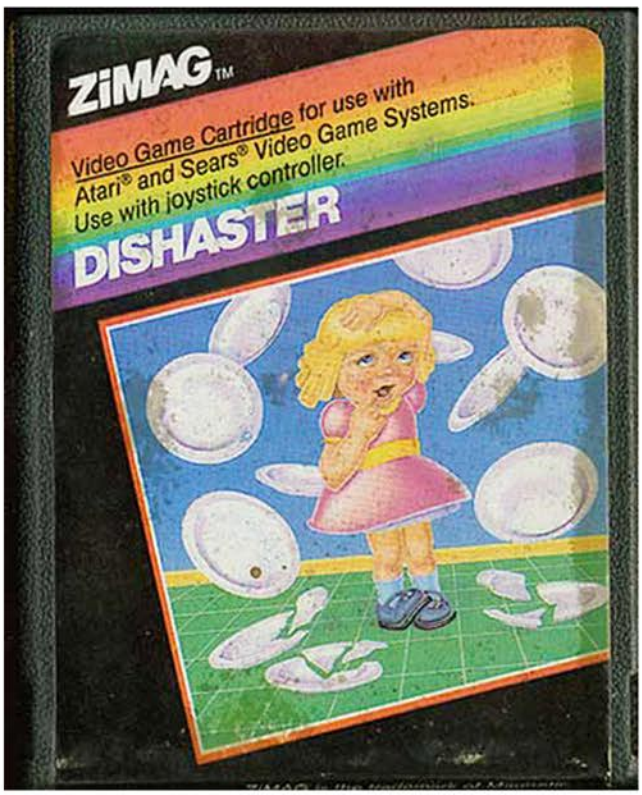
# DISHASTER

Release Date: 1983
Publisher: Zimag
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 711-111
Rarity: 5
Programmer: N/A

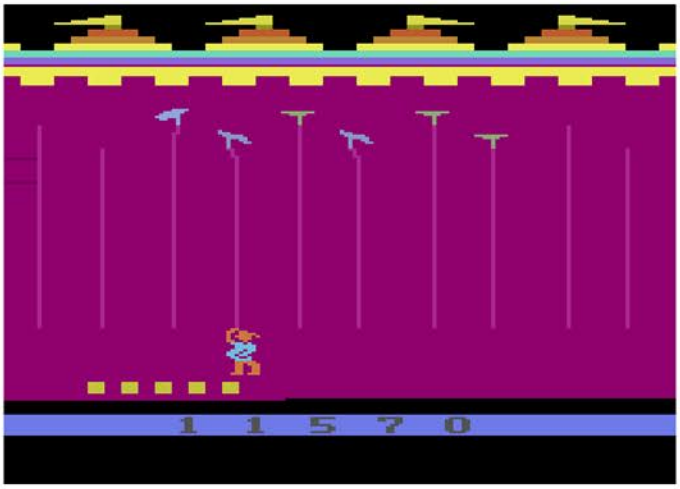
This dish spinning title struggles to generate fun or excitement.

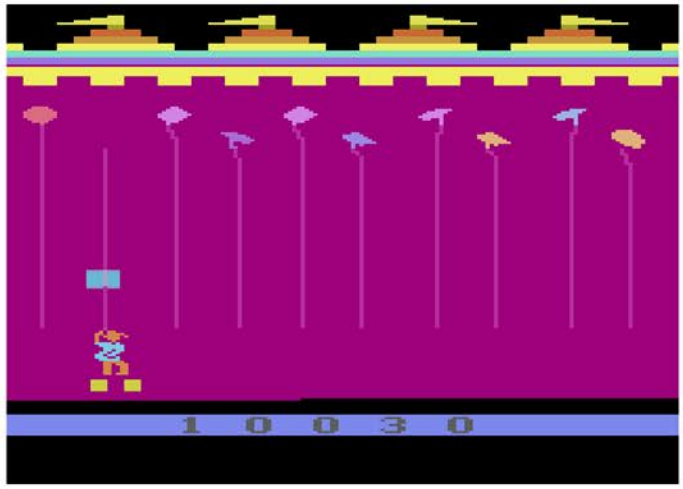


Have you ever been to one of those low rent carnivals that sets up shop in small towns and saw the disheveled carny in the sideshow that spun the dishes on top of eight foot poles and thought to yourself "Wow I'd really like to do that?" You haven't? Well, thanks to everyone having the exact same attitude as you explains why this game has been largely forgotten.

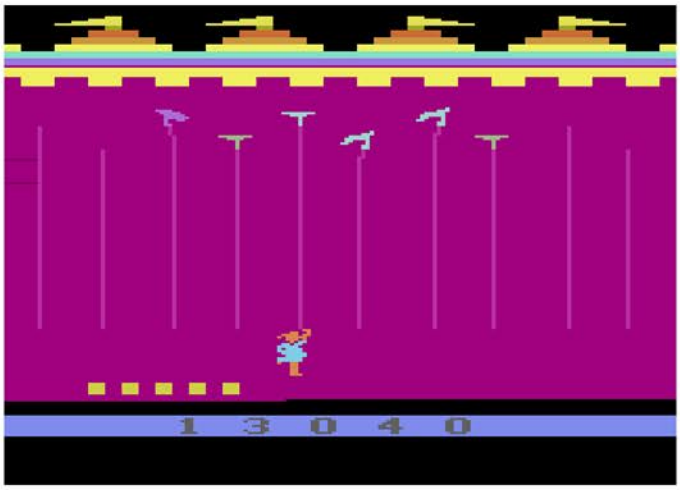
In Dishaster you control a young girl who has decided to take up the carnival pastime of spinning dishes. When you start the game a single plate will appear on the pole above you with more to follow (either six, eight or ten depending on the difficulty level you selected). The plates will go through four stages of spinning, full, slow, slower, then falling. You can keep them on their pedestal by running underneath it and recharging it by giving it a good spin. There doesn't seem to be any sort of timer as the plates will just randomly decide to move from one stage to the next without much rhyme or reason. If a plate does fall simply run underneath it to sent it back to the top with the middle speed.

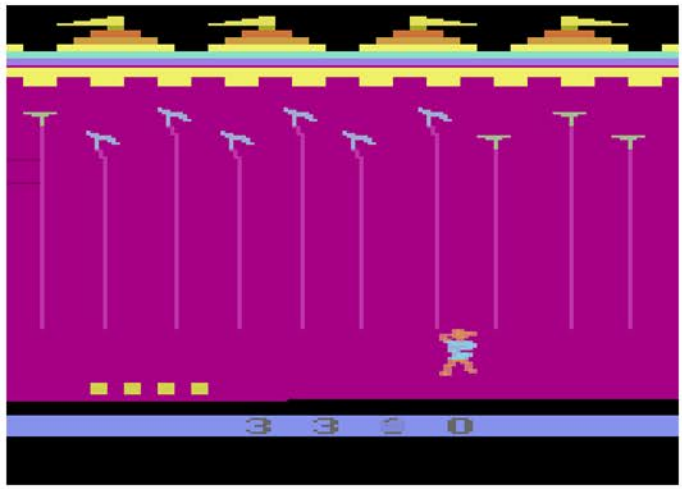


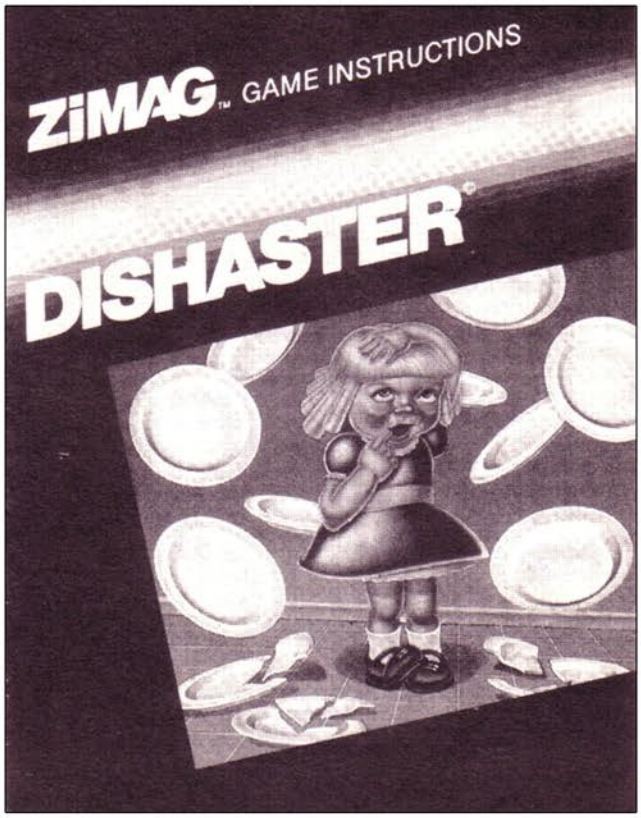



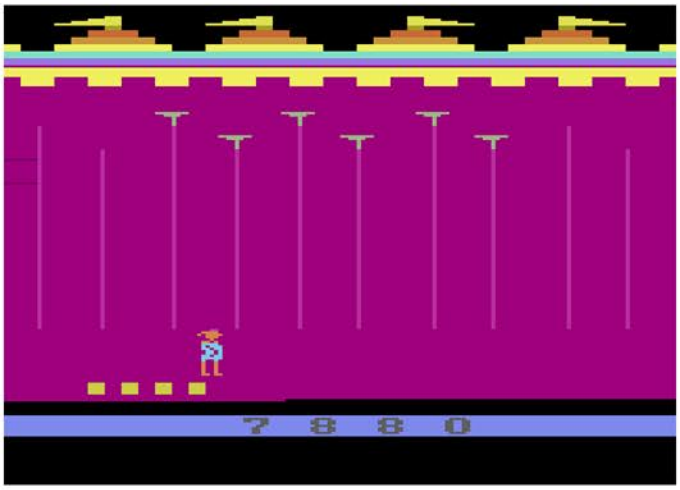

Despite the incredibly simplistic concept, there are some major issues with the execution. The biggest being that it is very difficult to get the girl in the correct position underneath the plates to keep them spinning, which is kind of surprising since it's literally the only thing they needed to get right. The workaround is to simply hold down the fire button while running across the bottom of the screen as the game will play a different sound when she is in the right spot, although this does slow her down a bit as she pauses slightly when she spins the plate. The other main issue is the simplistic repetitive music that plays. It's like they play the same seven notes over and over and over again, which when combined with the lackluster gameplay will make you want to forget the high score and just go stand in the corner and wait for the plates to fall just to make the music stop.

The good news is, Dishaster is progressive in the sense that it's one of the few video games in this era to have a controllable female protagonist. The bad news is, she is essentially doing the dishes. So unless you want to see one of the earliest examples of a video game heroine (and I use the term loosely in this case) there really isn't much to see here.






Top Left: Manual Cover
Top Right: Additional Screenshot
Below: Manual Page Samples

## GAME SELECTION

*Dishaster has four skill level variations.*

**GAME 1:** *In this game you only have to contend with six dishes. This is a good level for young beginners.*

**GAME 2:** *In this game you're faced with eight plates to balance. This is a good level for most players.*

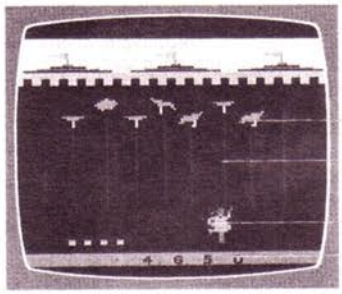
**GAME 3:** *Now you're faced with ten plates to balance. Only the very skillful will want to begin on this level.*

**GAME 4:** *Watch out! This time it's ten plates and non-stop action. A full scale challenge only for those with superior agility and dexterity.*

## SCORING

*The longer you're able to keep your balance, the more you score. Play ends when four dishes have broken.*

## GAME FEATURES




## FACING THE DISH DILEMMA

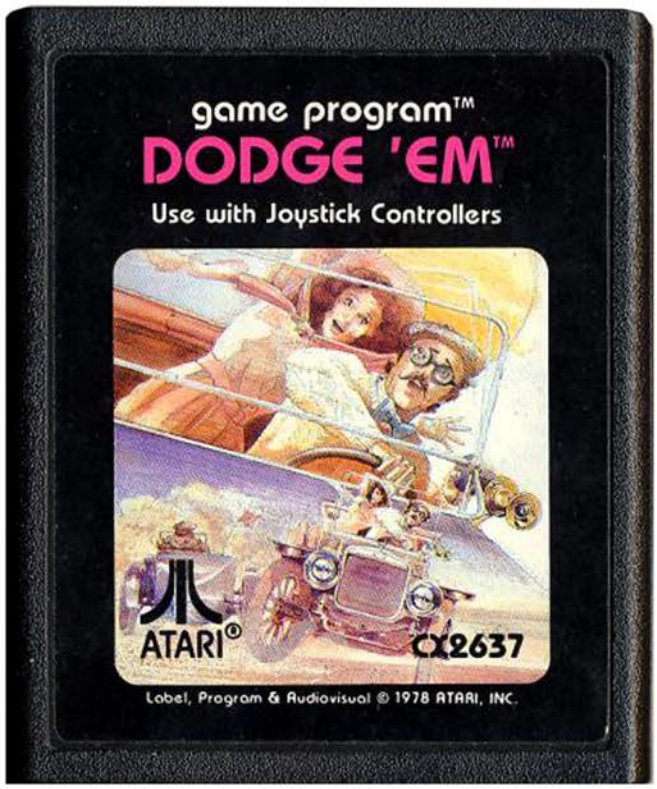
*Let's say you've managed to get all or most of your plates wobbling. So far so good. But now what? Go for the ones that have been wobbling the longest first. (Going for the closest or most recently wobbling plates can make for a lot of dashed dishes.) And don't worry about having the girl's hand positioned directly on the pole—it will straighten out even if the hand is just slightly beside it.*

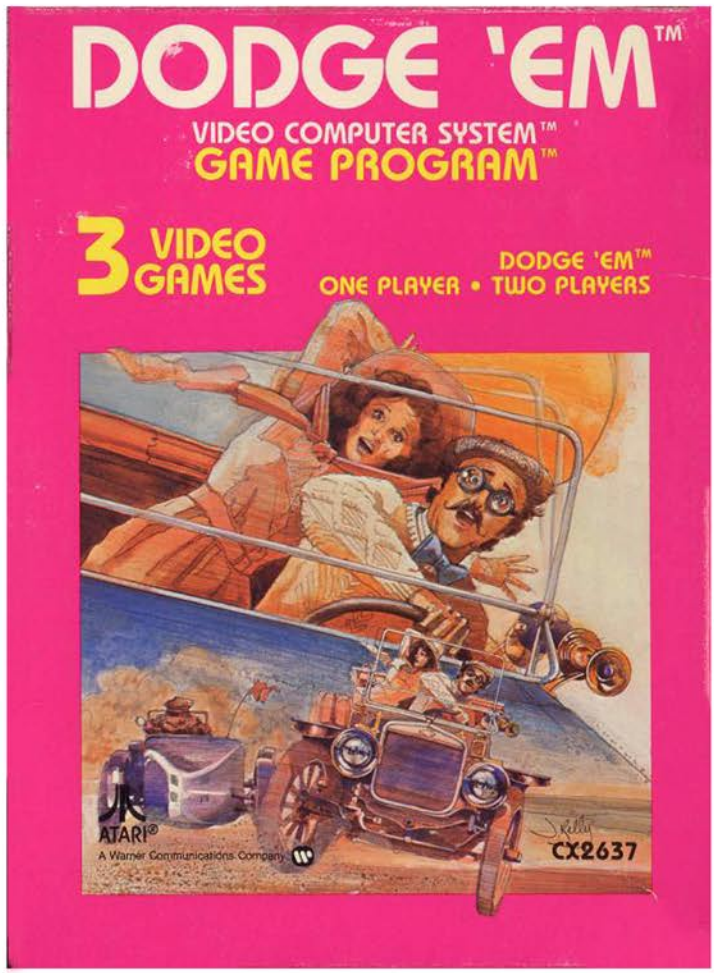
# Dodge 'Em

Release Date: 1980
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2637
Rarity: 2
Programmer: Carla Meninsky

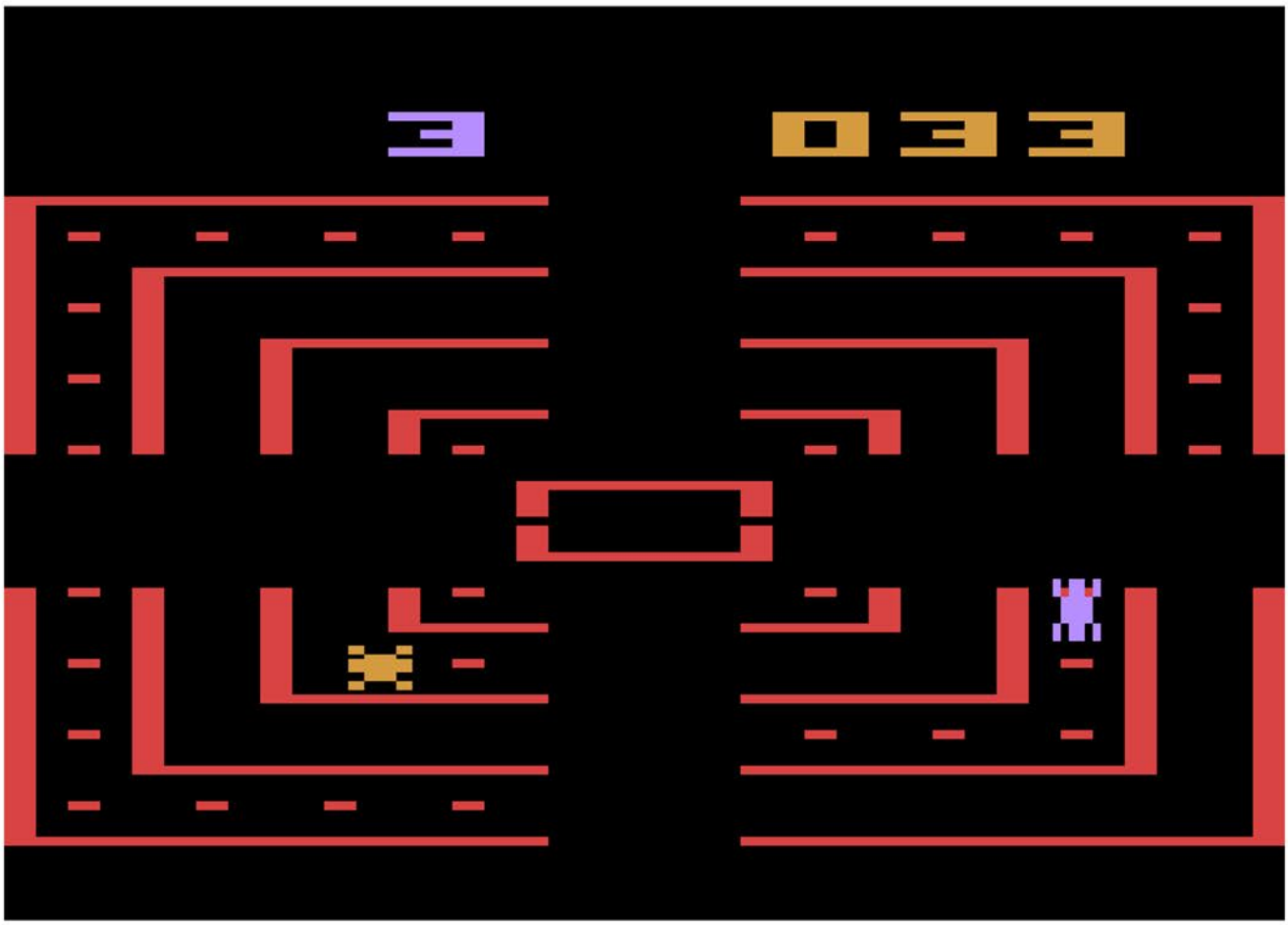
As one of the earliest releases for the 2600, it should come as no surprise that Dodge Em is a very simplistic game.

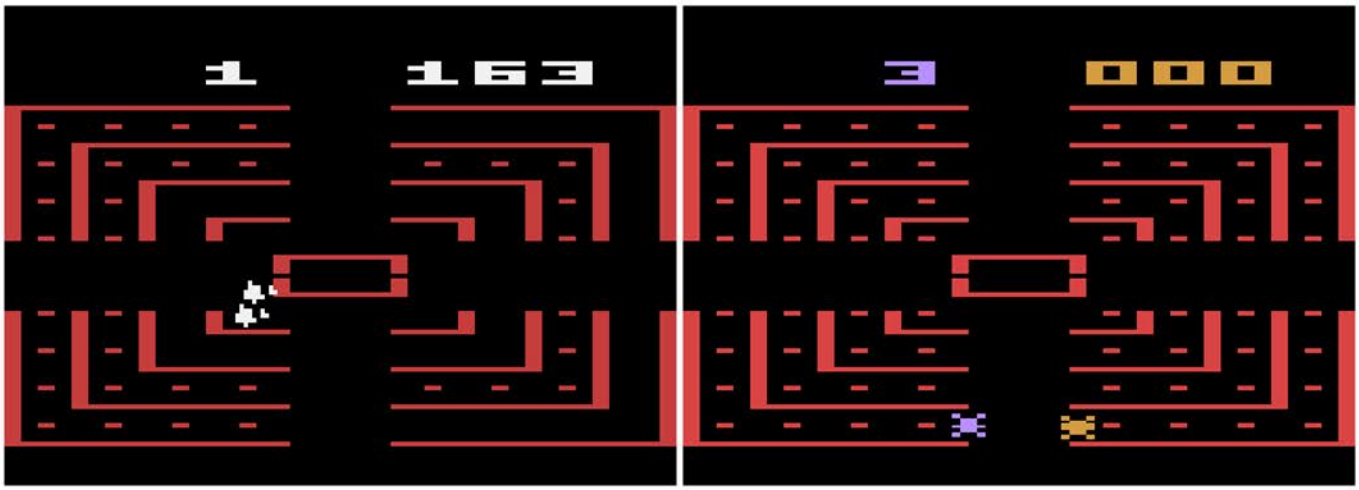


You are in control of a high speed automobile that sets out to collect every dot spread around a four tiered race track. Making this task incredibly difficult is another driver with a death wish whose only goal in life is to cause a high speed head-on collision with you.

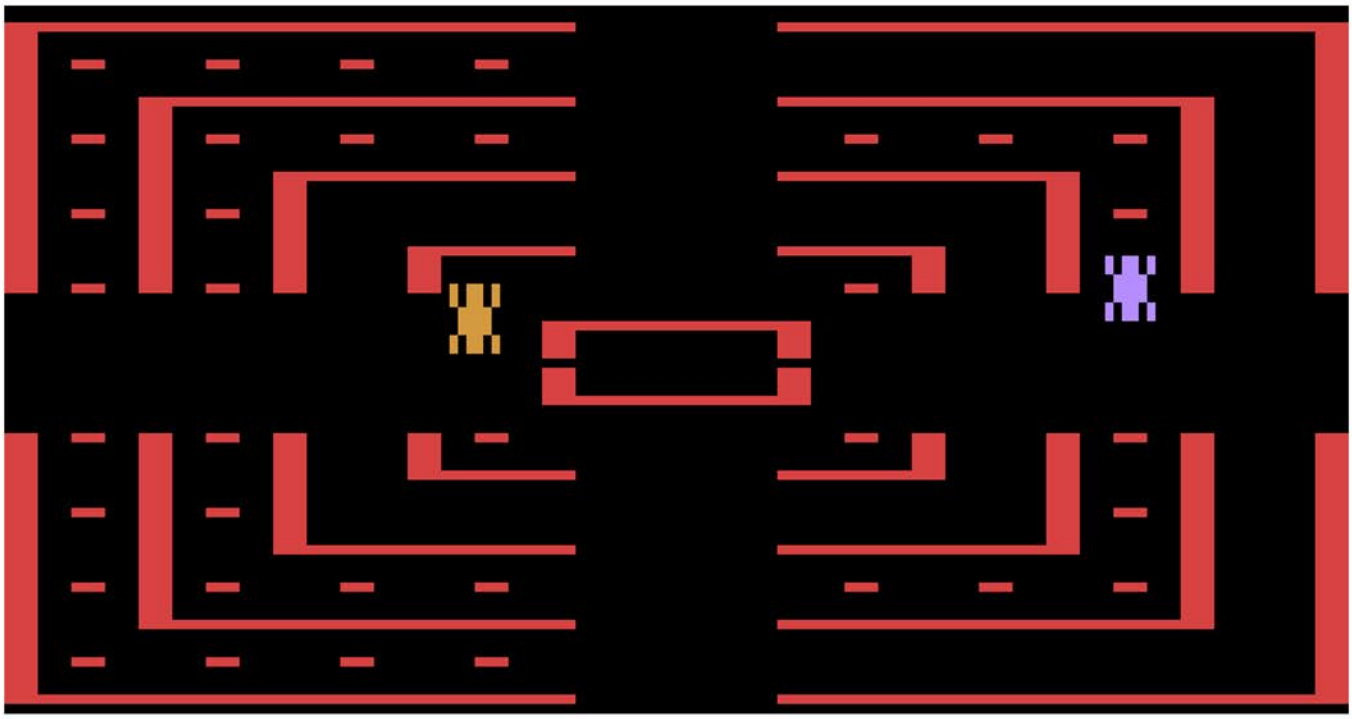
Your cars begin bumper to bumper facing opposite directions, and when you hit the gas it's off to the races around the square track. There are four tracks within the screen and four intersections connecting them all. By holding the proper direction at the intersection you can go across one or two lanes, which is vital to your survival. You also have a speed boost that will send you rocketing across the blacktop. Your opponent and would be killer is restricted in terms of speed and how many lanes he can dart across at each intersection, giving you a chance at making it out alive. If you are somehow able to collect all the dots in a single try, then you are off to the next level. If you crash and burn you have to start over from scratch, which is probably for the best since the difficulty is through the roof.

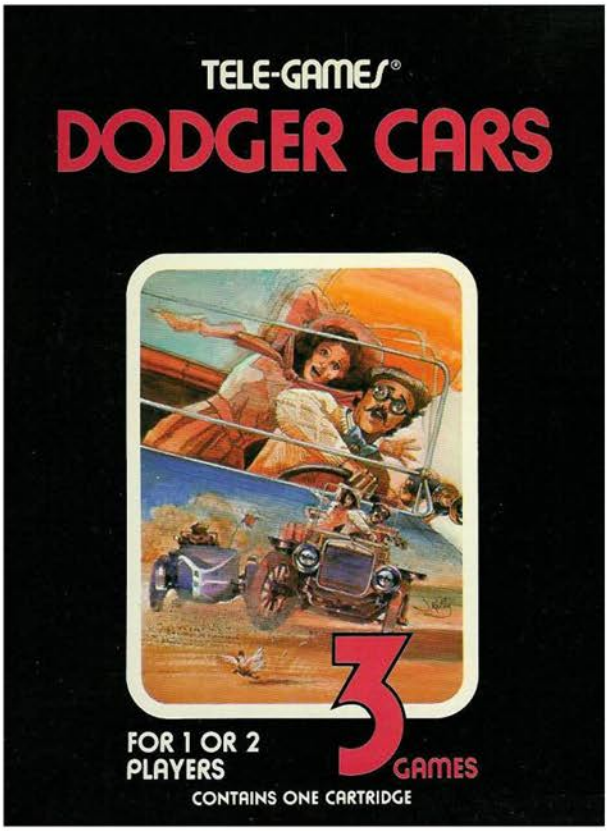


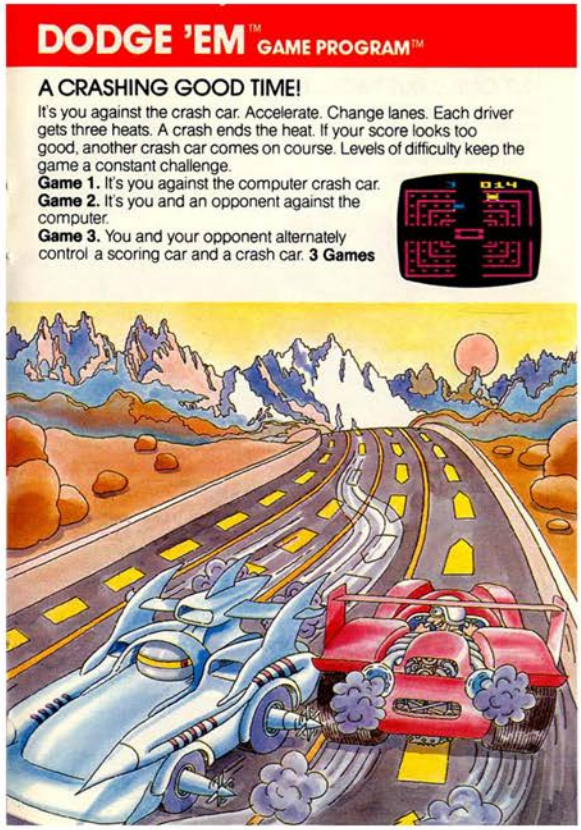



Since this is one of the first 2600 games, the AI isn't exactly nuanced. The computer opponent doesn't take it easy on you, rather it acts like the Terminator, sent back through time on a mission to destroy you and your vehicle. If you have a friend and are tired of being demolished by a ruthless unmerciful computer, the two player mode is perfect. One of you takes control of the point car, the other the crash car and it's a duel of wits to see who comes out on top. Throw in a six pack and expect there to be an ample amount of cursing and controller throwing as this is a fantastic game for pure player verses player competition.

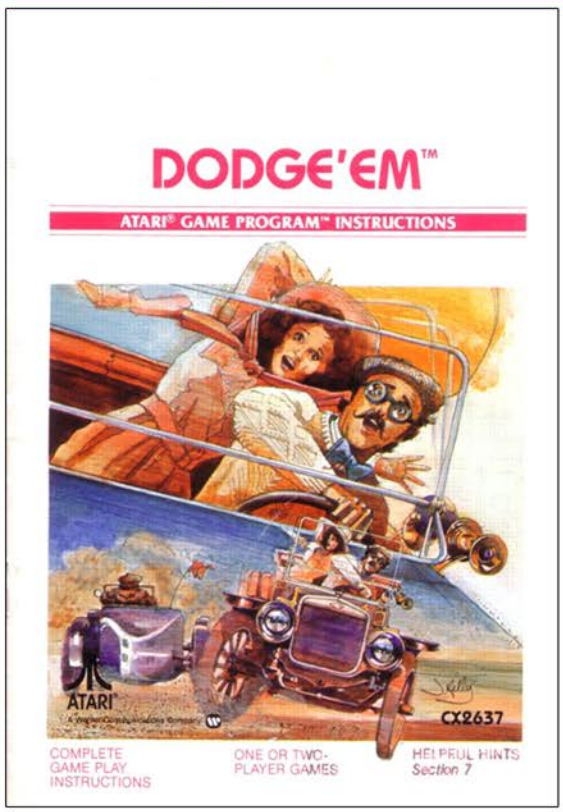
Sure the graphics are rudimentary, the gameplay is simplistic, and the AI will demolish you in a heartbeat, but the game is fun. If you are looking for a serious driving challenge or a game to add to your 2600 tournament, this is a fantastic way to go.






Top Left: Sears Tele-Games Box
Top Right: Catalog Sample
Bottom Left: Manual Cover
Bottom Right: Manual Page Sample

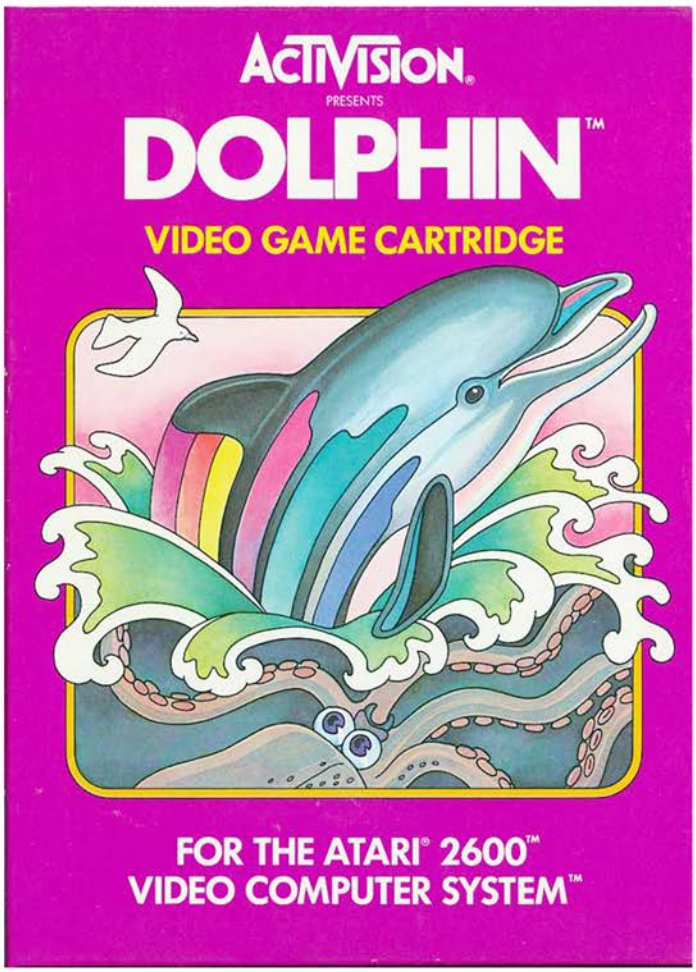


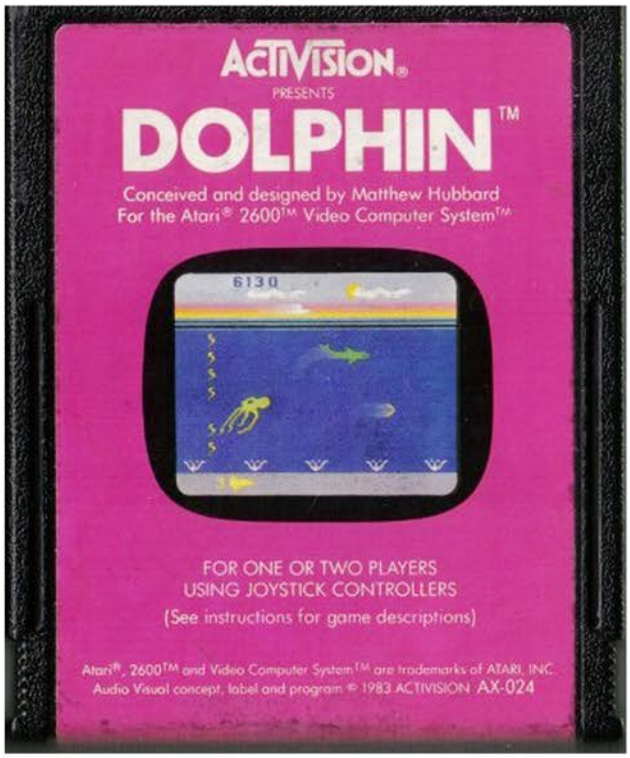
# DOLPHIN

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AZ-024
Rarity: 3
Programmer: Matthew Hubbard

This is a graphically advanced game of chase.



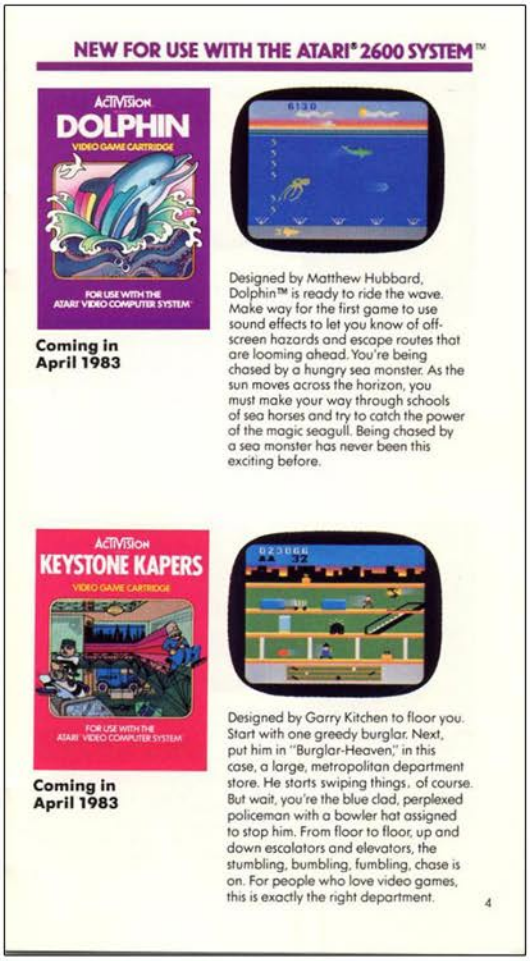



Dolphin puts you in control of, well, a dolphin who is doing everything in its power not to become dinner for a hungry giant squid. Swim along the ocean floor, catching waves and dodging armies of seahorses while waiting on a seagull to fly by and give you magical squid fighting powers. And in case you were wondering, yes drugs were prevalent and apparently amazing in the 1980's.

The game begins with the giant squid in hot pursuit of your dolphin. As you swim for your life you will encounter two main things in the water, wave currents and sea horses. Arrows will appear from both directions randomly and move across the screen, and if you are able to touch one that is pointing in the same direction as you then you will get a speed boost, and vice versa. The squid is also affected by the waves, unlike the road blocking seahorses that will constantly ruin your day. Every few seconds during your chase a wall of seahorses will appear in front of you, with only a single dolphin sized hole for you to swim through. In most games where your character is in the center of the screen this would make for some challenging gameplay. Since it's imperative for you to be as close to the edge of the screen as possible so that you don't get eaten however the only way that the dolphin can successfully dodge the seahorses is via dumb luck rather than skill. Expect to get knocked back with some regularity.

There are two main ways to prolong your life in the ocean. One is to give the squid the slip by quickly reversing direction when it's close. Timing this just right will cause the action to switch directions and put a great amount of distance between you and your adversary. The other is to listen carefully for audio clues alerting you to the presence of a seagull. If you can time your jump just right and touch this bird, you will be granted magical powers that will allow you to turn the tables on the squid. If you are able to touch it while you are juiced up on magical seagull mojo then the round will reset and the chase will begin anew (as well as giving you a major point boost).

While the pursuit style gameplay is a nice change of pace from the "shoot everything that moves" genre, it ultimately wears thin in a short amount of time. If you are looking for something a little bit different or just want to see a dolphin get magical powers from a seagull, then Dolphin is worth a look.



NEW FOR USE WITH THE ATARI® 2600 SYSTEM™

ACTIVISION
DOLPHIN
VIDEO GAME CARTRIDGE
FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™

Coming in April 1983

Designed by Matthew Hubbard, Dolphin™ is ready to ride the wave. Make way for the first game to use sound effects to let you know of off-screen hazards and escape routes that are looming ahead. You're being chased by a hungry sea monster. As the sun moves across the horizon, you must make your way through schools of sea horses and try to catch the power of the magic seagull. Being chased by a sea monster has never been this exciting before.

ACTIVISION
KEYSTONE KAPERS
VIDEO GAME CARTRIDGE
FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™

Coming in April 1983

Designed by Garry Kitchen to floor you. Start with one greedy burglar. Next, put him in "Burglar-Heaven," in this case, a large, metropolitan department store. He starts swiping things, of course. But wait, you're the blue clad, perplexed policeman with a bowler hat assigned to stop him. From floor to floor, up and down escalators and elevators, the stumbling, bumbling, fumbling, chase is on. For people who love video games, this is exactly the right department.

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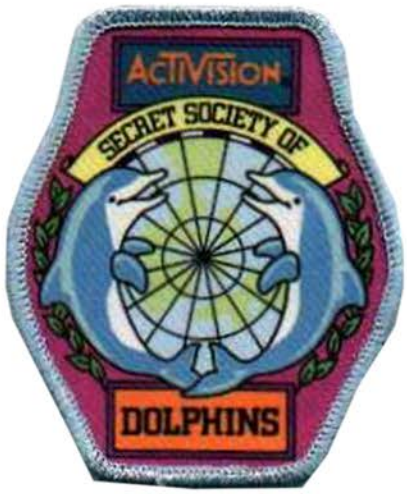
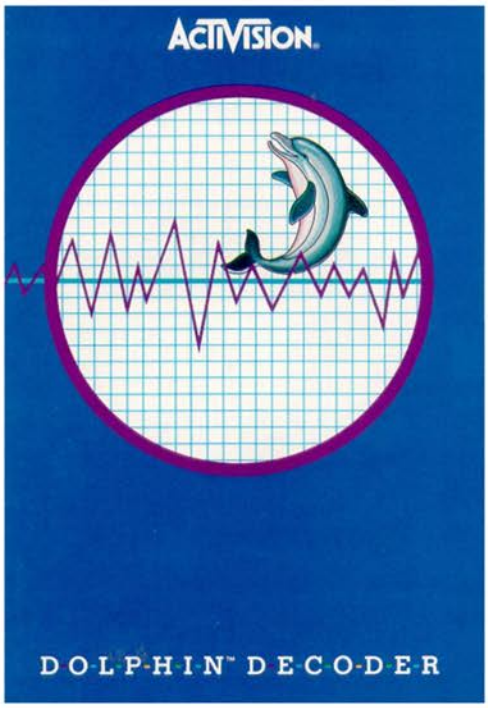
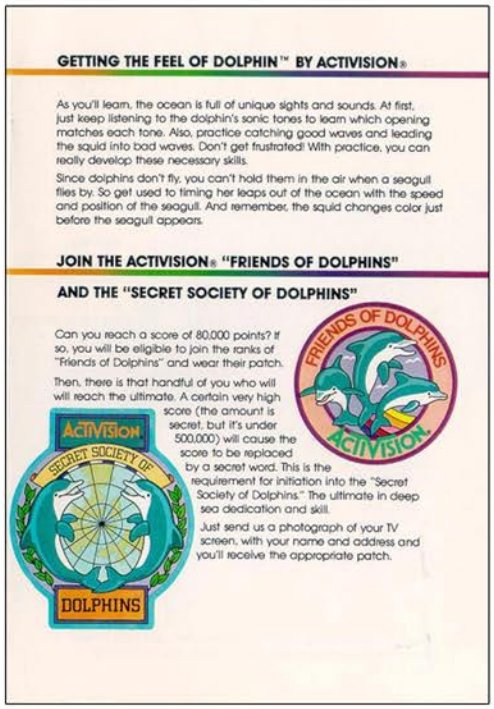


Top Left: Catalog Sample
Top Right: Patches
Bottom Left: Manual Cover
Bottom Right: Manual Page Sample



GETTING THE FEEL OF DOLPHIN™ BY ACTIVISION®

As you'll learn, the ocean is full of unique sights and sounds. At first, just keep listening to the dolphin's sonic tones to learn which opening matches each tone. Also, practice catching good waves and leading the squid into bad waves. Don't get frustrated! With practice, you can really develop these necessary skills.

Since dolphins don't fly, you can't hold them in the air when a seagull flies by. So get used to timing her leaps out of the ocean with the speed and position of the seagull. And remember, the squid changes color just before the seagull appears.

JOIN THE ACTIVISION® "FRIENDS OF DOLPHINS"
AND THE "SECRET SOCIETY OF DOLPHINS"

Can you reach a score of 80,000 points? If so, you will be eligible to join the ranks of "Friends of Dolphins" and wear their patch.

Then, there is that handful of you who will will reach the ultimate. A certain very high score (the amount is secret, but it's under 500,000) will cause the score to be replaced by a secret word. This is the requirement for initiation into the "Secret Society of Dolphins." The ultimate in deep sea dedication and skill.

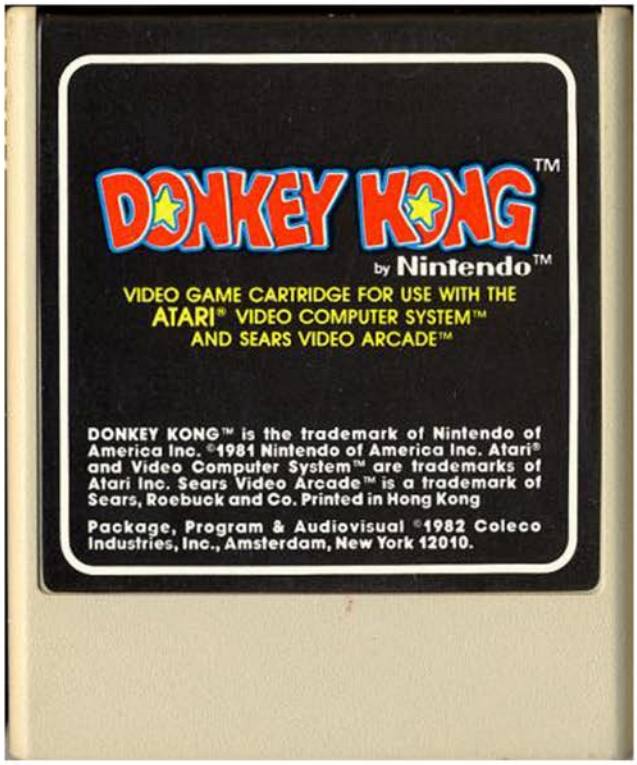
Just send us a photograph of your TV screen, with your name and address and you'll receive the appropriate patch.

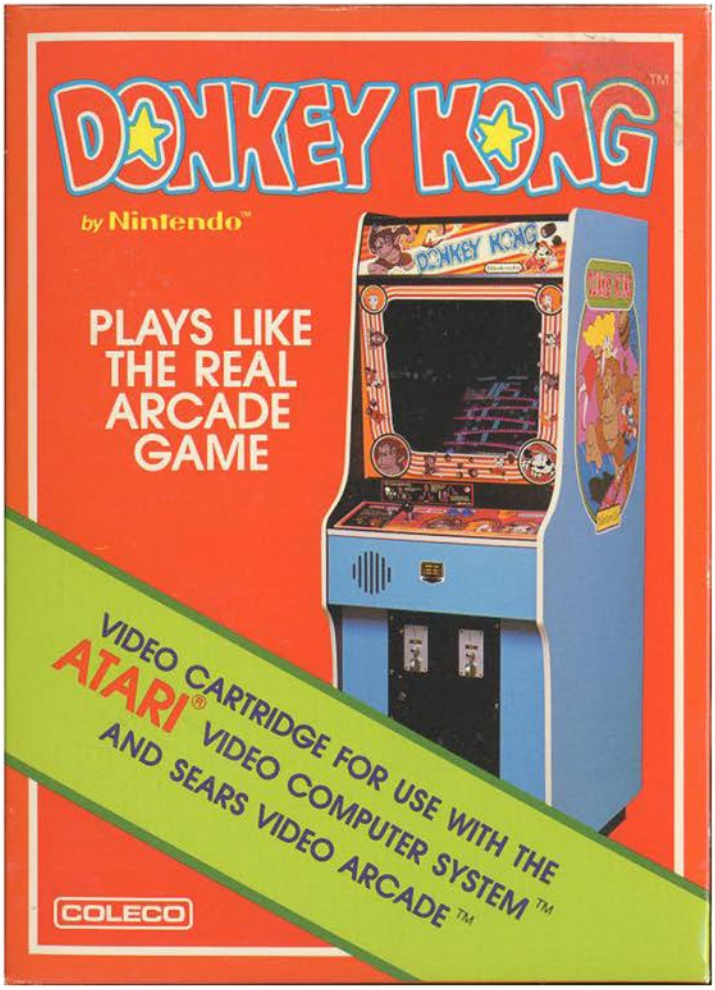
# Donkey Kong

Release Date: 1982
Publisher: Coleco
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 2451
Rarity: 3
Programmer: Garry Kitchen

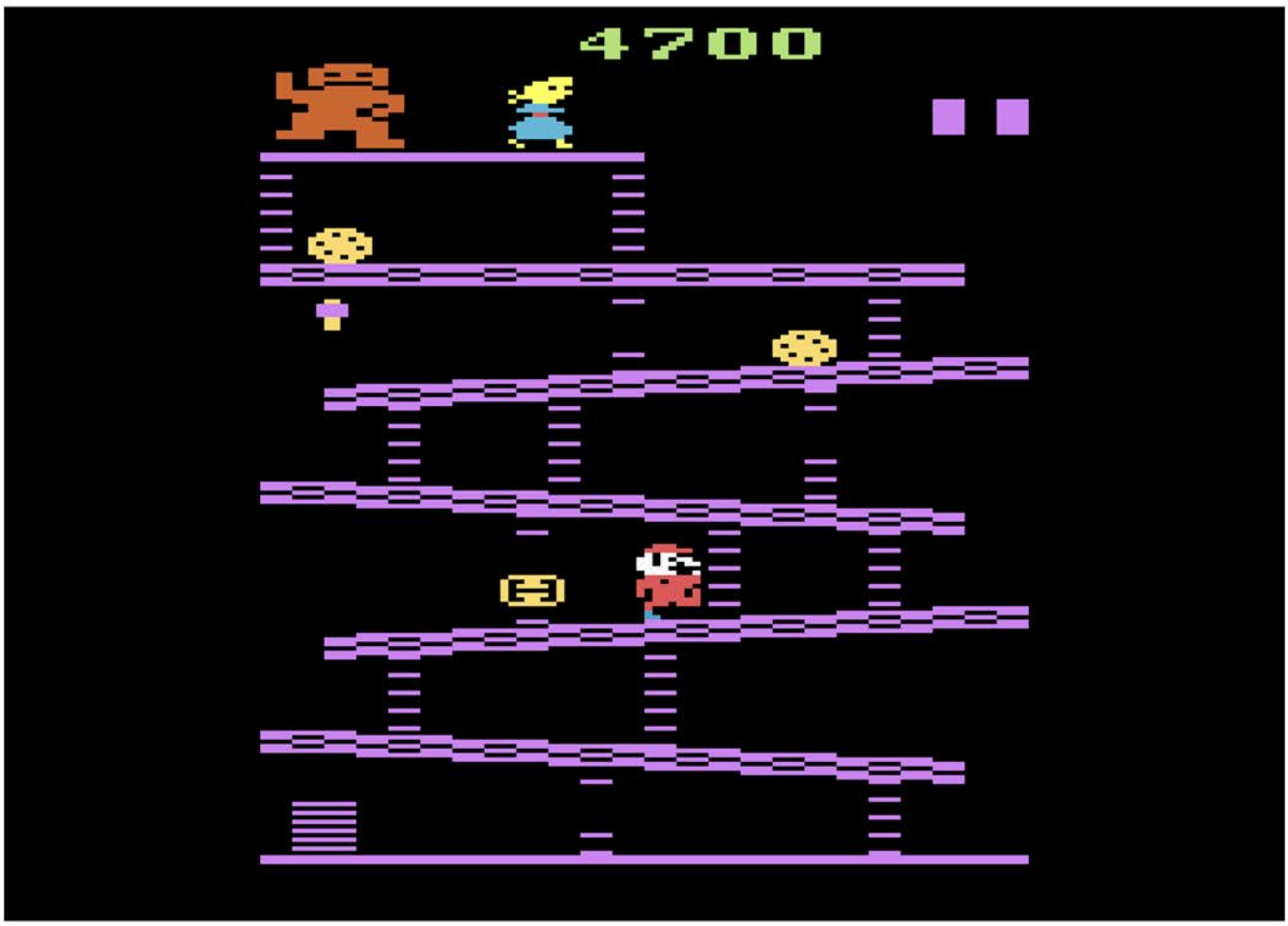
This is one of the most beloved video games of all time, unfortunately this port doesn't come anywhere close to doing justice to the arcade classic.



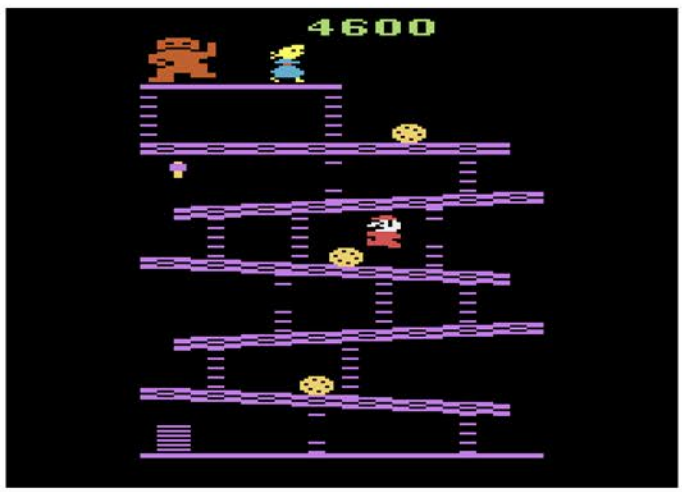
The setup is simple, you are Mario and you just climb to the top of the run down buildings in order to save your girlfriend from the grips of an evil ape that has kidnapped her. Well, in the arcade game Donkey Kong is a giant ape, in this port he looks more like an angry dancing gingerbread man. Actually now that I think about it, that might be even more terrifying than a giant ape, but I digress.

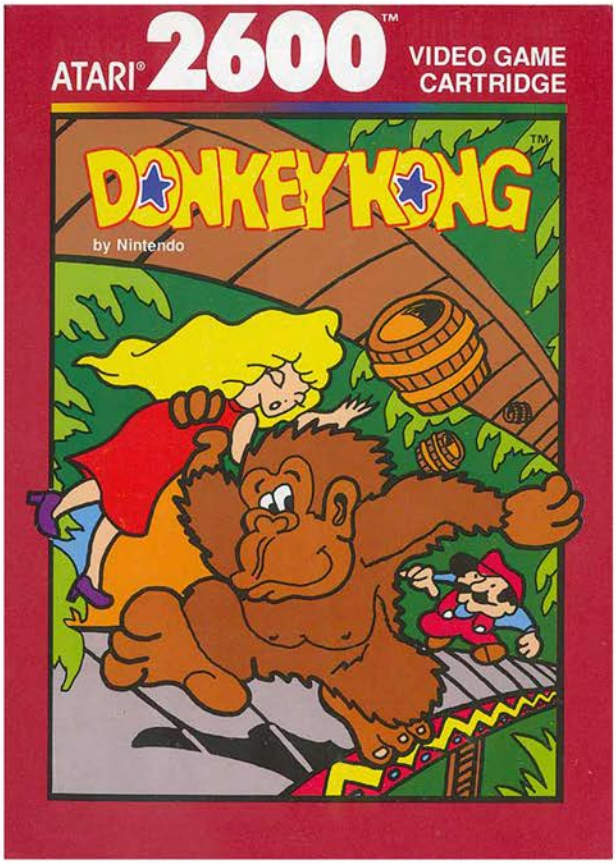
There are two different levels for you to tackle. The first finds you at the bottom of a collection of collapsed support beams that you must run up. As you ascend to the top you will be met by a handful of rolling barrels that must be dodged or leapt over, or if you are feeling destructive you can grab a hammer and smash them to bits. The downside to the hammer is that there is no music in this game, so it's impossible to know how much longer you have the hammer, which can put you in a bad spot when it vanishes from your hands as you swing it down on a barrel that is about to crush you. Once you make it to the top it's off to the next stage.

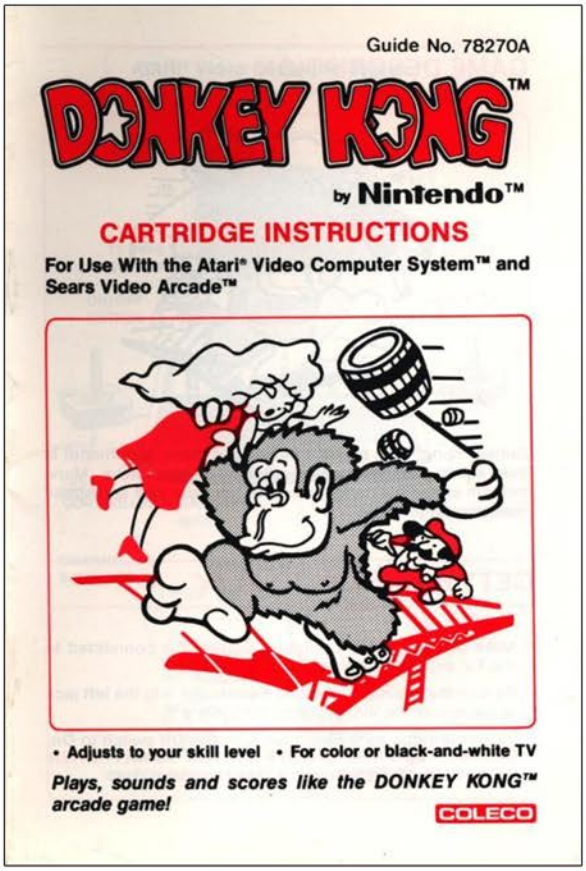


In level two you face off against four levels of what looks to be flame ghosts that float over the beams. Level by level you must remove the rivets, which in the arcade version causes the center of the building to collapse, which seems a bit extreme during a rescue mission. In the 2600 port however when you leap over the final rivet you get a short annoying sound effect and it's right back to the start of level one.

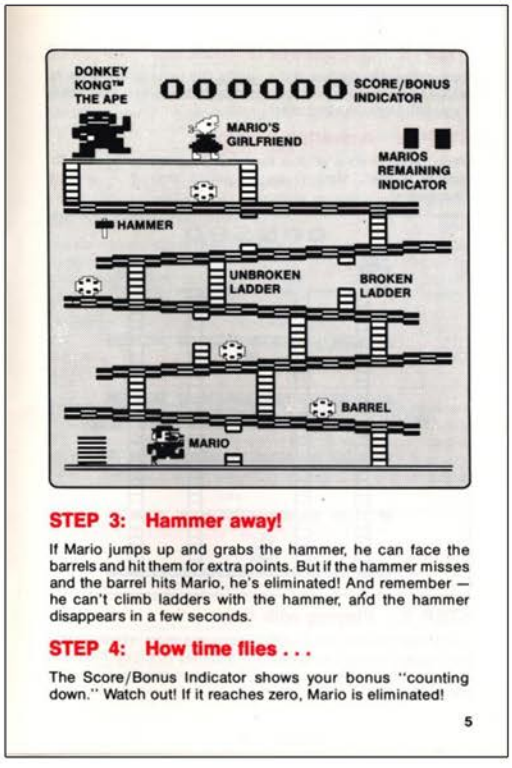
The best thing that can be said about the game is that there is absolutely no flicker, which is kind of amazing for an arcade port on the 2600. Other than that the game is seriously lacking in just about every department. If you are a die hard Donkey Kong enthusiast or want to face off against sentient desserts, it's worth a look. If you are looking to properly experience Donkey Kong there are a wide variety of better ports out there that include more than just two of the four arcade levels.

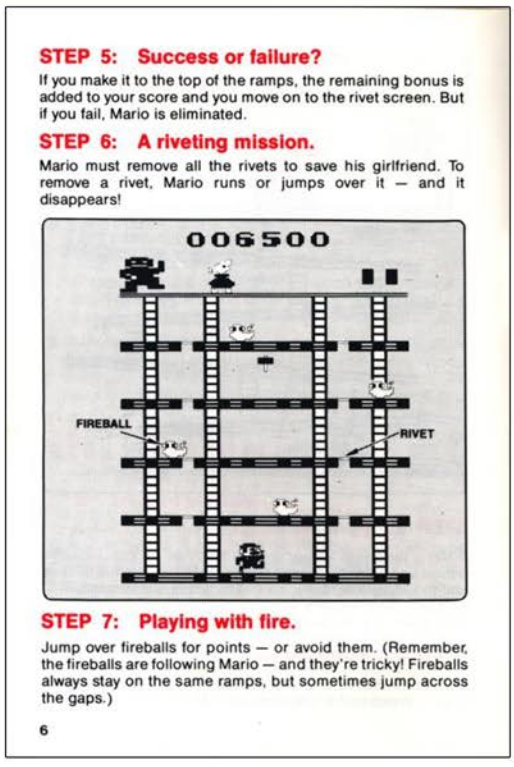





Top Left: Atari Release Box
Top Right: Manual Cover
Below: Manual Page Samples



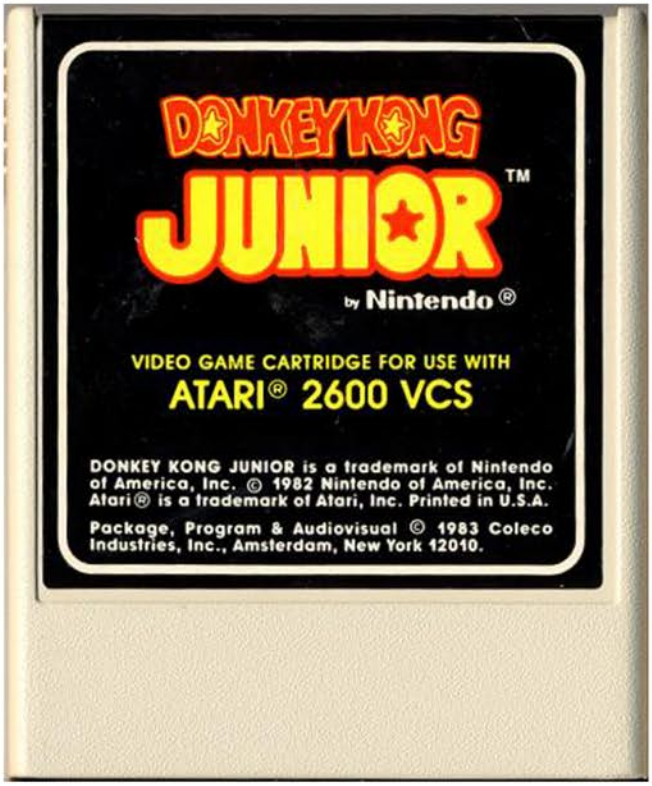

# DONKEY KONG

# Donkey Kong Junior

Release Date: 1983
Publisher: Coleco
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 2653
Rarity: 4
Programmer: Harley Puthuff Jr

If you thought the arcade port of Donkey Kong was horrendous, just wait until Junior. takes the scene. This rivals Pac-Man as the worst arcade port ever for the 2600.



The basic setup is that after Donkey Kong, Mario decided to cage up the giant ape and keep him captive. Donkey Kong's son, Junior, decides that he father needs to be broken out of prison, so he sets out to liberate him from the grips of the famous plumber. Junior does this by climbing up vines and swinging across to platforms while dodging severed alligator heads that Mario is throwing at him. Things are changed up a bit in the second level as Donkey Kong Junior. must push three keys to the top of the screen rather than make it up there himself. On the third level things revert back to normal as you have to fight your way to the top of Mario's hideout.

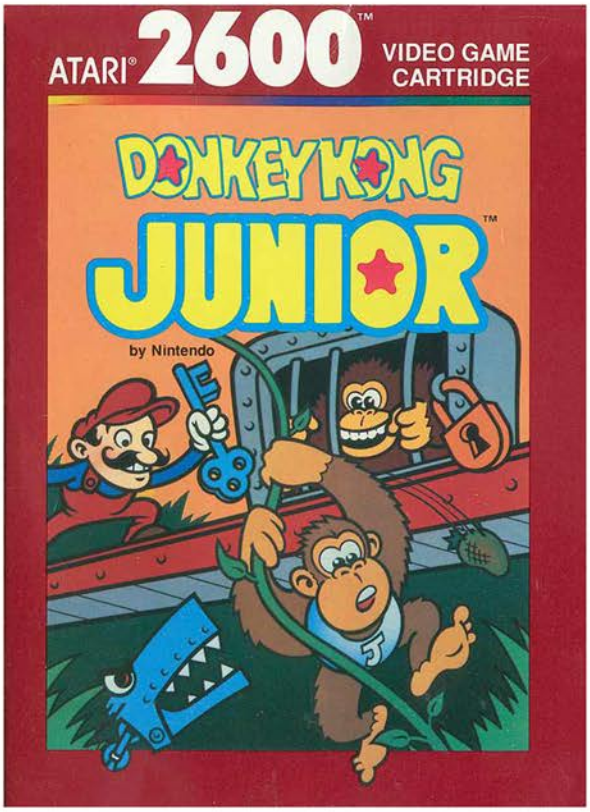
As with all games there are positives and negatives to be found. The biggest positive to be found in this port is that three of the four levels from the arcade version are here. Did I say biggest positive, because I totally meant the only positive. You know it's bad when the only good thing you can say about the game is that it includes seventy-five percent of the levels.

The first thing you will notice about this game is just how horrible the graphics are. Once again Donkey Kong looks like an angry gingerbread man, and Junior looks like an un-evolved Chewbacca (complete with bandolier). The severed alligator heads, or snap jaws, look like miniature windup toys. To make it even worse, when there are enough of them on screen they flicker out so badly that some of them remain invisible for long stretches of time.

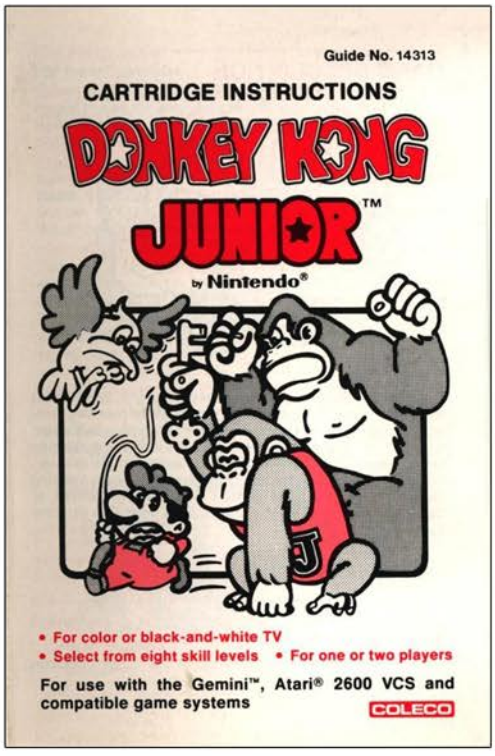
Next up in the parade of awfulness is the gameplay. Despite being an agile ape, Junior has a rough time navigating the landscape. His jump stalls in midair, so when you try and jump over a snap jaw you'll often freeze in the air and come crashing down upon them. Junior also has a tough time letting go of the vines when he gets near a platform, usually doing a little dance rather than dropping down and thereby giving Mario time to rain down enemies upon you. When he finally does let go you will watch helplessly as he falls through the platform to his death. Without a doubt though, the single worst offender is the start of level two.

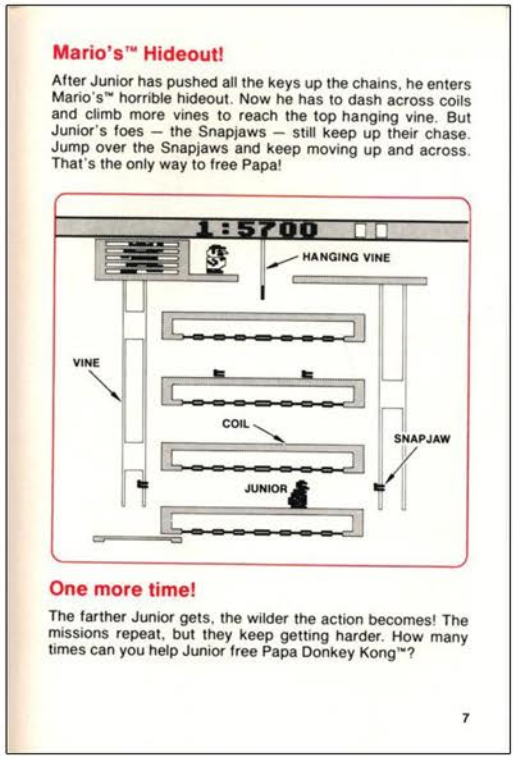
On the second level there is a bird that patrols the bottom portion of the screen. In theory this is an extra challenge since you have something else you must avoid, however they did not program it properly. When you start the level you will automatically be killed by the bird if you aren't holding the controller to the right to grab onto the vine next to you. The bird literally spawns on top of you if you just start the level normally. So if you barely survived level one thanks to the multitude of problems, this isn't the best way move forward.

Simply put, there really isn't a reason this game should be played, unless you have a morbid curiosity as to just how bad this game is.



Top Left: Atari Release Box
Top Right: Additional Screenshot
Below: Manual Cover and Page Sample



**Mario's™ Hideout!**

After Junior has pushed all the keys up the chains, he enters Mario's™ horrible hideout. Now he has to dash across coils and climb more vines to reach the top hanging vine. But Junior's foes — the Snapjaws — still keep up their chase. Jump over the Snapjaws and keep moving up and across. That's the only way to free Papa!



**One more time!**

The farther Junior gets, the wilder the action becomes! The missions repeat, but they keep getting harder. How many times can you help Junior free Papa Donkey Kong™?

7

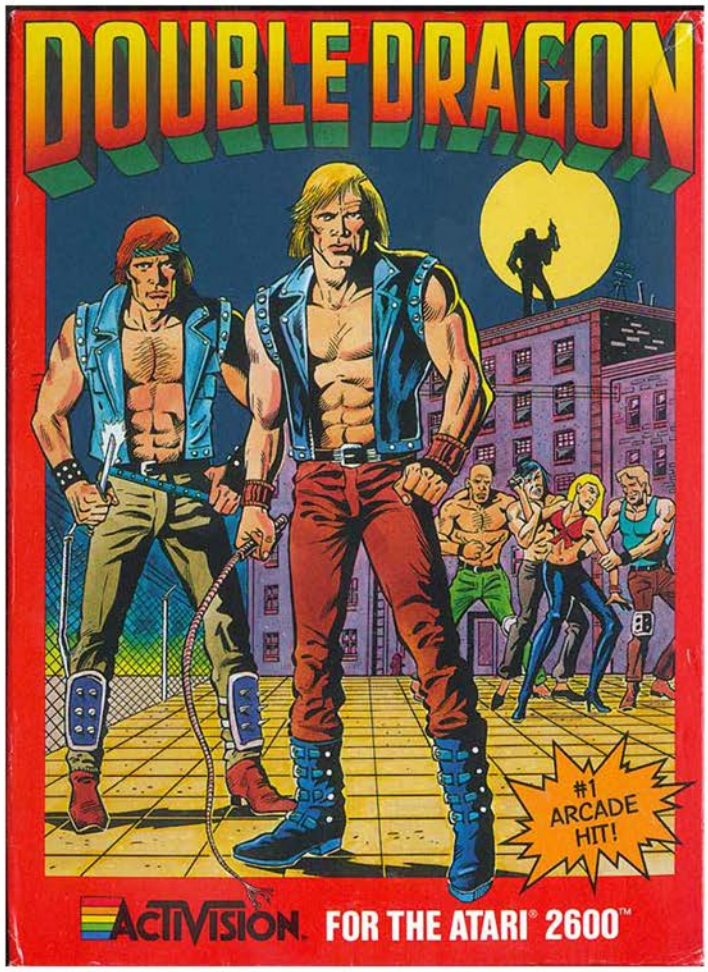
# Donkey Kong Junior

# Double Dragon

Release Date: 1989
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AK-050
Rarity: 5
Programmer: Dan Kitchen

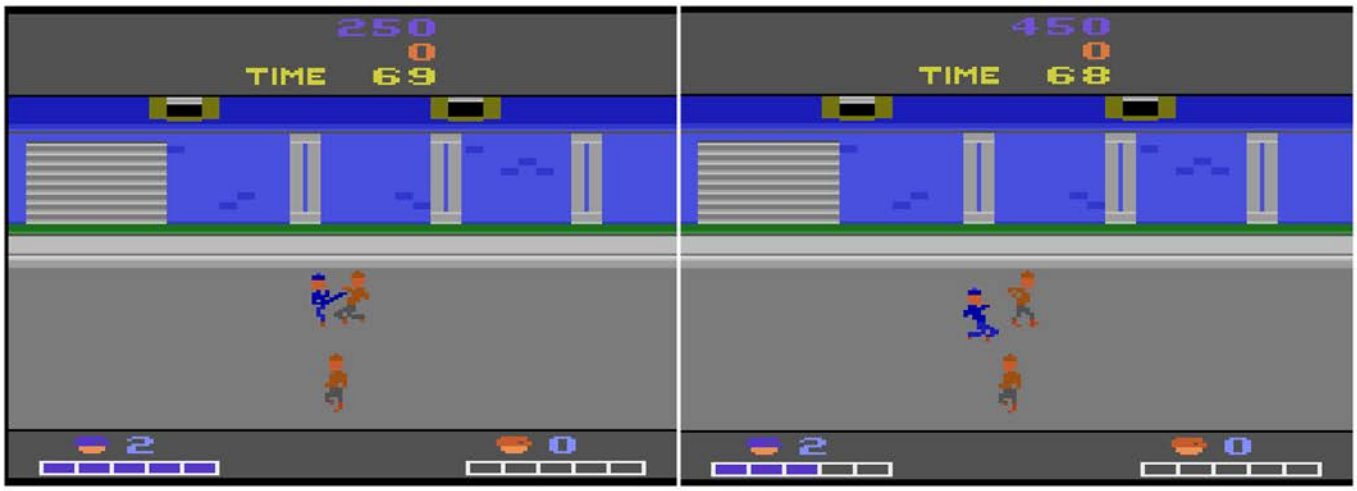
This is in contention for the most difficult video game ever released.



This port of the arcade classic came along very late in the 2600 lifespan and stands apart from every other home version of the game. Unlike every other version of the game, this one is completely unplayable. Not because of the poor graphics or the even poorer controls, but due to the fact that the difficulty is way beyond anything ever seen in a video game. In fact the manual calls the game “The Ultimate Challenge,” and it isn’t joking.

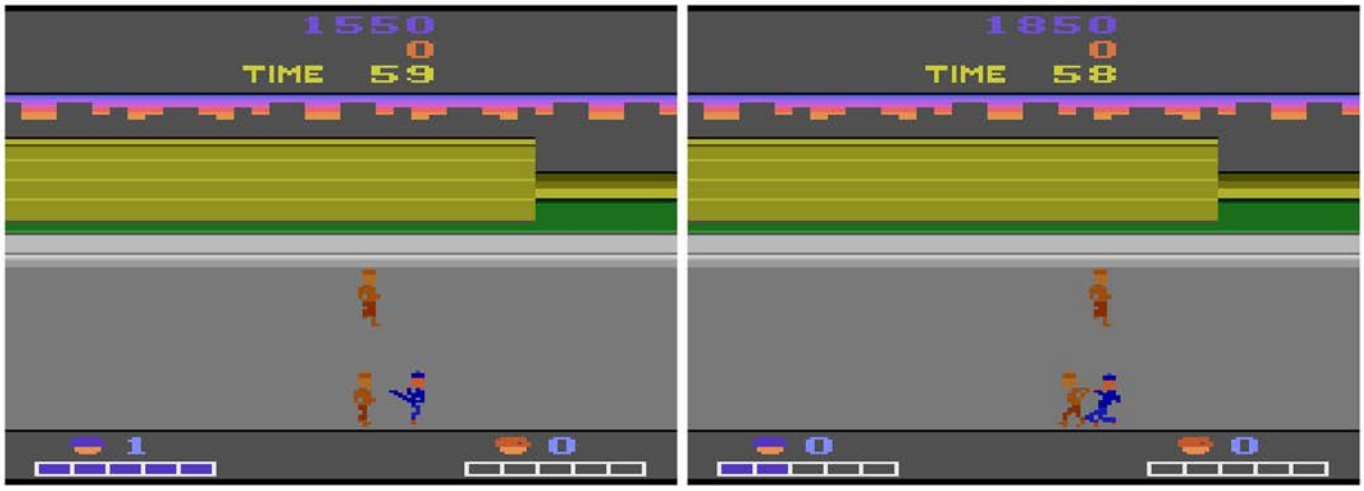
The setup is that the Black Warrior gang has kidnapped Marion, one of the would-be hero’s girlfriend. It’s up to twins Billy and Jimmy Lee to take on the machine gun wielding Shadow Boss and his gang in order to save her. Hopefully Marion likes being a part of the Black Warrior gang, because Billy and Jimmy don’t stand a chance.

Typically in video games whatever enemy you are facing (aliens, gangs, etc) will send their weakest warriors to face off with you first, which gives you a chance to gain experience and become battle tested so you can complete the final challenge. Apparently the Shadow Boss is a video game fan because he doesn’t follow suit and instead sends the best of the best to face off with you right out of the gate. The first generic bad guy you face has the potential to not only kill you, but to deplete all of your reserve lives in a matter of seconds. With frightening precision he will kick, punch, and elbow you into submission. They are so fearsome and confident that they will be able to murder you with ease that they will only attack you one at a time. If you have ever wondered what would have happened if you walked up and sucker punched Bruce Lee, then this is a perfect illustration.




It doesn't help matters that the controls are virtually impossible to get a handle on. The 2600 joystick is simply incapable of delivering all the moves you would need to survive. In order to kick you have to hit down and the fire button at the same time, and to throw an elbow you have to go diagonally at a precise angle that in half an hour of gameplay I was never able to pull one off. Things get a little easier if you can get your hands on the bat weapon that shows up on the second screen, however 99% of the people who play this will never see that far. According to the manual all four levels from the arcade version are in the game, although that might be a lie since they know nobody will get past the first level.

I have been playing video games for over three decades now, and despite my best efforts the most bad guys I was able to kill in a single play through was four. Four lowly henchmen. Even using the turtle shell fighting style of standing in the corner and kicking air until the bad guys walk into my foot, i was only able to kill four. If you are looking for a game that will completely break your spirit and make you feel like you are terrible at video games, this is a great way to go. If you want to actually play Double Dragon, look for a different port.



Above: A Screen You Should Get Used To Seeing
Below: Manual Cover and Sample Page

### The Battle Begins

Either one or two players can battle it out against the Shadow Boss's henchmen. There are three different games:

- **Game 1** — One player against the Black Warriors.
- **Game 2** — Two players against the Black Warriors.
- **Game 3** — Player against player in a one-on-one battle. (This game is strictly a fight between Billy and Jimmy, and is a good time to practice your fighting skills.)

**Press the Select button** on the console to choose which game you want to play.

**Press the Reset button** to start the game.

**Press the Reset button** during the game to stop playing and start a new game.

### Fighting Controls

There are four fighting moves. Use the joystick and joystick button as described below to activate these blows.

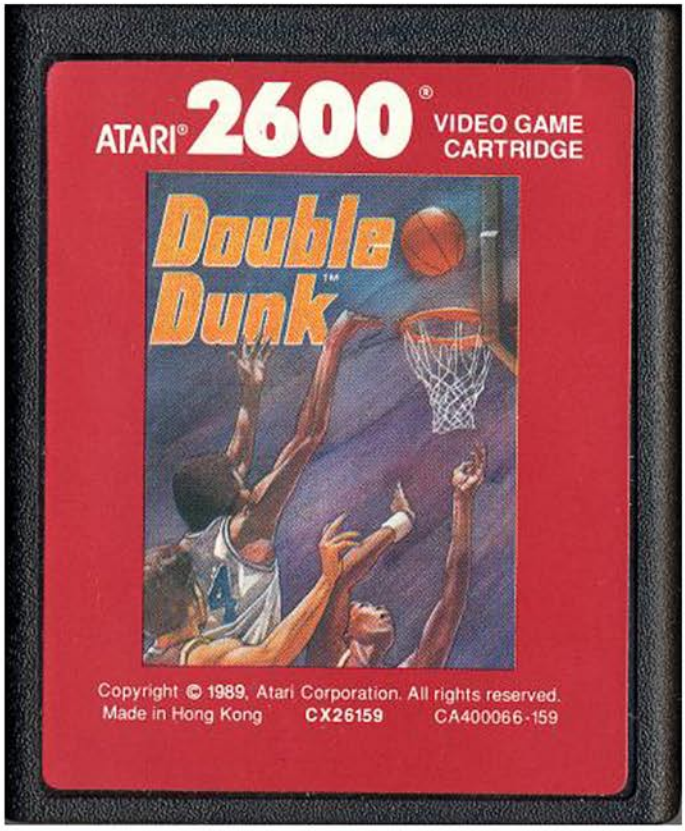
- **Punch: Move the joystick to the right or left** (depending on which direction you're facing) and press the button.
- **Elbow Punch: Move the joystick diagonally up** and to the *right* and press the button to throw a *left* elbow punch, and diagonally up and to the *left* and press the button to throw a *right* elbow punch. You'll throw the elbow punch in the opposite direction from the one you're facing.

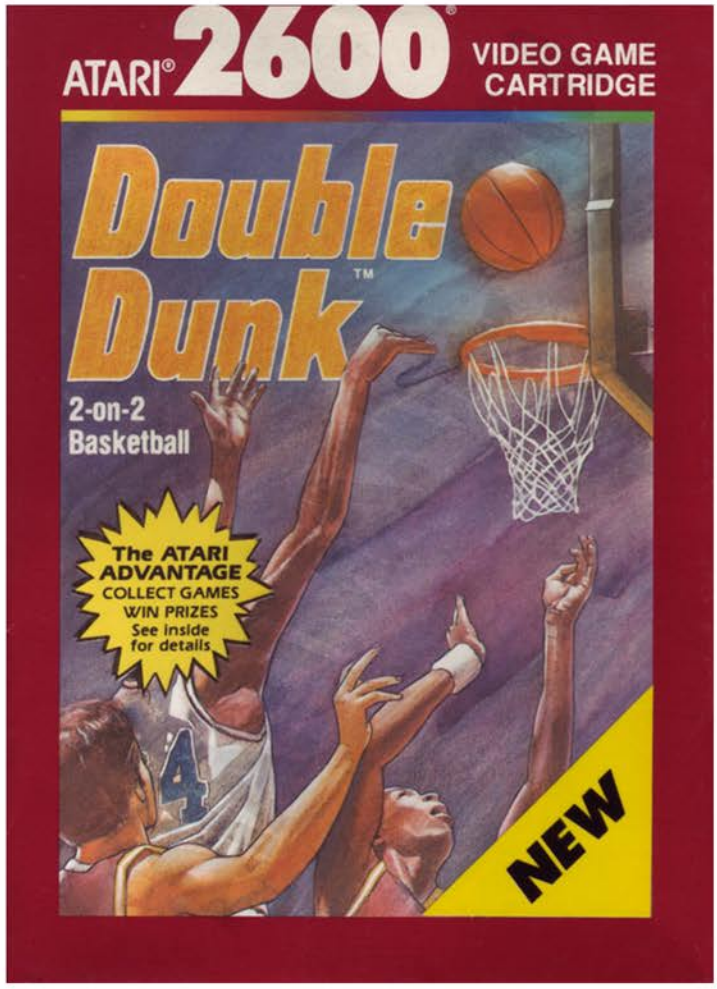
# Double Dunk

Release Date: 1989
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: CX26159
Rarity: 4
Programmer: Matthew Hubbard

Double Dunk is one of the most realistic two-on-two playground style basketball games ever created.



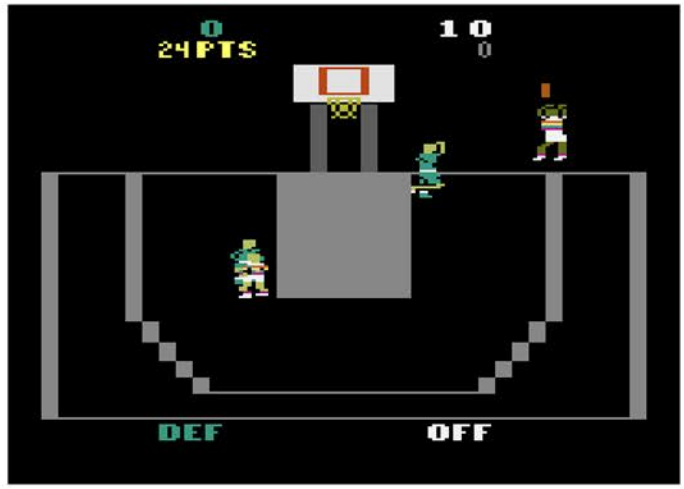
When I say realistic I don't mean that it accurately captures the spirit of two teams doing battle on the blacktop, rather it's realistic in that it accurately portrays what would happen if you went to the park and tried to play basketball against the kids playing pickup games. Spoiler alert, it doesn't end well.

On paper the game had potential. You could decide how you wanted the game to end (either by a set number of points or a time limit), and you could call offensive and defensive plays. On offense you had five different plays like a pick and roll or the give and go, both of which could be run to the left or the right. On defense you could guess what your opponent would do which would give you the upper hand on the play. If done properly this could have been a great addition to the gameplay, unfortunately however the plays are scripted events that require you to press the button to trigger a pre-determined action (i.e. pass, shoot). So instead of having a series of basketball themed quick time events.

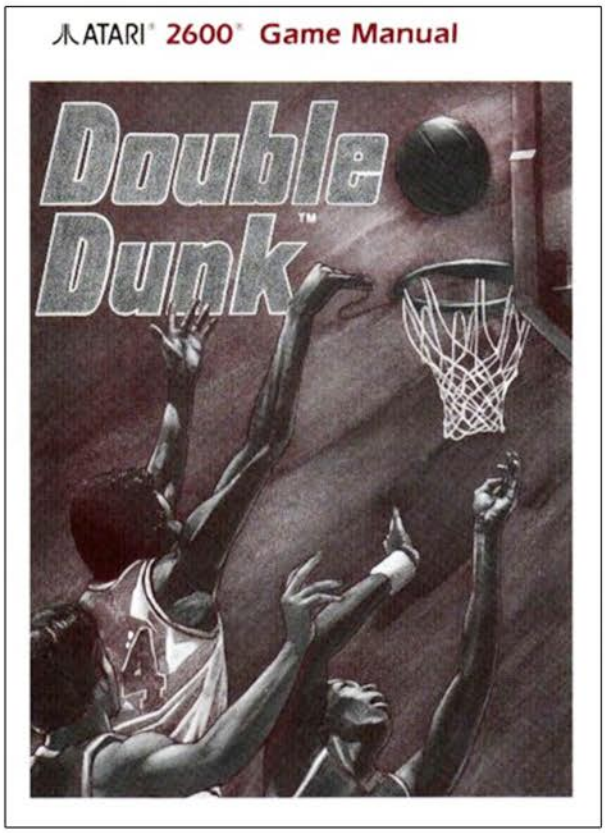
The silver lining to the play calling is that it really doesn't matter because the computer is going to straight up destroy you no matter what play you pick. The point guard (Mr. Outside) will swipe the ball from you before you have a chance to take a step, and will often score before you realize you don't have possession anymore. If on the off chance he misses, his partner Mr. Inside will get the rebound and put it back in. To illustrate just how dominant Mr. Outside is, in a game to twenty-four he had nine steals. The only reason he didn't finish the game with twelve steals and layups is because I would randomly fire off a shot from the top of the key as soon as the play went live.

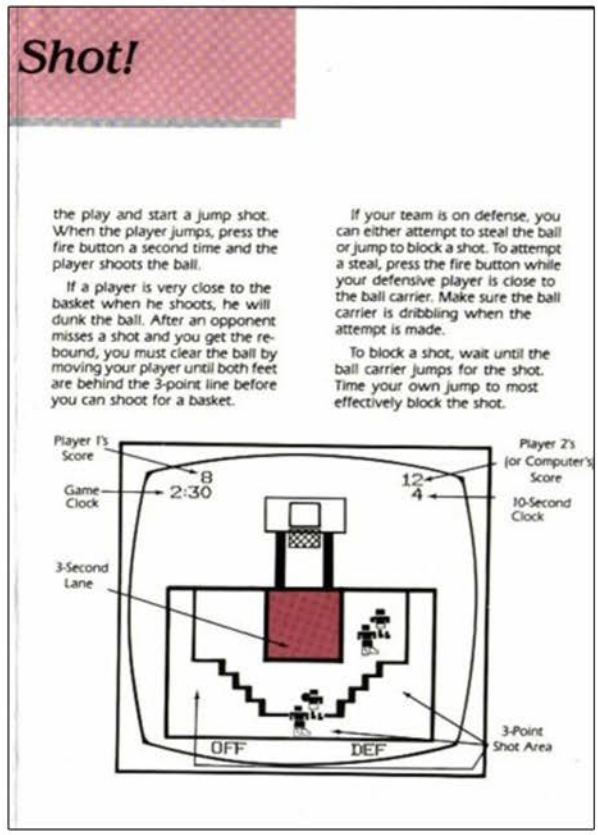
The lone bright spot to the game is the one that really pour salt into the wound, as after you are defeated the game will show the stats of the winning team. Nothing like getting beaten to a pulp only to be shown just how badly you were beaten.

Double Dunk is one of the latest releases for the 2600, and while it does have some decent graphics it is worth mentioning that the same year this was released the Sega Genesis was hitting store shelves.



Above: Title Screen
Below: Manual Cover and Page Sample



## Shot!

the play and start a jump shot. When the player jumps, press the fire button a second time and the player shoots the ball.

If a player is very close to the basket when he shoots, he will dunk the ball. After an opponent misses a shot and you get the rebound, you must clear the ball by moving your player until both feet are behind the 3-point line before you can shoot for a basket.

If your team is on defense, you can either attempt to steal the ball or jump to block a shot. To attempt a steal, press the fire button while your defensive player is close to the ball carrier. Make sure the ball carrier is dribbling when the attempt is made.

To block a shot, wait until the ball carrier jumps for the shot. Time your own jump to most effectively block the shot.



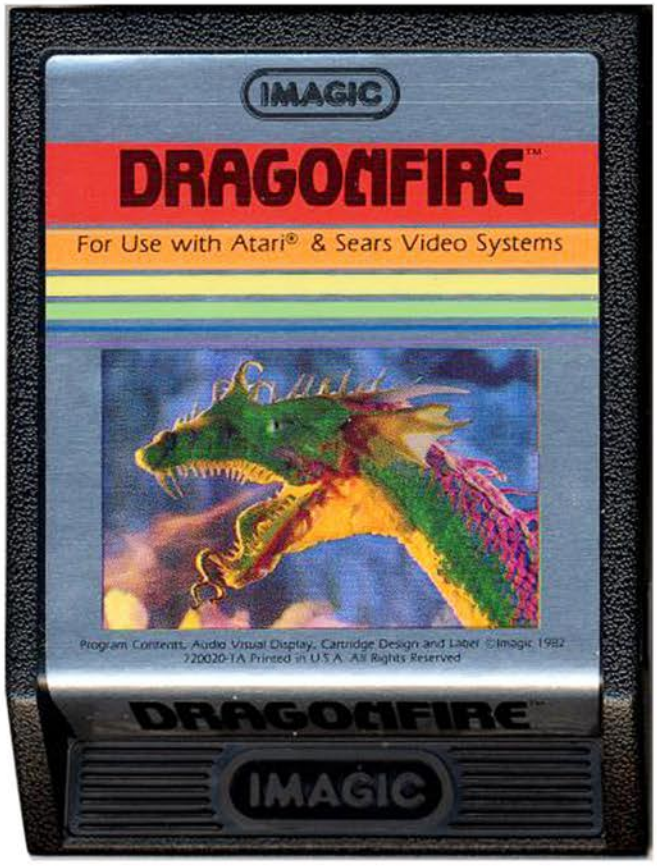
# DOUBLE DUNK

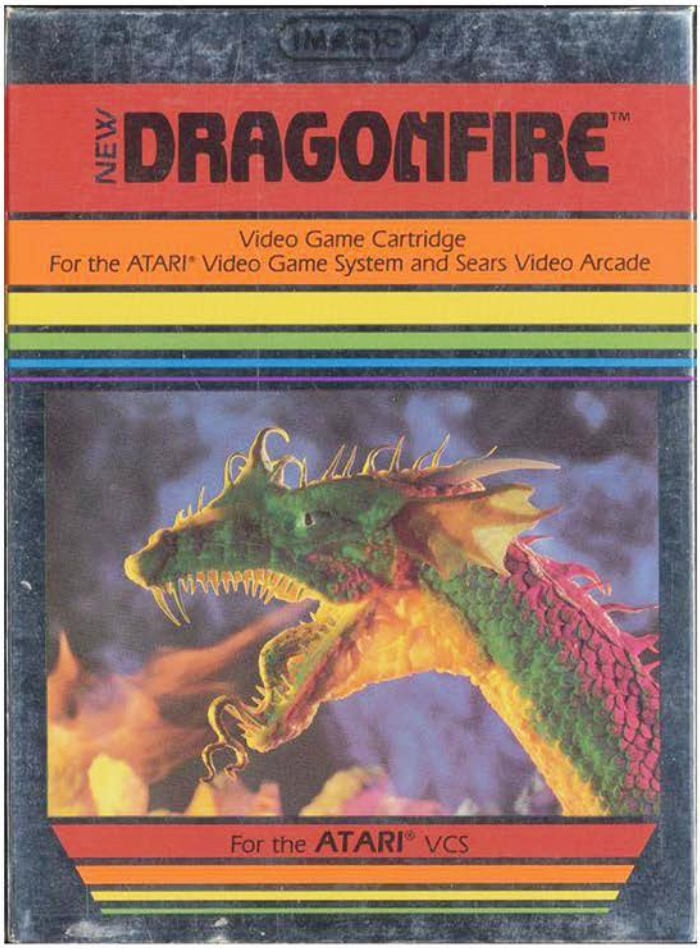
# DRAGONFIRE

Release Date: 1982
Publisher: Imagic
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: IA3611
Rarity: 2
Programmer: Bob Smith

This is one of the fastest paced arcade style titles on the 2600.



A dark cloud has fallen over the kingdom, as an army of dragons have invaded your home castle and pushed out the Royal Court. It is up to you, the Prince, to face off against the fire breathing lizards and take back what is rightfully yours. Apparently you are a cocky Prince, as you have decided to forgo weapons and rush into the heat of battle with nothing more than your feet. Surprisingly this proves to be an effective strategy.

The game is broken up into two sections, the bridge and the treasure room. For the bridge level you must make your way across while dodging a pair of fireballs coming from the left. One comes high and the other comes low, and they are both totally random in their velocity and timing. Most of the time they are spread out, which makes for an easy trek to the treasure room, however sometimes they end up firing at the same time and create a flaming death wall. Thankfully if this happens you can hide in the right tower until you get a more favorable pattern. Once you safely make it across, it's time to collect some loot.

The treasure room starts you out in the bottom right corner, giving you the opportunity to spring forth and start snatching up valuables before the dragon patrolling the bottom of the screen has a chance to react. The goal is to dodge fireballs long enough to pick up everything in the room, which opens an escape hatch in the top left of the room. For the first few levels this is pretty simple, as the dragon is slow and only occasionally spits a fireball at you. Once you progress a little further however, your scaly nemesis becomes more lethal and begins to resemble the unholy offspring of a flamethrower and machine-gun.

You will need great controller dexterity if you are to make it through without being singed, but you will need even greater skill if you are to avoid multiple deaths. If you are unfortunate enough to be running to the left when you get hit with a fireball, and you don't let go of the controller, you will immediately emerge from the entryway. This typically presents a problem as the faster dragons can wipe out several of your lives in a split second.

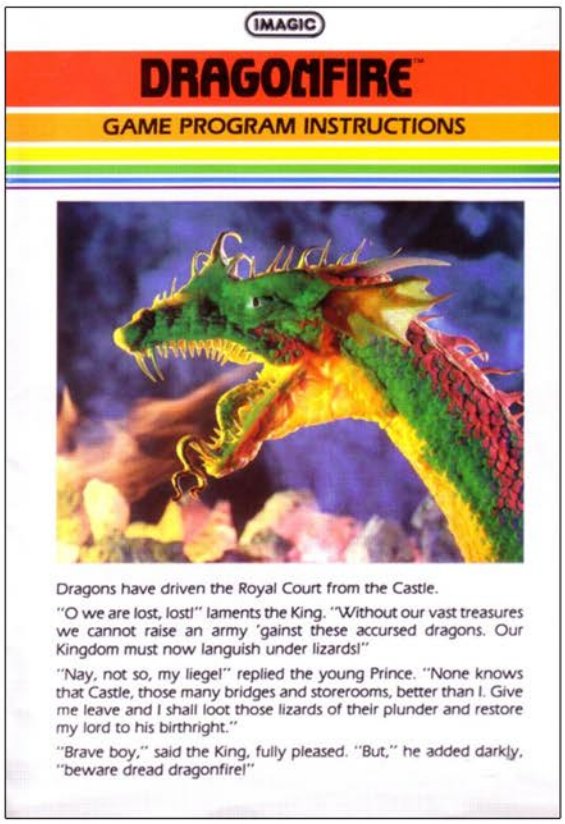
Aside from the potential for multi-deaths, Dragonfire is one of the most solid titles for the 2600, and should be on everyones playlist.

DRAGONFIRE™

Dreadful dragons control the King's castle! The young Prince wants them banished — but first he must reclaim the royal treasures. He has to cross castle bridges, dodging dragonfire as he goes. He leaps, ducks and sprints to reach the other side!

Once across, the Prince enters a splendid storeroom. He can pocket every treasure he touches. He must grab them all before he can escape. But he must beware the deadly dragons — they follow him with their fiery breath. How many bridges can he cross? How many storerooms can he empty?




Dragons have driven the Royal Court from the Castle.

"O we are lost, lost!" laments the King. "Without our vast treasures we cannot raise an army 'gainst these accursed dragons. Our Kingdom must now languish under lizards!"

"Nay, not so, my liege!" replied the young Prince. "None knows that Castle, those many bridges and storerooms, better than I. Give me leave and I shall loot those lizards of their plunder and restore my lord to his birthright."

"Brave boy," said the King, fully pleased. "But," he added darkly, "beware dread dragonfire!"

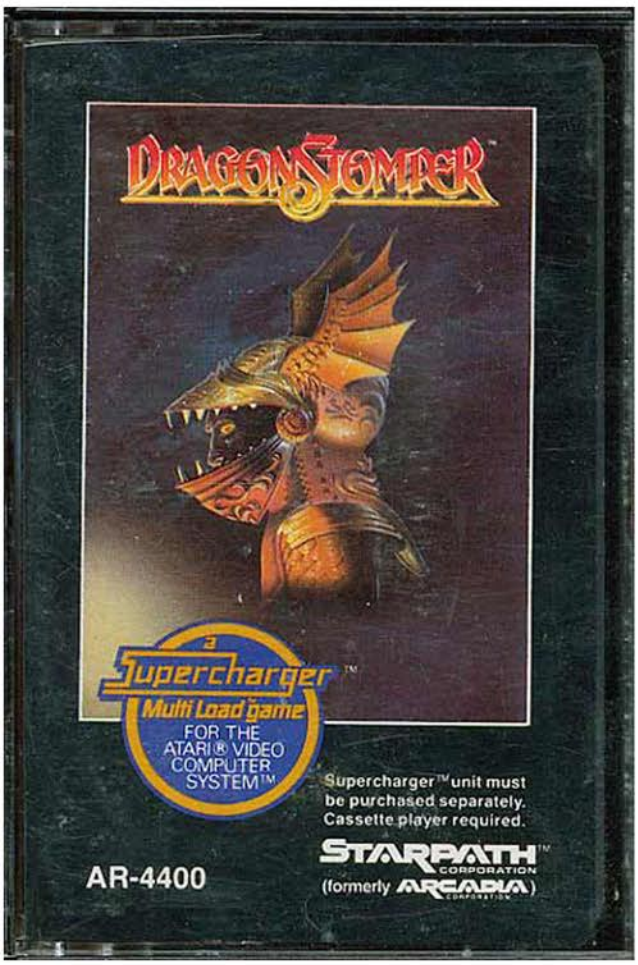
Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

# DRAGONSTOMPER

Release Date: 1982
Publisher: Starpath
Controller: Joystick
Players: 1
Genre: Adventure

Alternate Title: N/A
Model #: AR4400
Rarity: 5
Programmer: Stephen Landrum

This is a game that was far ahead of the RPG curve.



Dragonstomper has two major things going for it. For starters, it is one of the earliest examples of a fully fleshed out RPG on a console. And secondly it has arguably the greatest story of any game on the 2600. Paraphrasing from the manual here. An evil druid has a magic amulet that he thought would allow him to control a dragon and grant him the ability to rule the kingdom. When approaching the dragon the druid fell into a trap, causing him to drop the amulet into the clutches of the dragon. The power of the amulet turns this ordinary dragon into an evil magic using genius. With his newfound power the dragon casts spells that destroy crops, creates quicksand traps throughout the land, and creates an army of creatures to attack any and all who cross their paths. These creates include scorpions, slimes, maniacs, and my personal favorite, demented monkeys. After all of the King's knights have been destroyed, the task of saving the kingdom falls to you, the Dragonstomper.

The quest is broken up into three areas. The Enchanted Countryside, The Oppressed Village, and The Dragon's Cave. The over world for the Enchanted Countryside is huge and includes a wide variety of places to visit, unfortunately every single place, with the exception of a single church, is locked up tight. To make this situation even worse, the only way to open them up is by finding a key, which is dropped from enemies. This is made more difficult by the fact that the fights are all random encounters, and that even the most basic of enemy can totally wreck you. The fights are traditional turn based, where you and your enemy politely let the other attack before launching your own offensive strike. You start out with nothing more than your fists, and unless you are incredibly lucky you will probably die multiple times before you get the opportunity to pick up an actual weapon.

If you are fortunate enough to survive a few encounters and receive some favorable item drops, there is a relatively large world for you to explore. If you can overlook the simplistic graphics (your character is nothing more than a dot, all the battles are text based, etc), and you don't mind the soul destroying difficulty level, there is some good old school RPG goodness to be found here. Even if RPGs aren't your thing, you should still check it out to see how far ahead of its time this

*Beneath the peaceful surface there is magic brewing.*

## DRAGONSTOMPER™

Your mission: Follow the ancient trail of enchantment back to the edge of eternity.

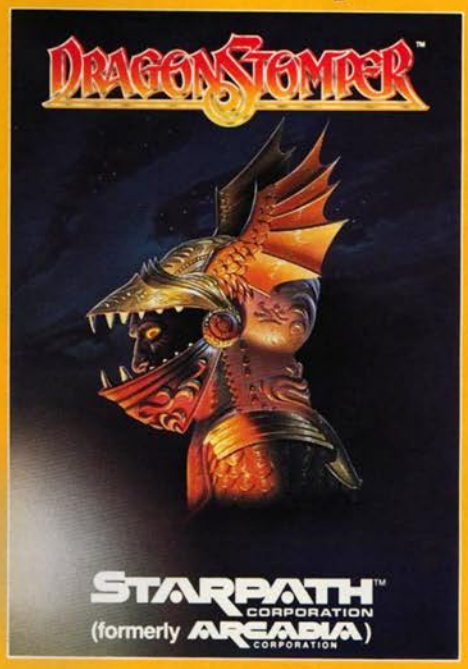
You've been swept through a time tunnel, back to the age of warlocks and wizardry. Your quest begins. There are clues, but some are ambiguous. There are peaceful lakes and forests, but there are also perils. And lurking somewhere is a vengeful dragon.

There are many rewards along the way. Treasures. Surprises. And knowledge. But few will reach the final goal, the Amulet of the Druids. Will you?

The exclusive Multi Load™ feature gives you three separate game segments, each with variations in graphics and action, for longer, more challenging play—equivalent to several conventional game cartridges.

Can you clobber the dragon—and rout the forces of darkness?

## How to Play

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## Only the Dragonstomper™ Can Save the Kingdom...

Once this was a happy place to live. There was plenty to eat and drink, and the children could play safely in the forests. The King was wise and ruled with a gentle hand.

Then a Druid magician completed the enchantment of a powerful amulet. The amulet, thought the Druid, would subdue the dragon. The Druid, controlling the fierce beast, would become invincible. So, amulet in hand, the Druid magician entered the dragon's cave.

And fell into a trap.

The amulet skidded out of the Druid's hand... and into the dragon's claw. The Druid fled in terror. The dragon lay still, puzzled and fascinated.

Slowly, the magic powers of the amulet flowed into the dragon. To his physical strength were added cunning, intelligence, and far greater magical powers. As the dragon gained power, he became obsessed with evil. And he turned the full force of his evil powers against the once happy Kingdom.

From his cave, the dragon cast spells that caused crops to parch and die. Hidden pools of quicksand snared travelers on their way to village markets. Savage creatures—maniacs, scorpions, demented monkeys, and worse—attacked without warning or provocation.

The Kingdom became a desperate and treacherous place. The King's loyal knights had all fallen to the dragon's evil warriors. The King's Wizard was helpless against the dragon's magic. There was only one hope left.

**The Dragonstomper.™**

So here's where you come in. As the fabled Dragonstomper,™ you'll need all your wits, strength, intuition, and resourcefulness to dispatch the evil that hangs over the Kingdom. First, you must battle your way across the countryside, giving the dragon's creatures a taste of your blade. Then, you must prepare yourself for the big brawl, recruiting men and supplies from the oppressed village. Finally, you must conquer the dragon and smash the evil amulet.

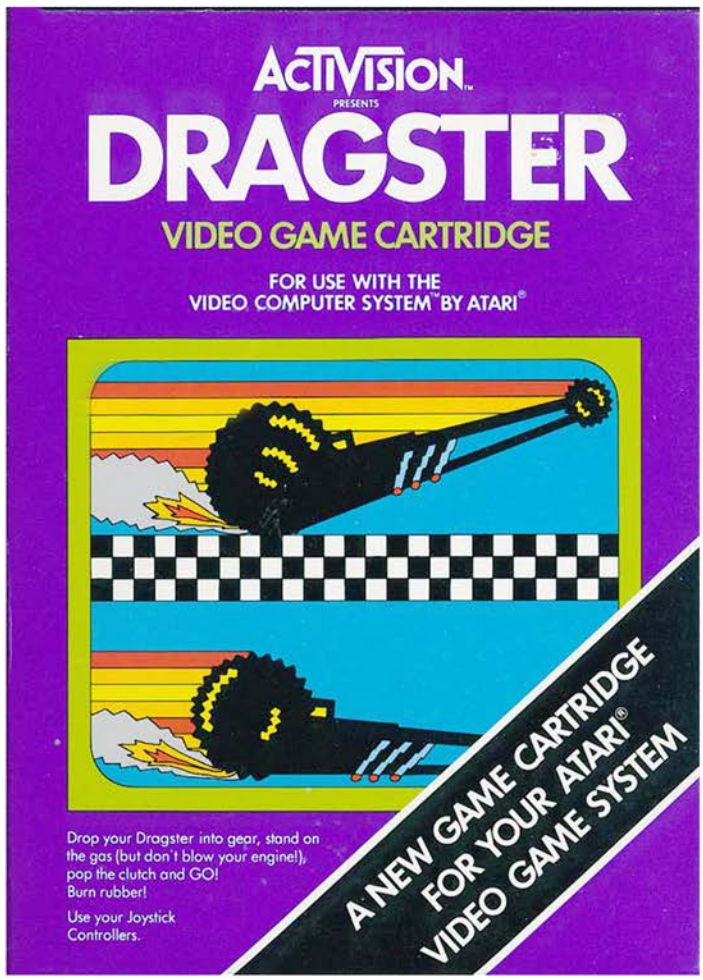
**Another day in the life of a Dragonstomper.™**

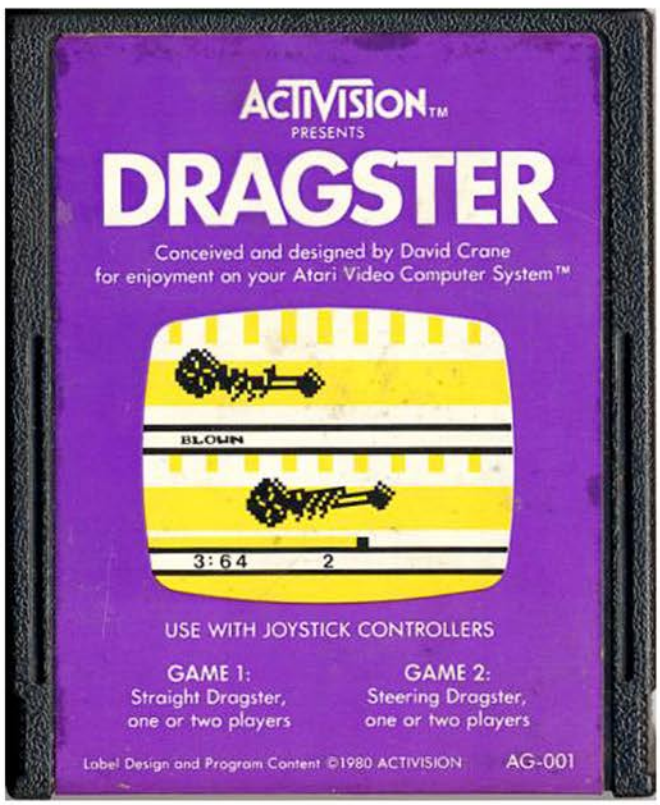
# DRAGSTER

Release Date: 1980
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Racing

Alternate Title: N/A
Model #: AG-001
Rarity: 2
Programmer: David Crane

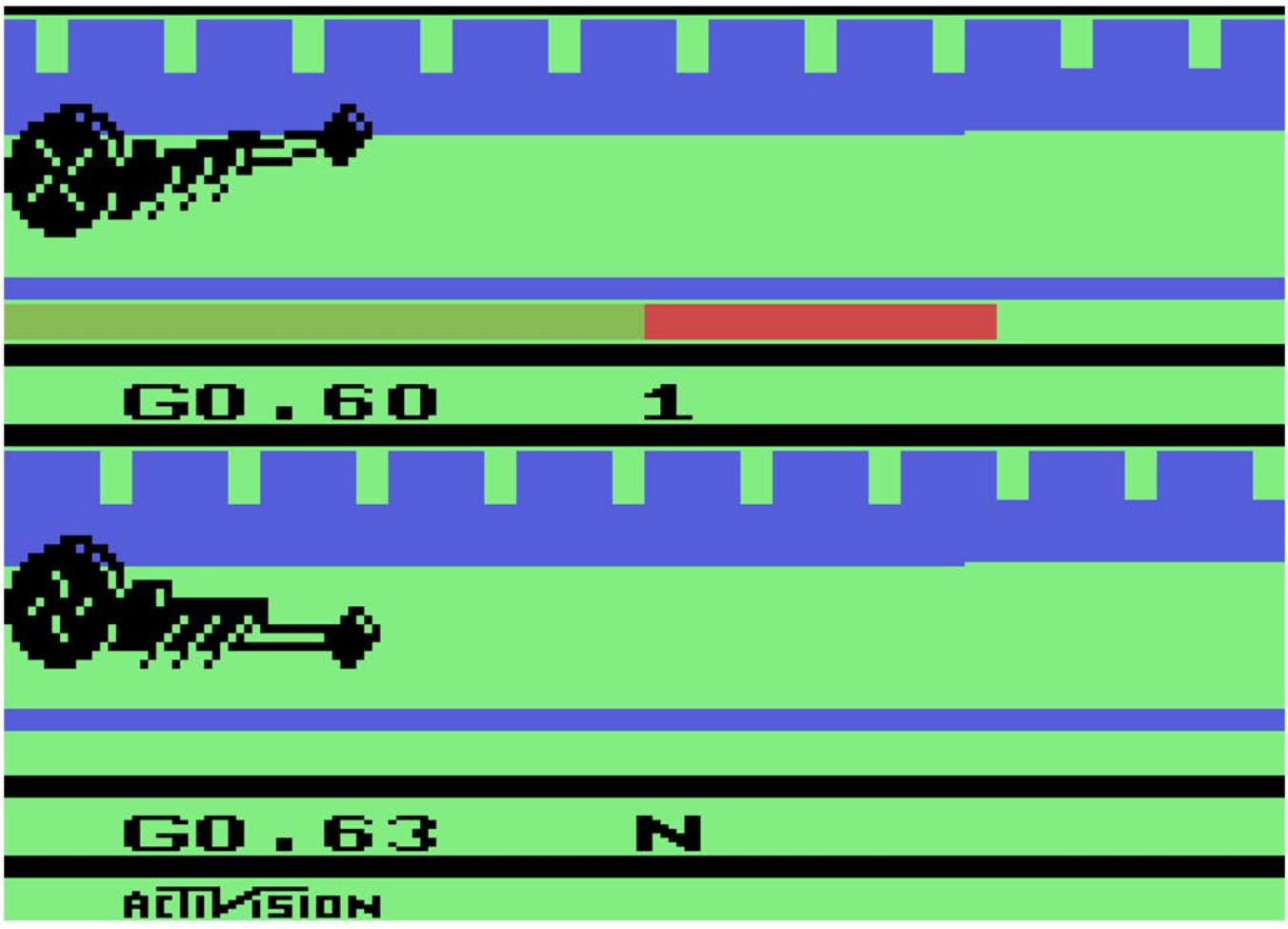
This is one of the shortest video games to ever be released.

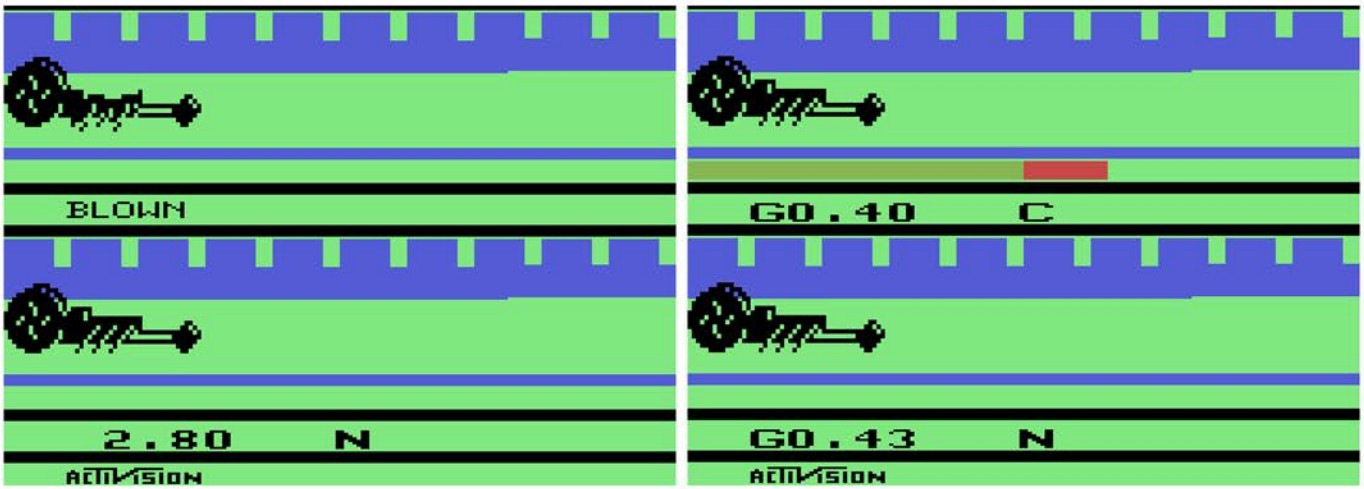


You are behind the wheel of one of the most powerful automobiles ever to exist. Unfortunately if you are successful at navigating across the screen to the finish line, you might get to spend all of seven seconds in the drivers seat (eight if you are particularly slow).

When you start the game you have a 10 second countdown to the green light, at which point your car begins to go. If you simply hold down the gas, your engine will blow and the game will be over in less than a second. Once you learn how to properly accelerate without your engine bursting into flames, you have to rapidly press left on the controller to shift gears. Once you hit fourth gear you simply floor it and hope you make it to the finish line before your opponent (or under your target time).

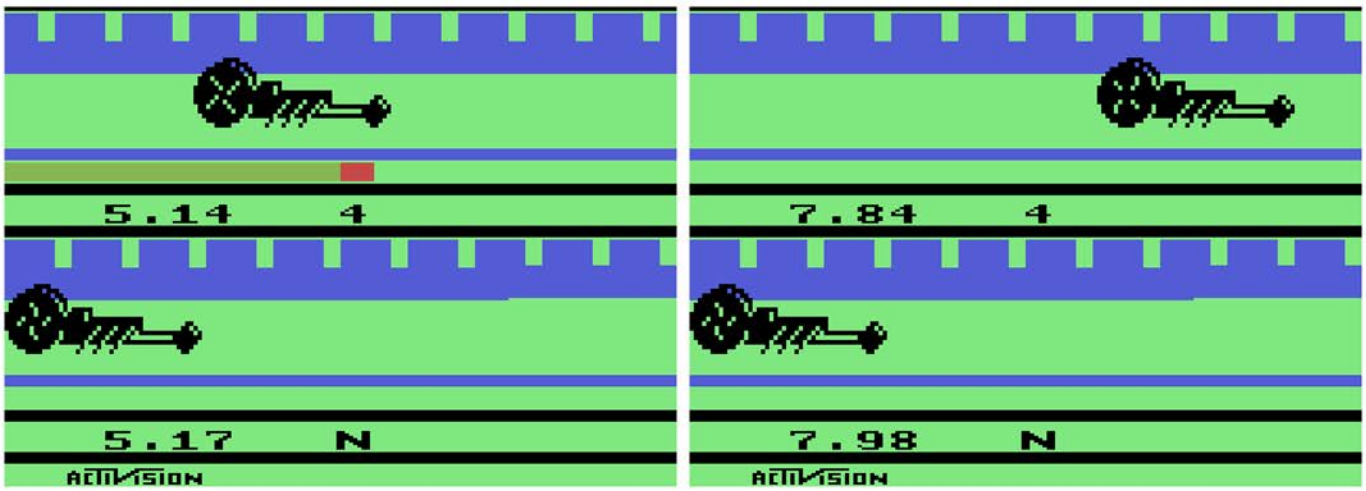


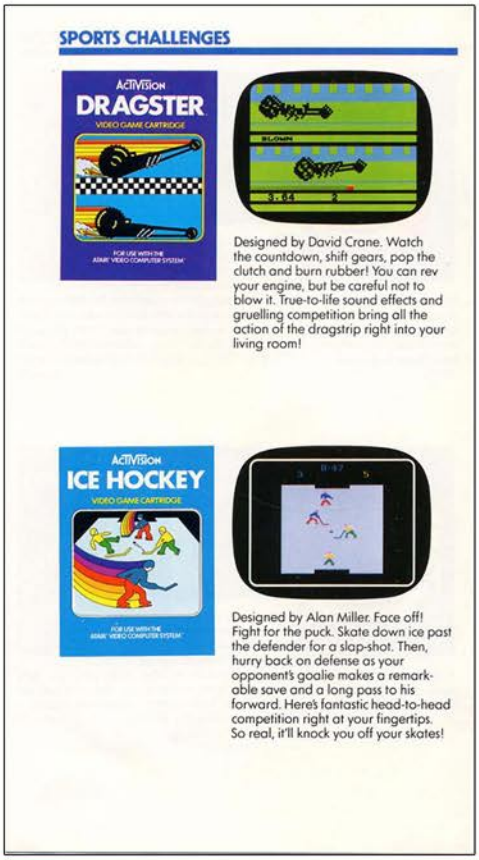



If you want a little more challenge to your drag racing then you can try the second game variation, which allows you a little more control over the vehicle. Instead of your car going in a straight line, it can move up and down slightly. This really doesn't add much variety to the gameplay, as you shift gears so quickly you will only have to control your car for a few seconds before reaching the finish line.

If you are somehow able to get a time under six seconds, you could have received an Activision patch to commemorate your time. And if you were wondering just how difficult that is to achieve, the world record is only 5.51 seconds.

Dragster barely qualifies as a game. Actually when you get down to it, Dragster barely qualifies as a mini-game. That said, if you have thirty seconds want to experience everything this game has to offer, have at it.





SPORTS CHALLENGES

ACTIVISION
DRAGSTER
VIDEO GAME CARTRIDGE



Designed by David Crane. Watch the countdown, shift gears, pop the clutch and burn rubber! You can rev your engine, but be careful not to blow it. True-to-life sound effects and gruelling competition bring all the action of the dragstrip right into your living room!

ACTIVISION
ICE HOCKEY
VIDEO GAME CARTRIDGE



Designed by Alan Miller. Face off! Fight for the puck. Skate down ice past the defender for a slap-shot. Then, hurry back on defense as your opponent's goalie makes a remarkable save and a long pass to his forward. Here's fantastic head-to-head competition right at your fingertips. So real, it'll knock you off your skates!

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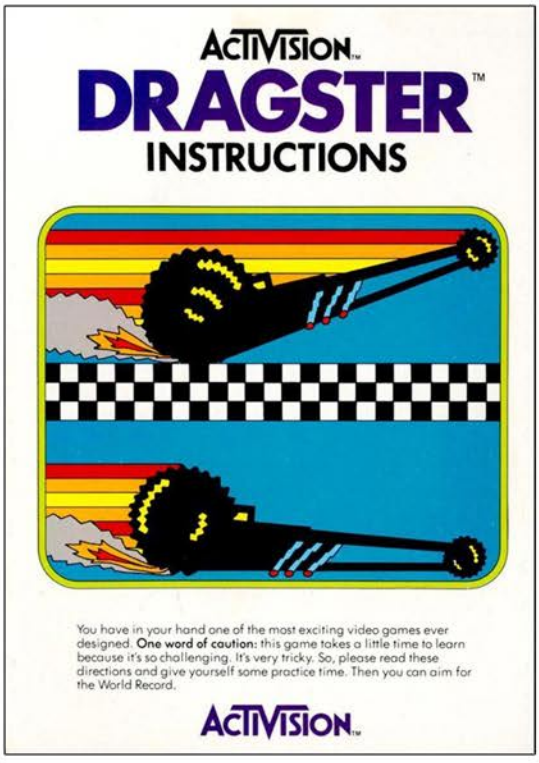
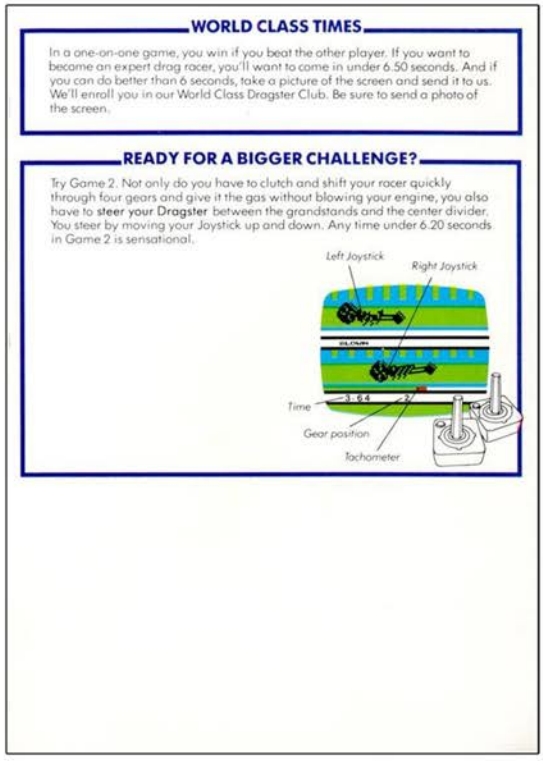


ACTIVISION
DRAGSTER™
INSTRUCTIONS

You have in your hand one of the most exciting video games ever designed. **One word of caution:** this game takes a little time to learn because it's so challenging. It's very tricky. So, please read these directions and give yourself some practice time. Then you can aim for the World Record.

ACTIVISION



WORLD CLASS TIMES

In a one-on-one game, you win if you beat the other player. If you want to become an expert drag racer, you'll want to come in under 6.50 seconds. And if you can do better than 6 seconds, take a picture of the screen and send it to us. We'll enroll you in our World Class Dragster Club. Be sure to send a photo of the screen.

READY FOR A BIGGER CHALLENGE?

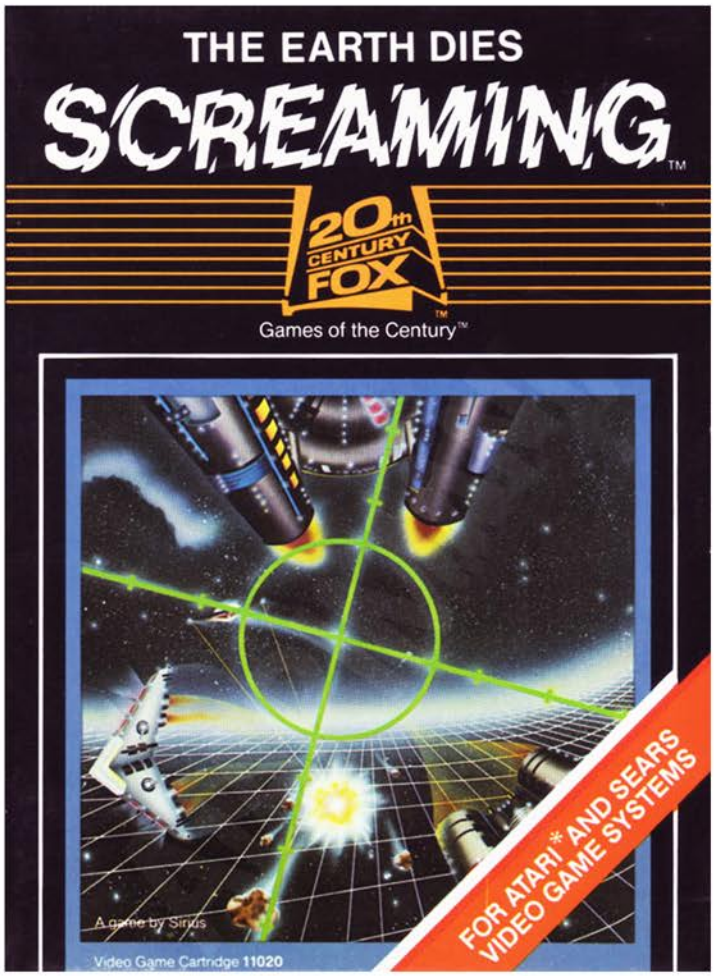
Try Game 2. Not only do you have to clutch and shift your racer quickly through four gears and give it the gas without blowing your engine, you also have to **steer your Dragster** between the grandstands and the center divider. You steer by moving your Joystick up and down. Any time under 6.20 seconds in Game 2 is sensational.

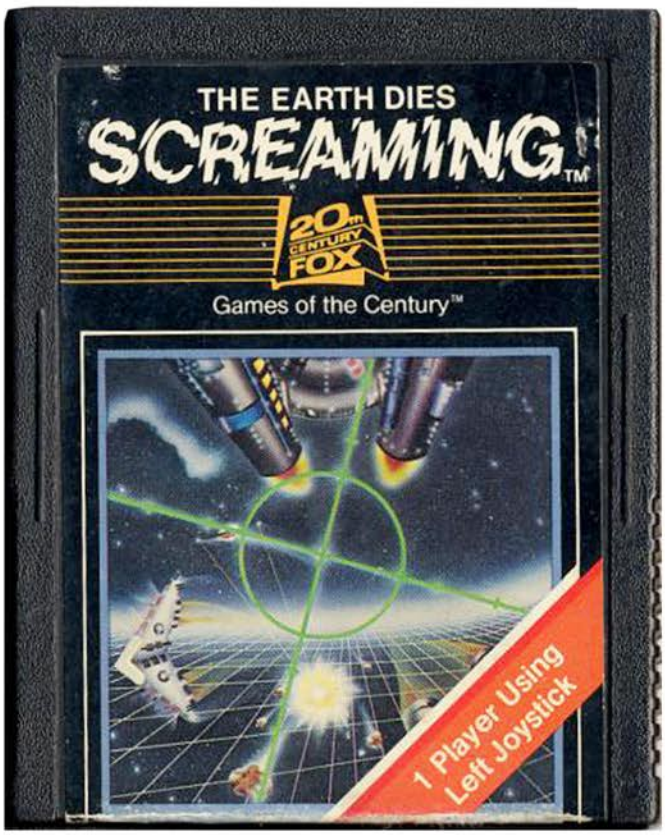
# The Earth Dies Screaming

Release Date: 1983
Publisher: 20th Century Fox
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 11020
Rarity: 5
Programmer: Dan Thompson

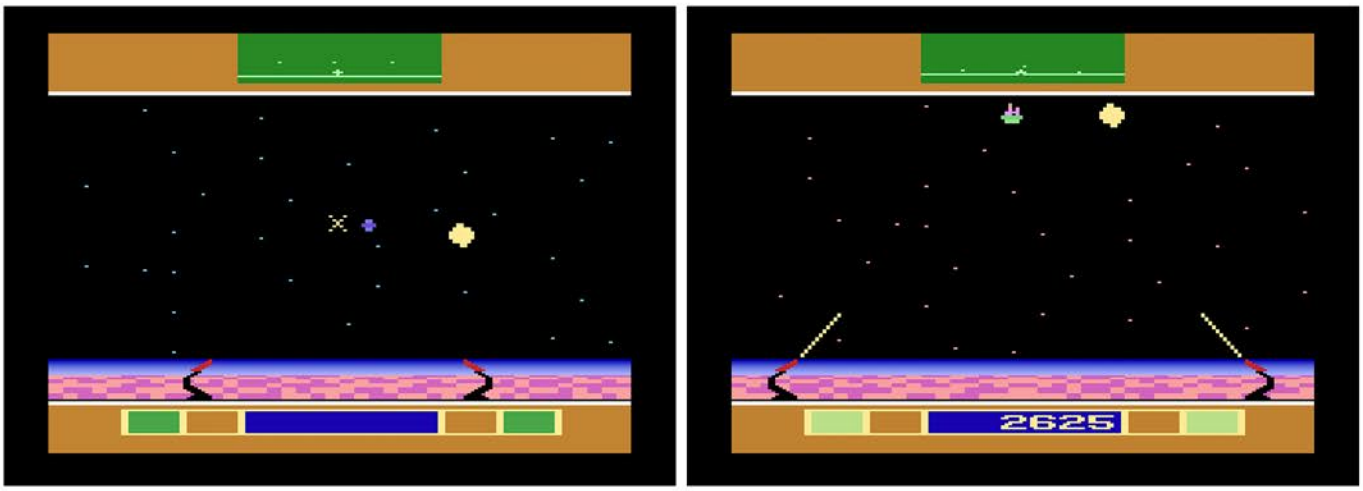
If you are looking for the best video game title ever, this one is certainly in the running.



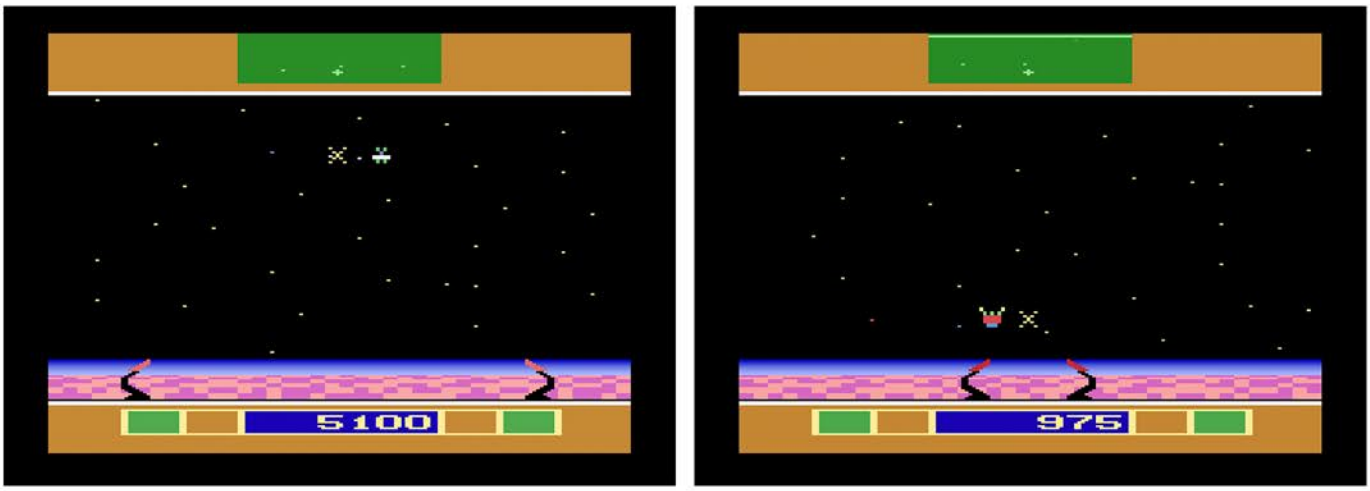
The Earth is being invaded by the villainous Trillian empire. They have surrounded the planet with their bases and are sending kamikaze satellites and heavily armed fighters to do bombing runs on the planet. It's up to you in your lone ship to defend the entire planet from the invasion. Of course the reality is that you are horribly outnumbered with the enemy sending wave after wave with numerous ships simultaneously, so instead of fighting to save the Earth you are really just staving off the inevitable. On the plus side you get the opportunity to make some Trillian kids orphans, so at least your conquerers will feel your wrath long after you're gone.

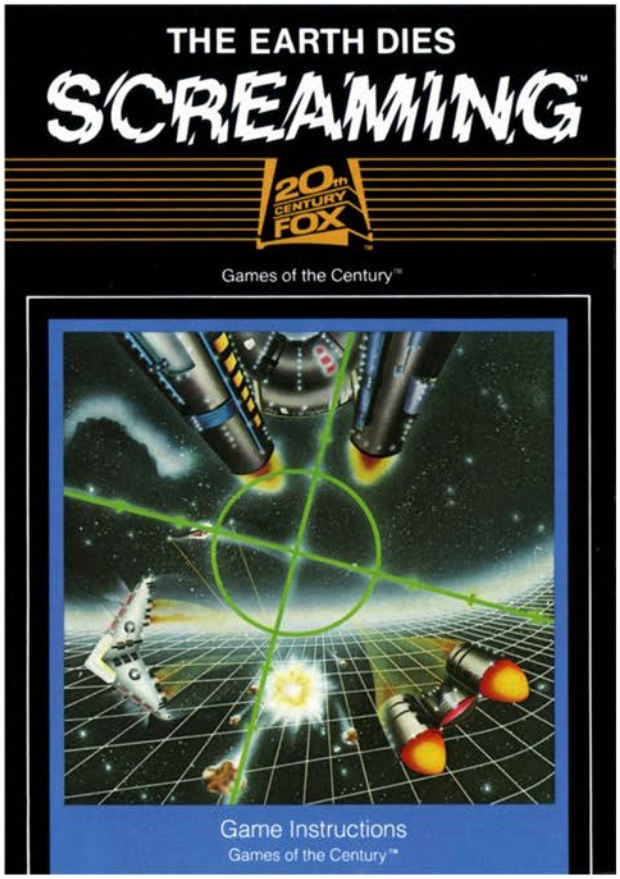
There are three main portions of the screen, the radar at the top, the main view screen where your crosshairs are, and the bottom status bar. The radar is vital because it shows you where the enemy ships are coming in, giving you the opportunity to intercept them before their bombing run. Not only do you have to line them up horizontally, but you need to be on the correct vertical plane to get them to show up on screen. Once they are in view your crosshairs automatically hone in on them, which is not only a very nice feature, it's the only reason you'll last as long as you do. Your ship comes equipped with rapid fire, so just by holding down the button you can unleash a torrent of laser blasts in a short amount of time.




The status bar shows you the health of the planet and your ship. Take too many missiles to the hull, and your ship will be destroyed, thus dooming the Earth. If the Earth takes too many bombs, it detonates killing everyone on the surface, as well as taking you with it. There is a way to recoup some of your energy however, and it involves following a fighter back to their home base. Once they complete their bombing run, they return home, giving you a chance to purse them. If you can keep them on screen for five seconds, their base appears. One precise shot and it detonates, giving you a bevy of points and refilling your health. The only issue with this is that you'll take a significant amount of damage as the ship you're following will pepper you with missiles as you purse it.

Even though you have zero chance at survival, taking the fight to the enemy here is a lot of fun. The action is fast paced, the controls are tight, and it's always fun to take a lot of the invading force out with you.



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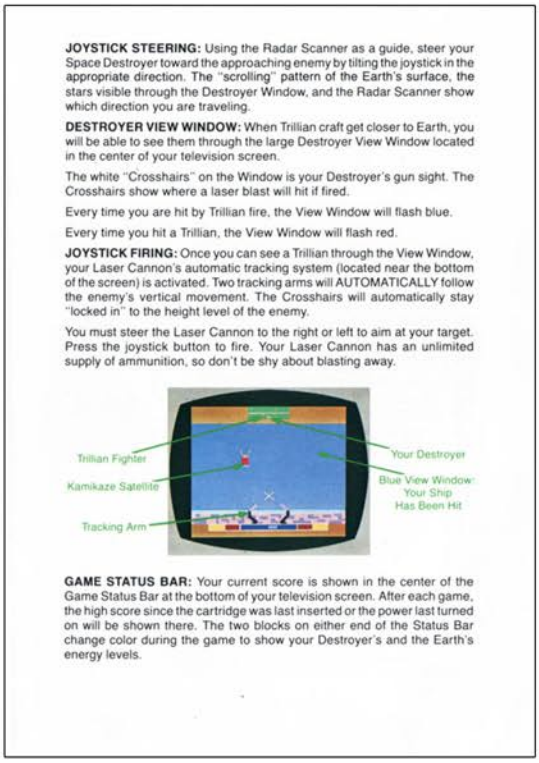


**JOYSTICK STEERING:** Using the Radar Scanner as a guide, steer your Space Destroyer toward the approaching enemy by tilting the joystick in the appropriate direction. The "scrolling" pattern of the Earth's surface, the stars visible through the Destroyer Window, and the Radar Scanner show which direction you are traveling.

**DESTROYER VIEW WINDOW:** When Trillian craft get closer to Earth, you will be able to see them through the large Destroyer View Window located in the center of your television screen.

The white "Crosshairs" on the Window is your Destroyer's gun sight. The Crosshairs show where a laser blast will hit if fired.

Every time you are hit by Trillian fire, the View Window will flash blue.

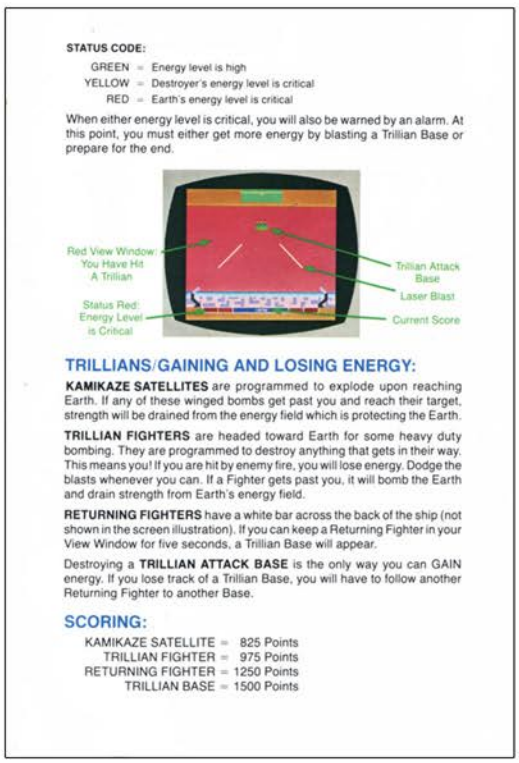
Every time you hit a Trillian, the View Window will flash red.

**JOYSTICK FIRING:** Once you can see a Trillian through the View Window, your Laser Cannon's automatic tracking system (located near the bottom of the screen) is activated. Two tracking arms will AUTOMATICALLY follow the enemy's vertical movement. The Crosshairs will automatically stay "locked in" to the height level of the enemy.

You must steer the Laser Cannon to the right or left to aim at your target. Press the joystick button to fire. Your Laser Cannon has an unlimited supply of ammunition, so don't be shy about blasting away.




**GAME STATUS BAR:** Your current score is shown in the center of the Game Status Bar at the bottom of your television screen. After each game, the high score since the cartridge was last inserted or the power last turned on will be shown there. The two blocks on either end of the Status Bar change color during the game to show your Destroyer's and the Earth's energy levels.



**STATUS CODE:**

GREEN = Energy level is high
YELLOW = Destroyer's energy level is critical
RED = Earth's energy level is critical

When either energy level is critical, you will also be warned by an alarm. At this point, you must either get more energy by blasting a Trillian Base or prepare for the end.




## TRILLIANS/GAINING AND LOSING ENERGY:

**KAMIKAZE SATELLITES** are programmed to explode upon reaching Earth. If any of these winged bombs get past you and reach their target, strength will be drained from the energy field which is protecting the Earth.

**TRILLIAN FIGHTERS** are headed toward Earth for some heavy duty bombing. They are programmed to destroy anything that gets in their way. This means you! If you are hit by enemy fire, you will lose energy. Dodge the blasts whenever you can. If a Fighter gets past you, it will bomb the Earth and drain strength from Earth's energy field.

**RETURNING FIGHTERS** have a white bar across the back of the ship (not shown in the screen illustration). If you can keep a Returning Fighter in your View Window for five seconds, a Trillian Base will appear.

Destroying a **TRILLIAN ATTACK BASE** is the only way you can GAIN energy. If you lose track of a Trillian Base, you will have to follow another Returning Fighter to another Base.

## SCORING:

KAMIKAZE SATELLITE = 825 Points
TRILLIAN FIGHTER = 975 Points
RETURNING FIGHTER = 1250 Points
TRILLIAN BASE = 1500 Points

# EGGOMANIA

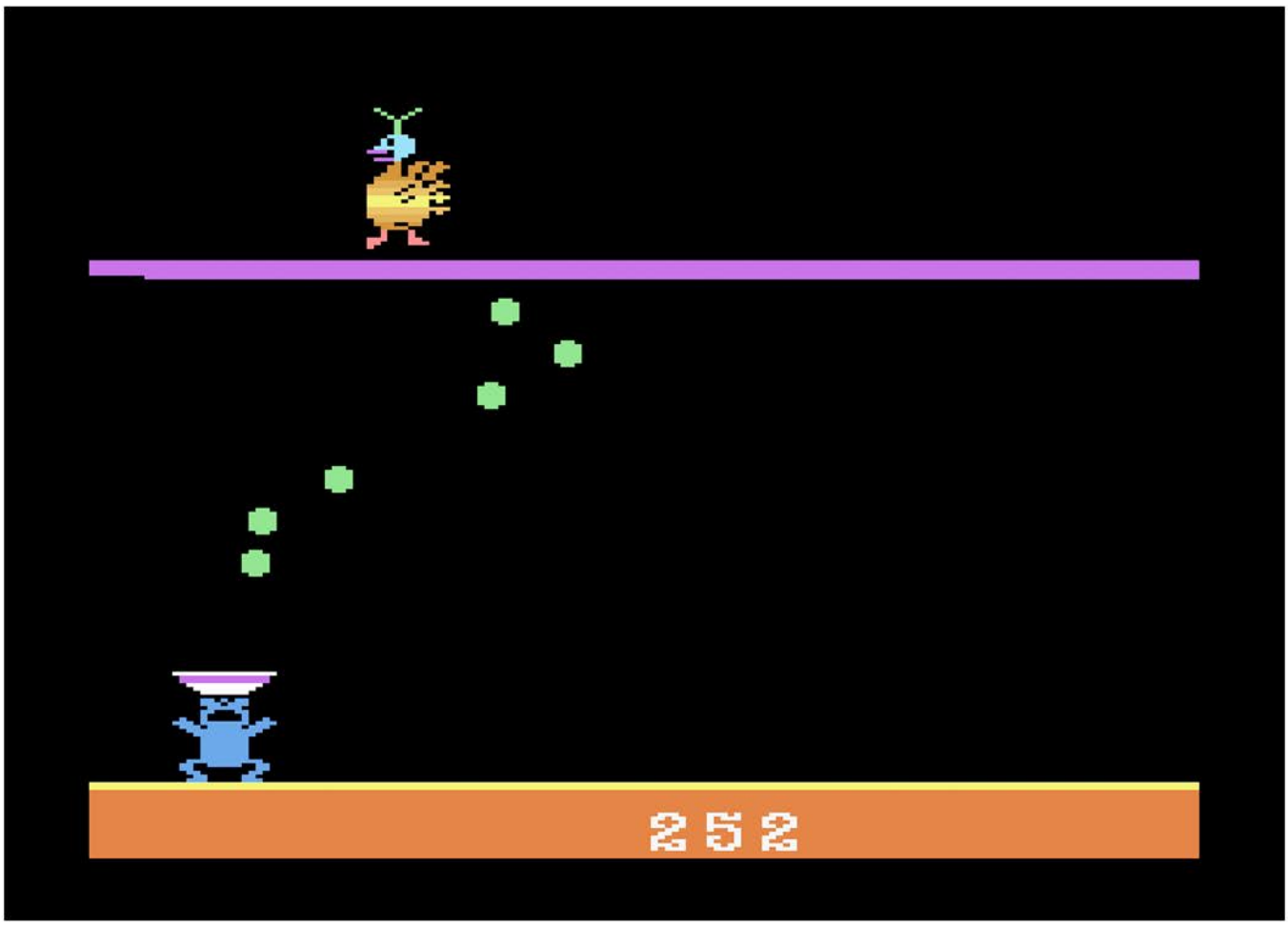
Release Date: 1982
Publisher: US Games
Controller: Paddles
Players: 1 - 4
Genre: Arcade

Alternate Title: N/A
Model #: VC2003
Rarity: 4
Programmer: Todd Marshall / Wes Trager / Henrey Will IV

Eggomania is a solid Kaboom! inspired game that provides a nice little twist.

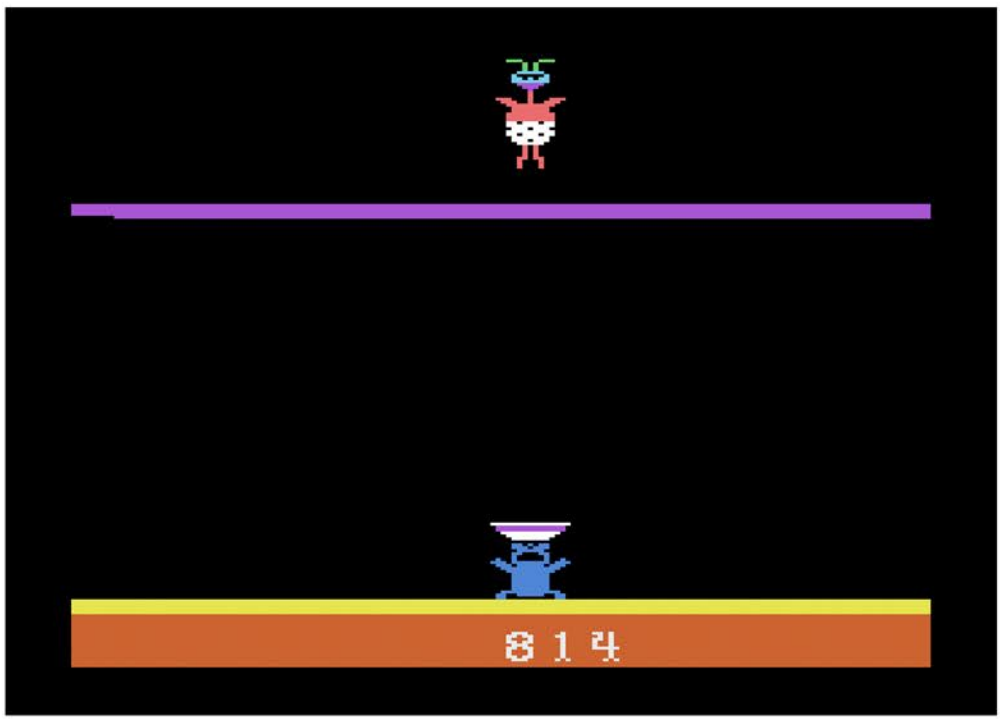
The setup sounds like something thrown together by throwing throwing darts at a wall filled with random things. You control a large blue bear who has done something to anger a giant turkey that is patrolling the top of the screen. The ticked off fowl has declared war upon you, and is dropping a constant stream of eggs in your general direction. The only way your bear can survive is to catch the eggs in a large hat.

Most games in this genre only allow you to secure whatever object is headed your way, however in a nice role reversal twist, between each round you get the chance to attack your attacker. As you catch the final egg, the turkey goes into panic mode and begins sprinting from side to side as you rocket them back up towards her. If you land a direct hit, the fowl takes a flight up to heaven, you get some points and if there is any yolk on the floor it gets cleaned up a bit.

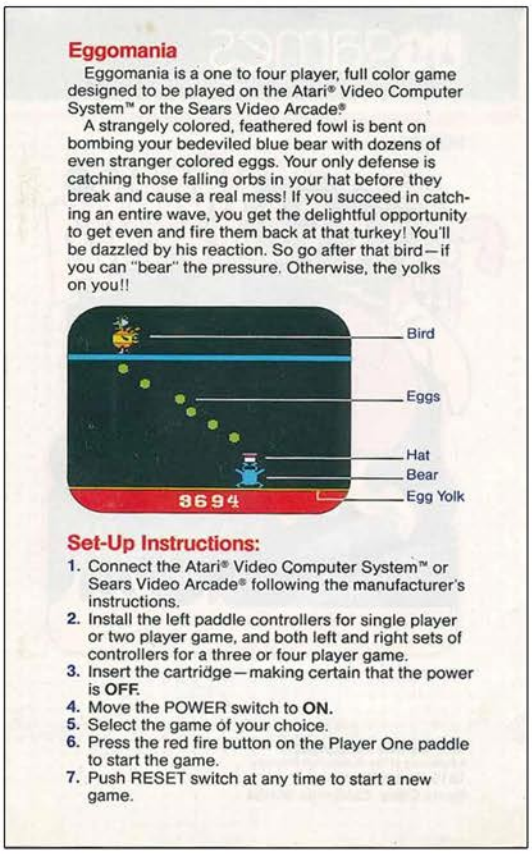


Most games in this genre are fairly light hearted when it comes to the consequences of missing a falling item, Eggomania however is downright brutal. Whenever an egg hits the floor, the level of yolk rises a notch, forcing you to wade through a sticky mess. As you miss more eggs, the level continues to rise, until it drowns you. This does add a certain level of creeping dread, plus I can't imagine that would be a pleasant way to go.

The gameplay variations are extremely slim, with the only thing you are able to change is the size of your hat (and even that is done via the difficulty switches). Other than that everything else is pretty straightforward. The action grows from steady to frantic at a nice pace, the controls are tight, and there are several nice musical interludes that pop up. If you are looking for a Kaboom! alternative and have always wanted to fling eggs at turkeys, this is a solid option.



Above: A Very Undignified Death
Bottom Left: Manual Cover
Bottom Right: Manual Page Sample



## Eggomania

Eggomania is a one to four player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade®.

A strangely colored, feathered fowl is bent on bombing your bedeviled blue bear with dozens of even stranger colored eggs. Your only defense is catching those falling orbs in your hat before they break and cause a real mess! If you succeed in catching an entire wave, you get the delightful opportunity to get even and fire them back at that turkey! You'll be dazzled by his reaction. So go after that bird—if you can "bear" the pressure. Otherwise, the yolks on you!!



## Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following the manufacturer's instructions.
2. Install the left paddle controllers for single player or two player game, and both left and right sets of controllers for a three or four player game.
3. Insert the cartridge—making certain that the power is **OFF**.
4. Move the POWER switch to **ON**.
5. Select the game of your choice.
6. Press the red fire button on the Player One paddle to start the game.
7. Push RESET switch at any time to start a new game.

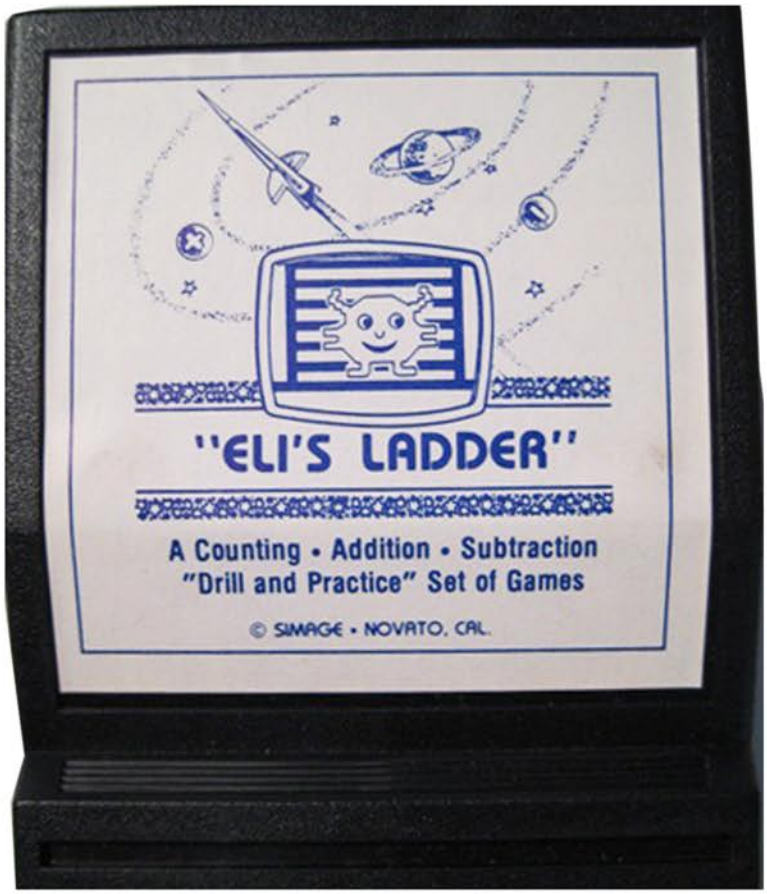
# EGGOMANIA

# Eli's Ladder

Release Date: 1982
Publisher: Simage
Controller: Joystick
Players: 1 - 2
Genre: Education

Alternate Title: N/A
Model #: N/A
Rarity: 10
Programmer: N/A

This is one of the most sought after title for collectors, and is also one of the least playable.

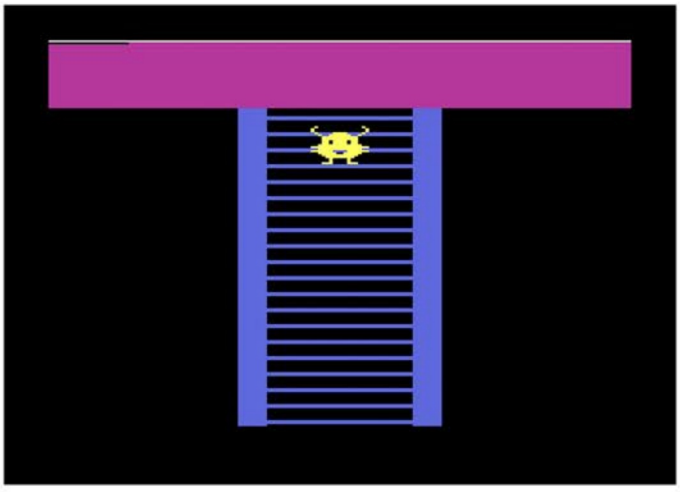


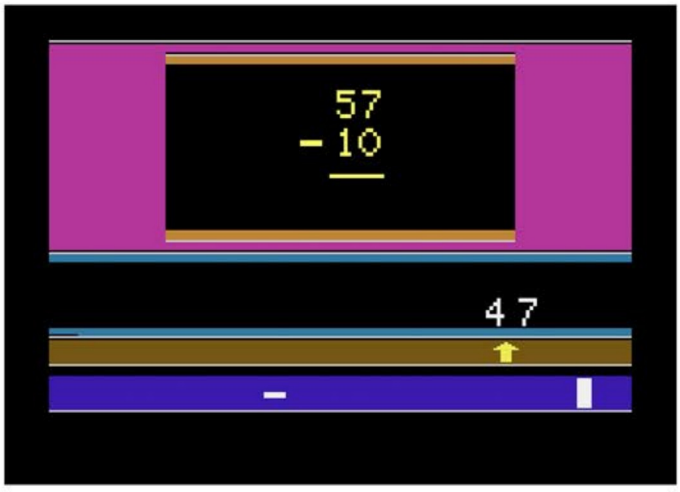
Do you like answering simplistic math problems? No? Well, what about simplistic math problems that gives you four multiple choice answers to pick from? No again? Well, what if I told you that with each correct answer you can force an overweight alien to climb another step up a twenty rung ladder? Still no? Well keep reading anyway.

Eli's Ladder is one of the dreaded edutainment titles for the 2600, where instead of compelling gameplay you got to answer math problems to drive the action forward. When the game begins you'll be presented with a math problem with four possible answers below. Simply move the cursor over to the correct one, hit the fire button, then watch that alien ascend to the heavens. Twenty questions later, you'll be rewarded with a jumping alien telling you how many you got correct.

For those wanting some variety, well have I got some good news for you. There are thirty different levels you can pick from, ramping up not only the difficulty but putting some extra challenge into it. Certain versions introduce a timer, which will move at a varying pace at the bottom of the screen. The other major option is making the four choices invisible, with them only lighting up when you move the cursor over it.

And that's really it. Answer twenty questions right or wrong and watch and alien move slowly up a ladder. Despite the complete lack of compelling gameplay, this is one of the most expensive cartridges for the 2600 due to its extreme rarity.



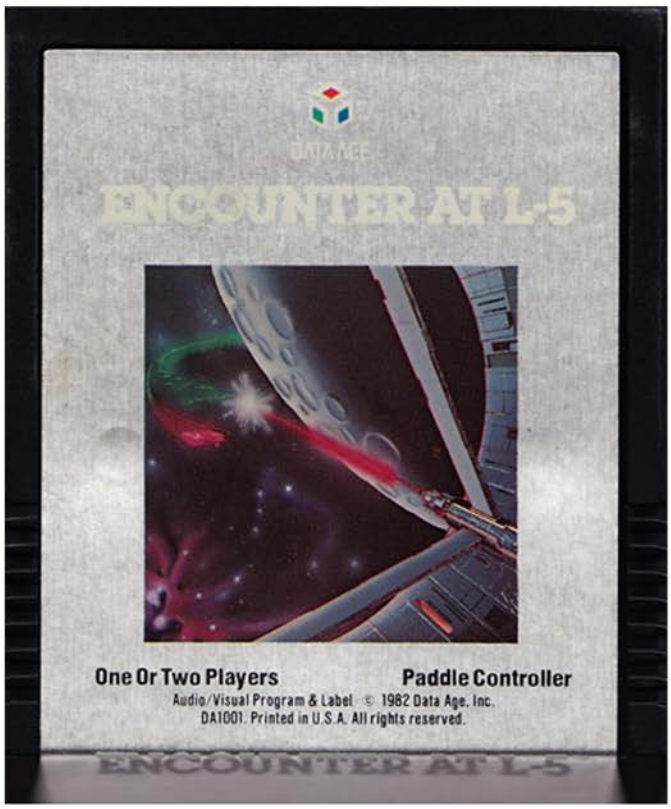


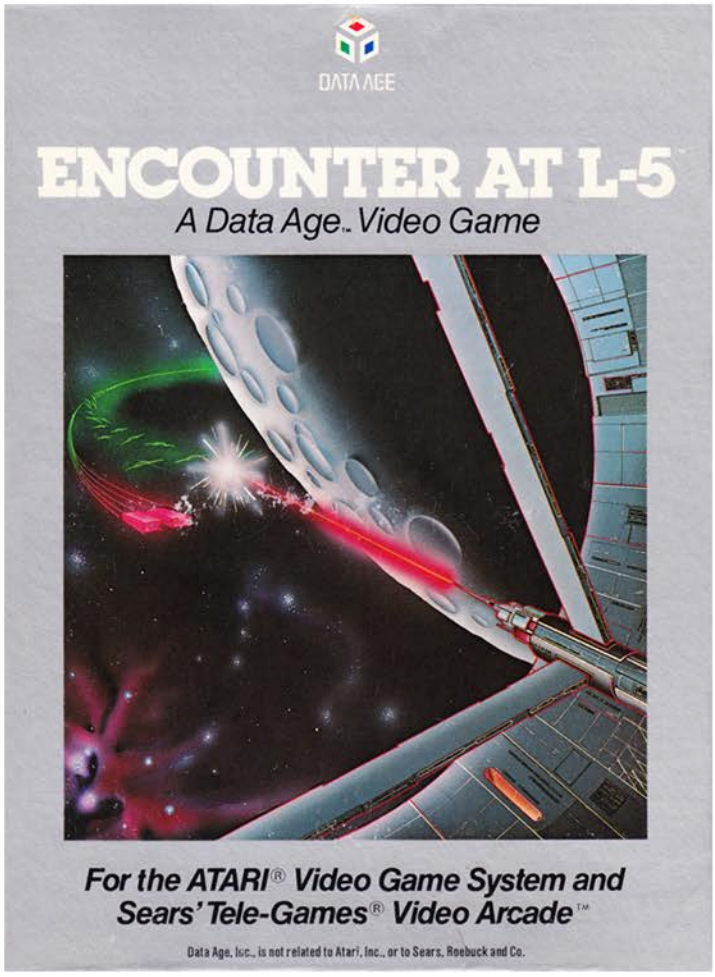
# ENCOUNTER AT L-5

Release Date: 1982
Publisher: Data Age
Controller: Paddles
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: DA1001
Rarity: 3
Programmer: N/A

This space based shooter has one of the most unique control schemes of any game in the 2600 catalog.



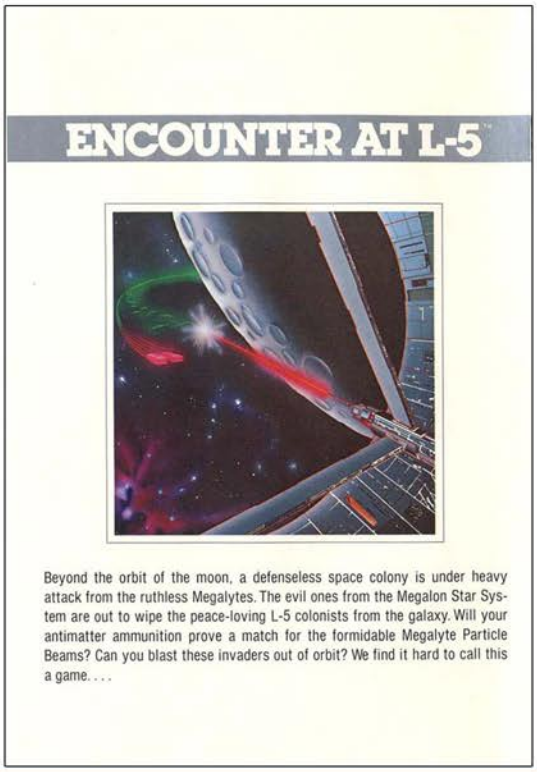



Beyond the moon there is a peaceful space colony just trying to make their way in the universe. Unfortunately the evil Megalytes don't appreciate the fact they have company in their neck of the galaxy, so they have launched an all out assault on the colonists. The only thing standing their way of total domination is the giant antimatter canon that is at your disposal. Of course they have an unlimited supply of ships, so it's only a matter of time before they overwhelm you, but at least you can go to the grave satisfied in the knowledge that there are a lot of alien orphans due to your efforts.

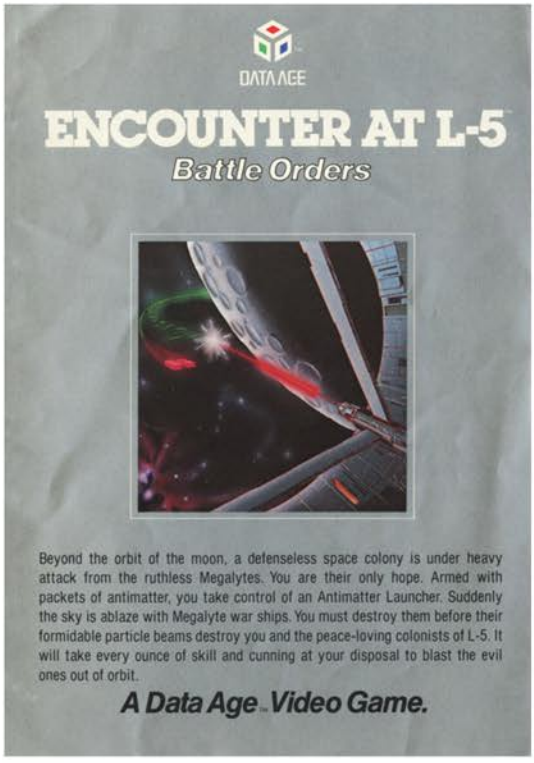
By the time you take controls of your weapon the invasion is already underway. Dozens of ships descend from the heavens, firing their lasers in an attempt to destroy the last protector of the colony. For the most part these ships are relatively harmless due to it taking so long for them to fire, giving you plenty of time to get out of the way. The biggest danger to your survival are the Death Ships, which appear low to the ground. These vessels constantly fire as they quickly make their way to the surface, and should they reach they will destroy one of your ships in reserve. To make matters worse, it is quite common to get shot by the death bringer just before it reaches the ground, meaning just one of them can wipe out two of your ships in a matter of seconds.

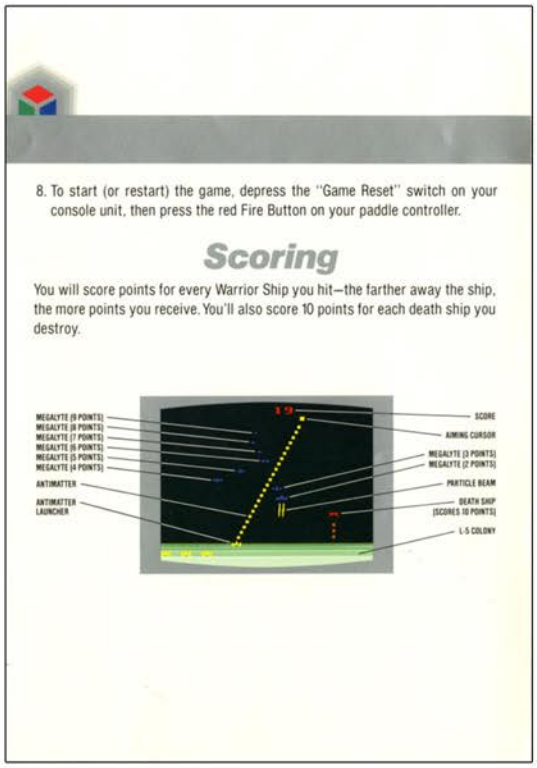
Your ship, while powerful, has one of the most confusing control schemes ever conceived. The ship doesn't move on its own and is instead controlled by the targeting system at the top of the screen. When the trigger is held down, your canon materializes and unleashes a constant stream of antimatter until you release the button. At this point the ship vanishes for a moment, giving you time to reposition your gun anywhere on screen. This is a double edged sword as it is a great way to avoid being shot, but incredibly difficult to judge where you are going to show back up.

Sadly, the odd control scheme is the only thing that sets Encounter at L-5 apart from other games in this genre. If you have an itchy trigger finger there are better options on the 2600.



Top Left: Catalog Sample
Top Right: Additional Screenshot
Below: Manual Cover and Page Sample



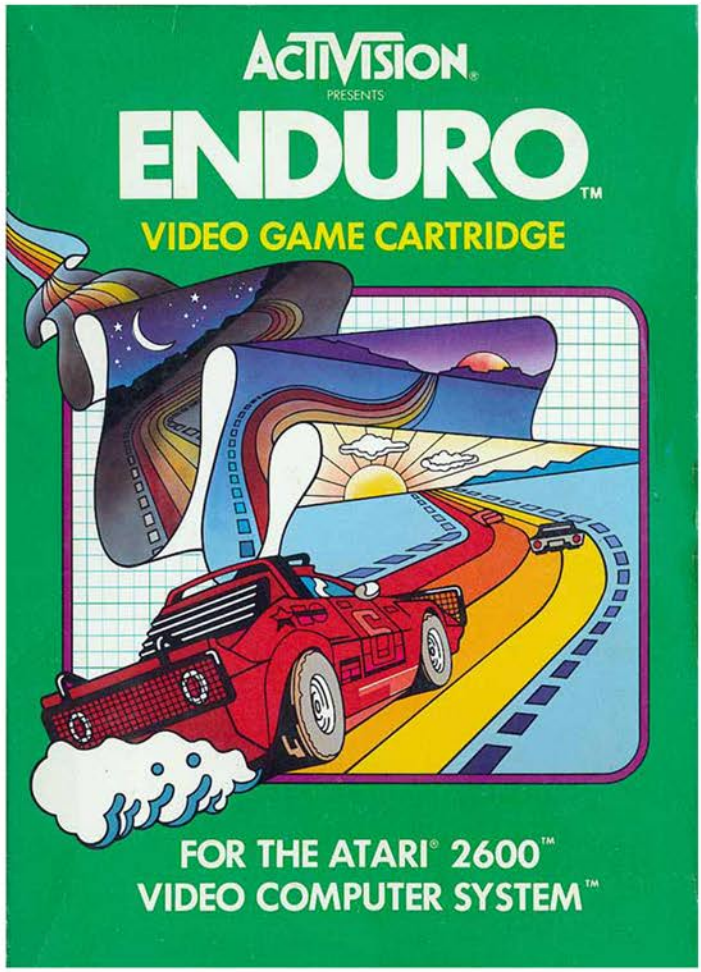



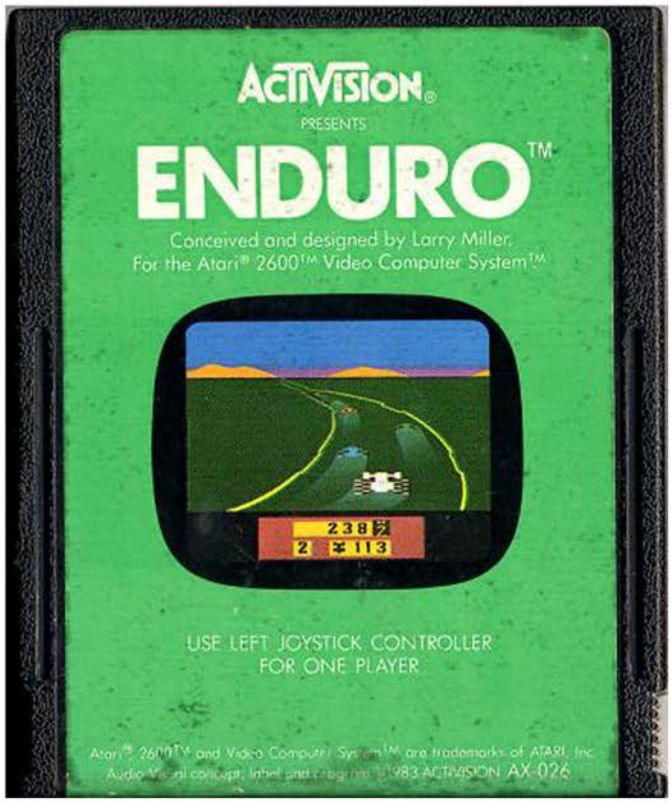
# ENDURO

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Racing

Alternate Title: N/A
Model #: AX-026
Rarity: 2
Programmer: Larry Miller

This is in the debate for best racing title on the 2600.



Get behind the wheel of a souped up race car and compete in an all day race against several hundred other drivers. If you do well enough on day one, you are rewarded with another full day of racing, only this time your rivals are more aggressive and there are an extra hundred or so for you to pass. This loop continues until you aren't able to pass enough cars, or you pass out from the exhausting of racing for days on end.

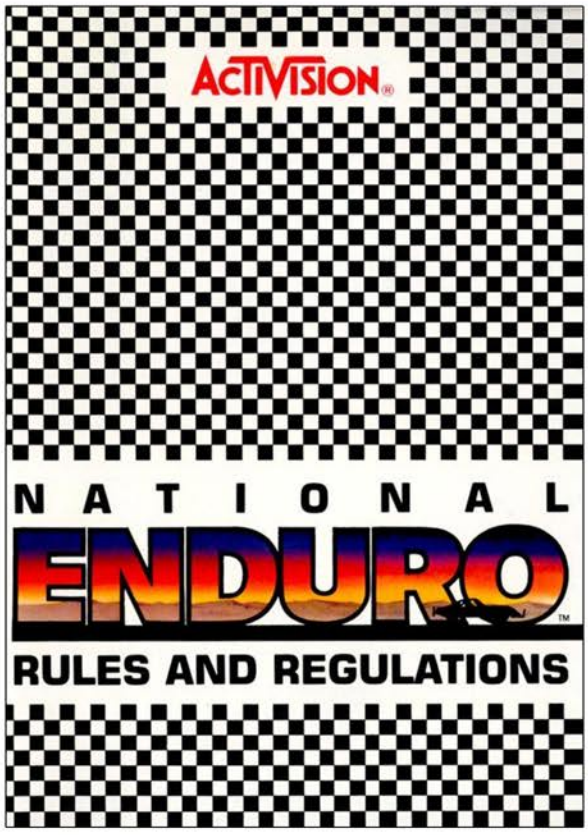
The full day of racing adds some incredible depth to the gameplay, as both the lighting and weather conditions impact your ability to weave in and out of traffic. The sun starts off nice and bright, but slowly sets before vanishing completely. Once the sun is gone you are only left with the other racer's tail lights to let you know where you need to be on the road. There are two weather events that make the race more challenging. The snow impairs your ability to maneuver your car, making it seem like you are driving a mini-van rather than a high performance race car. The midnight fog however is a bigger issue, as it cuts down your visibility to virtually nothing, giving you almost no time to react to the traffic ahead of you.

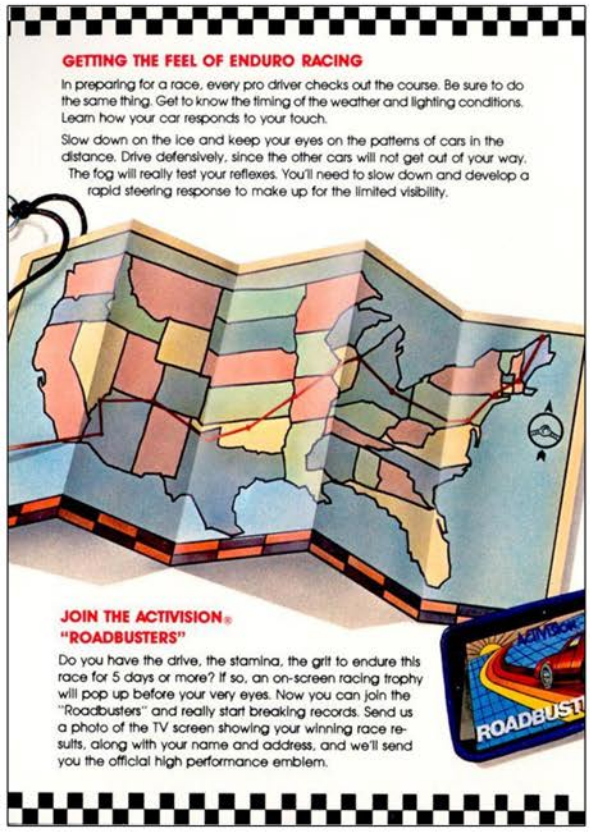
During the race if you rear end another vehicle your car will slowly glide to the shoulder, giving your opponents an opportunity to pass you. Even on the first level, each crash will cost you about four to five spots in the rankings. On later levels a crash or two can completely wipe out the gains you have made up to that point.

In addition to the number of days you have raced, the game also keep up with your mileage. The miles you travel doesn't play into the Activision Patch challenge though, as all you have to do is reach day 5 in order to claim it.

Enduro is an incredibly solid racing title filled with challenge, tight controls, and a constantly changing racing environment. If you are a racing game fan you should definitely check it out, as it still holds up today.

Top Left: Catalog Sample
Top Right: Patch
Below: Manual Cover and Page Sample



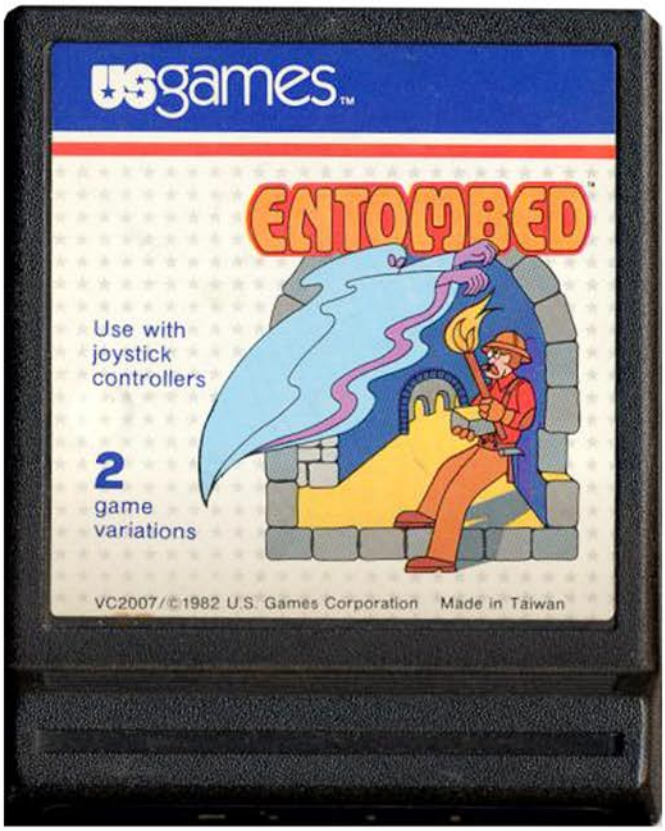



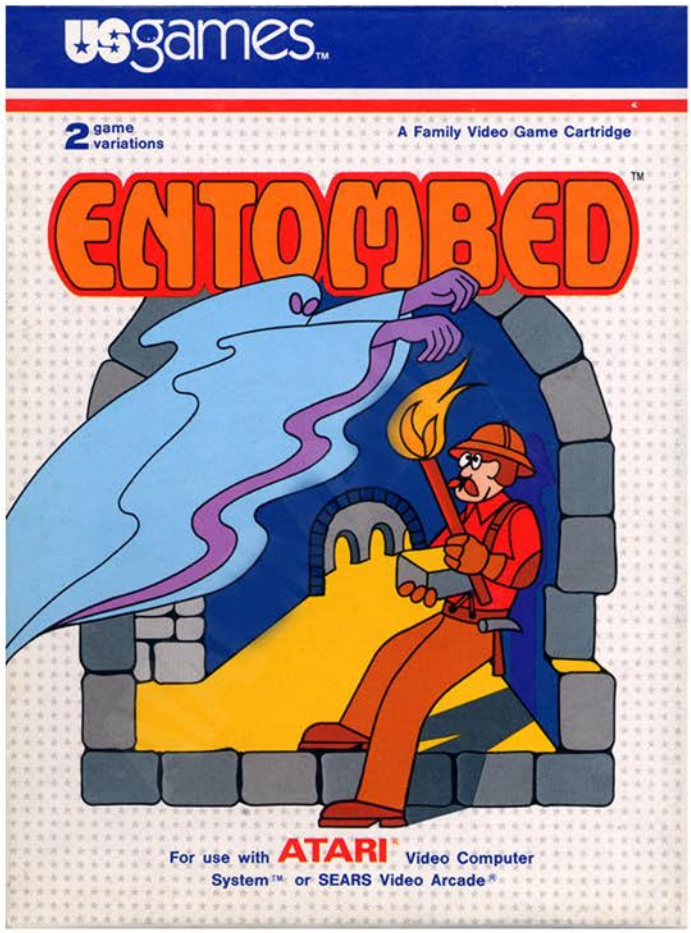
# ENTOMBED

Release Date: 1982
Publisher: US Games
Controller: Joystick
Players: 1 - 2
Genre: Arcade - Maze

Alternate Title: N/A
Model #: VC2007
Rarity: 4
Programmer: Steve Sidley / Paul Allen Newell / Tom Slooper

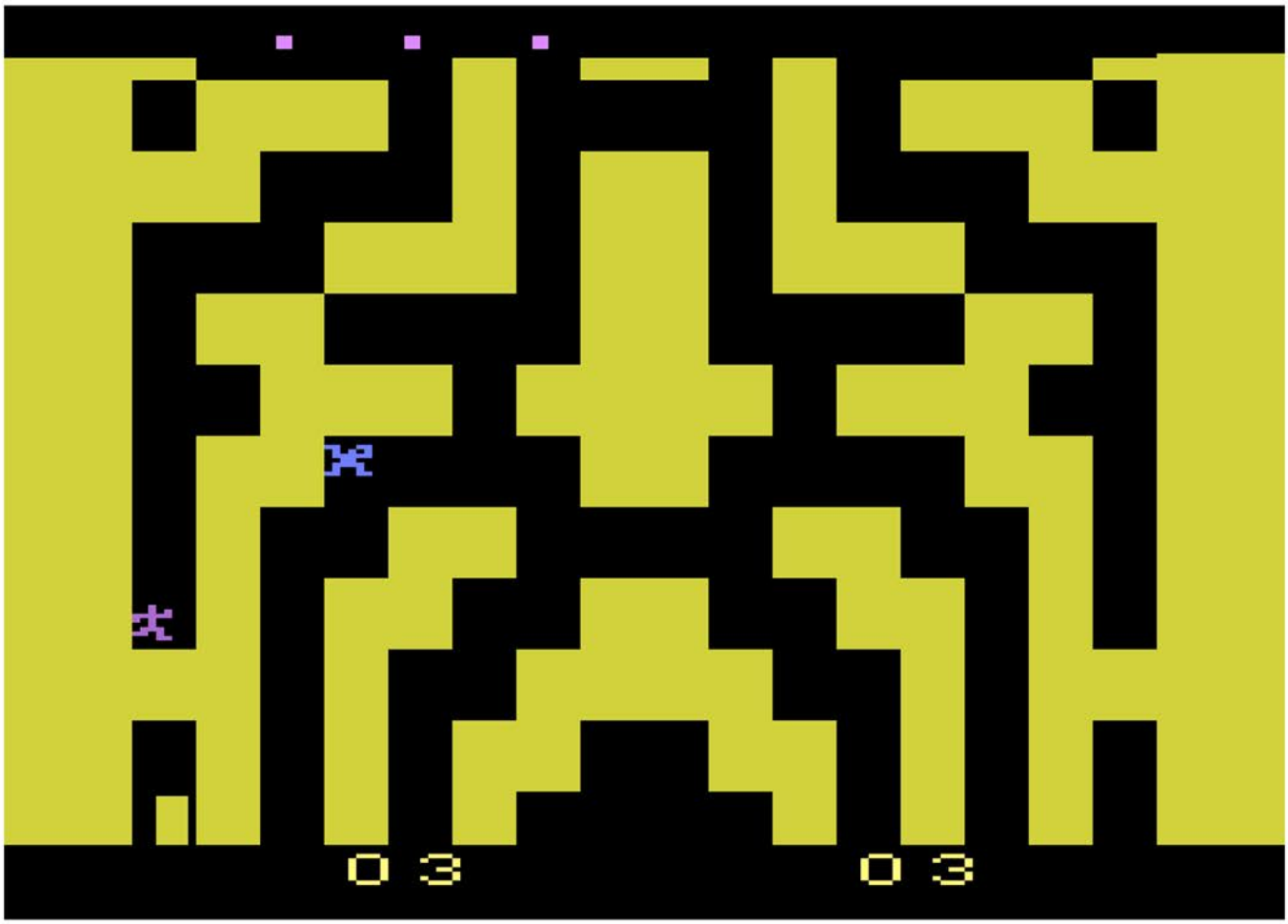
This is one of the better maze based titles on the 2600.

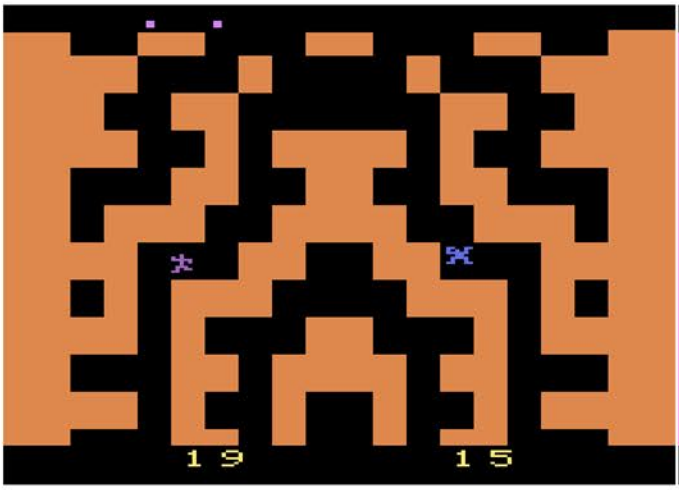


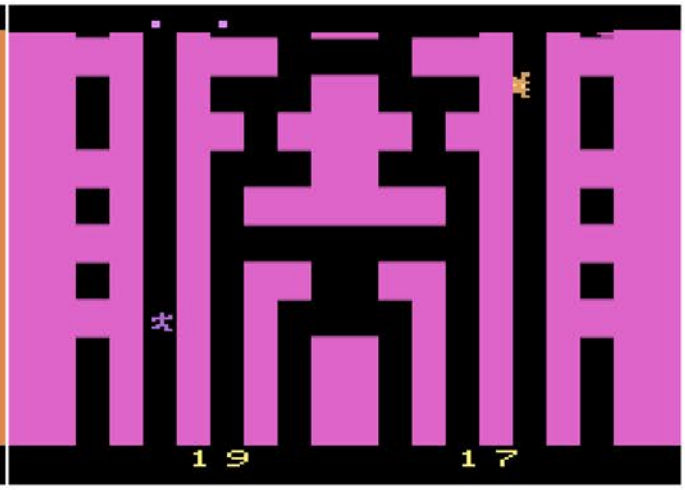



You are part of an archeology team that has fallen into the Catacombs of the Zombies. While that does sound ominous, it is also accurate as it is both a never ending maze that is filled with the living dead. Unfortunately for you and your team, it's only a matter of time before you become a permanent resident.

The basic premise of the game is to guide your lowly archeologist through the vertically scrolling maze while avoiding the occasional living impaired nemesis that will be in hot pursuit should he get wind of you. Thankfully you don't have to rely purely on blind luck when navigating the halls of the catacombs, as you have a limited supply of Make-Breaks. These magical items bestow the ability to knock down or build up a wall, creating an escape hatch at a moments notice. On the first couple of levels the scrolling is slow enough for you to backtrack and stockpile these vitally important items. On the later levels things will be moving so quickly that the only way to survive is to use them on instinct.



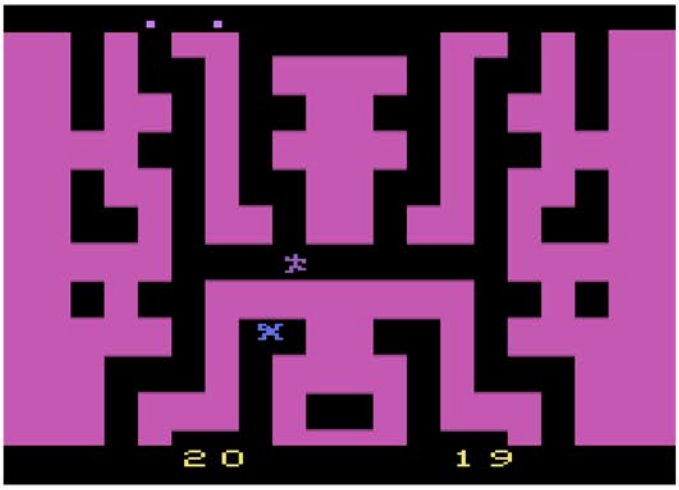


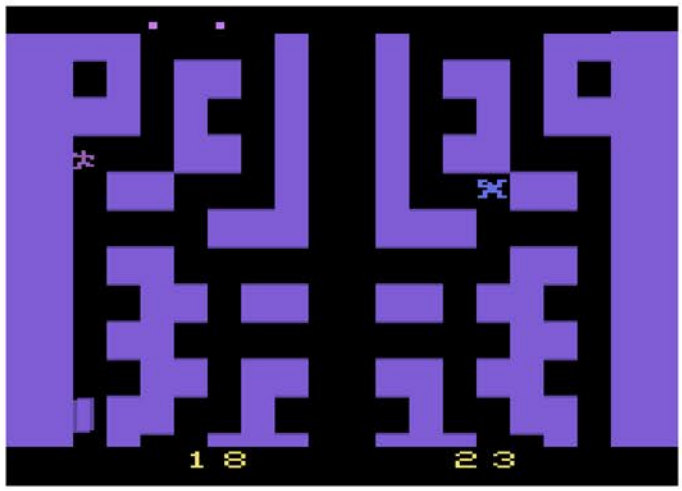



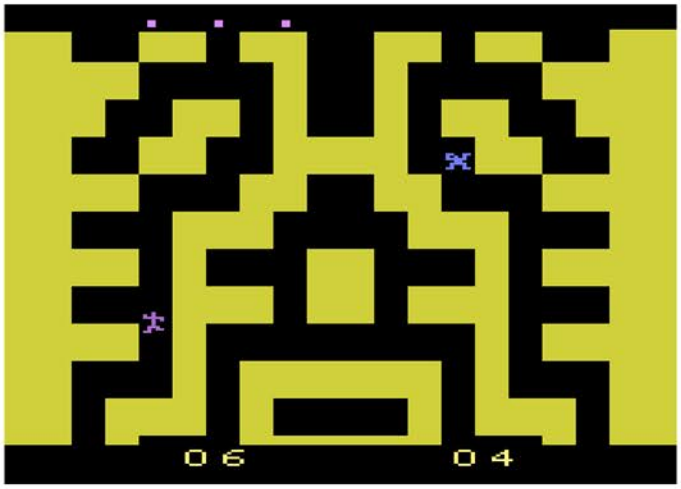

There are two ways to be escorted to the afterlife, be touched by a zombie or have the top of the screen catch up to you. Zombies come in two varieties, standard and ghost. The standard zombie can only move through the corridors like you, while the dreaded ghost zombie can pass through walls. More often than not the top of the screen will be the cause of your demise, especially once it begins moving as fast as your poor explorer.

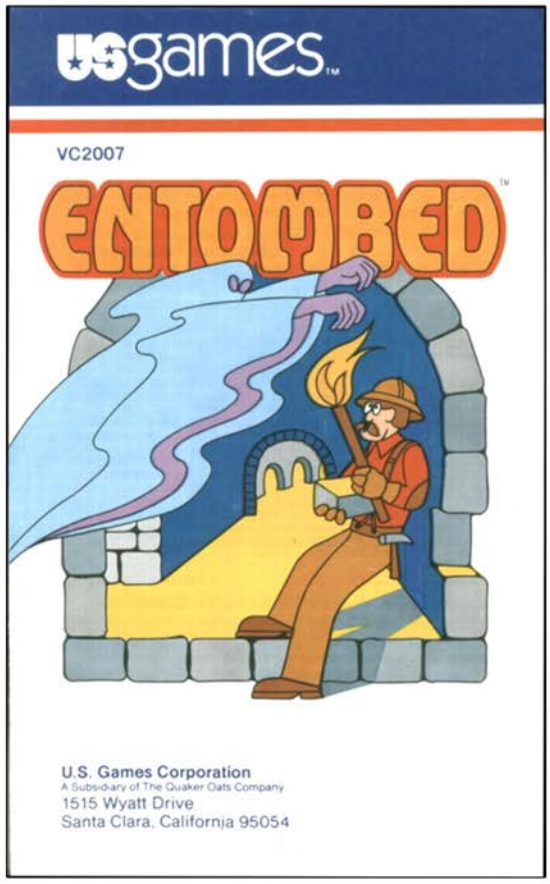
The biggest problem with the game is the collision detection, which is way too sensitive. Not only is it way too easy to get hung up on a corner, but it can be very difficult to use the Make-Breaks. In order to activate it, the archeologist must be a specific distance away from the wall. Unfortunately there is completely free movement, and since you have a tendency to bounce off of walls, nailing the precise distance away from the wall is incredibly difficult.

That problem aside, this is a fast paced unique maze exploration game. If you enjoy the genre, it's worth checking out.





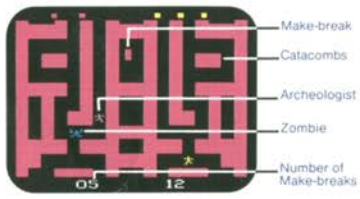

Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## Entombed

Entombed is a one or two player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade®.

You and your team of archeologists have fallen into the "catacombs of the zombies." There's no time to look around; these guys are after you, and they mean business! Your only salvation is that you have discovered the secret to the "make-break." Grab them, and you can break through walls when you get stuck, or create a wall behind you—if you are being chased. The longer you survive, the faster you have to move.

Explore alone, or two archeologists can work together or compete in a frenzied trek through the catacombs.




### Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following manufacturer's instructions.
2. Install the left joystick for single player game, and both joysticks for two player game.
3. Insert the cartridge—making sure the power is **OFF**.
4. Move the POWER switch to **ON**.
6. Select the game of your choice.
6. Press the fire button on player one joystick to start the game.
7. Difficulty switches:
   Position A = Two make-breaks for each blinking block touched.
   Position B = Three make-breaks for each blinking block touched.

### Controls:

- Move joystick in either of four directions you want your archeologist to move.
- To make or break a wall section, push fire button while moving in the direction you want make-break to occur.

### Game Variations:

**Game 1** Single player version.
**Game 2** Two player version.

### Scoring:

You have three archeologists on your team; they are indicated by squares at upper right or left of screen. You lose an archeologist by being scrolled off the top of the screen, or being touched by a zombie.

In single player game, your score is based on how many sections of maze you have successfully traveled through. This is the number showing at the lower right of screen. There are five sections to each maze, after which you float into the next one.

In the two player game, there is no scoring, just hot and furious competition. The survivor wins. You may choose to play cooperatively and help each other through and see how far you can both get. This would be established by the color of the last maze you are in.

### Playing Hints:

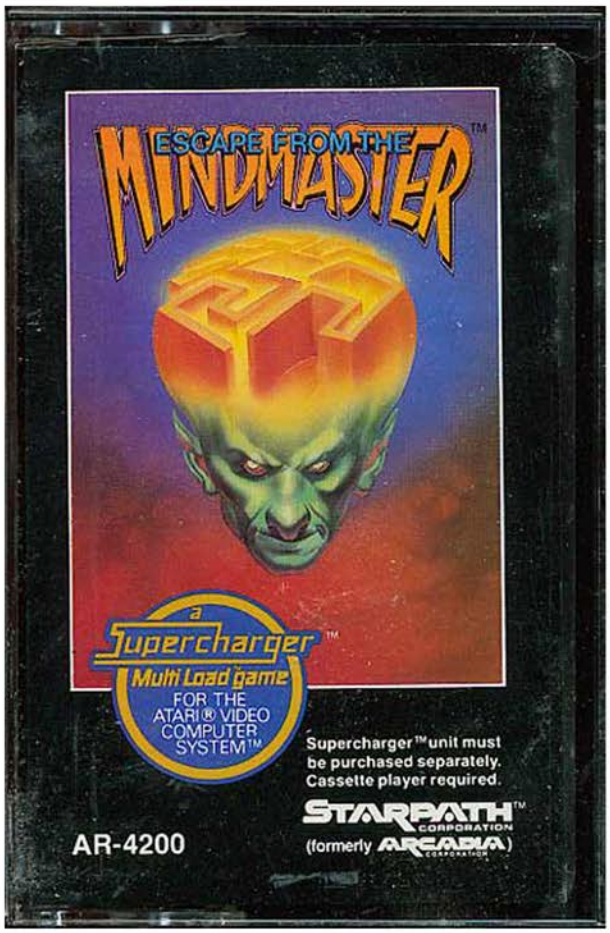
- You only have one make-break to start out. Use it wisely! Since the early mazes scroll slowly, you don't have to rush to the bottom of the screen; it is better to hold back near the top of the screen so you can determine the positions of both make-break and zombie. When the make-break appears, be sure you can get to it by using only one (or, hopefully, none) make-break.
- If you are low on make-breaks, keep aware of how close you are to a maze change (right-hand number indicates maze increment—five in each colored maze), you may be able to get to the next maze without using a make-break.

# Escape from the Mindmaster

Release Date: 1982
Publisher: Starpath
Controller: Joystick
Players: 1
Genre: Arcade - Maze

Alternate Title: N/A
Model #: AR4200
Rarity: 4
Programmer: Dennis Caswell

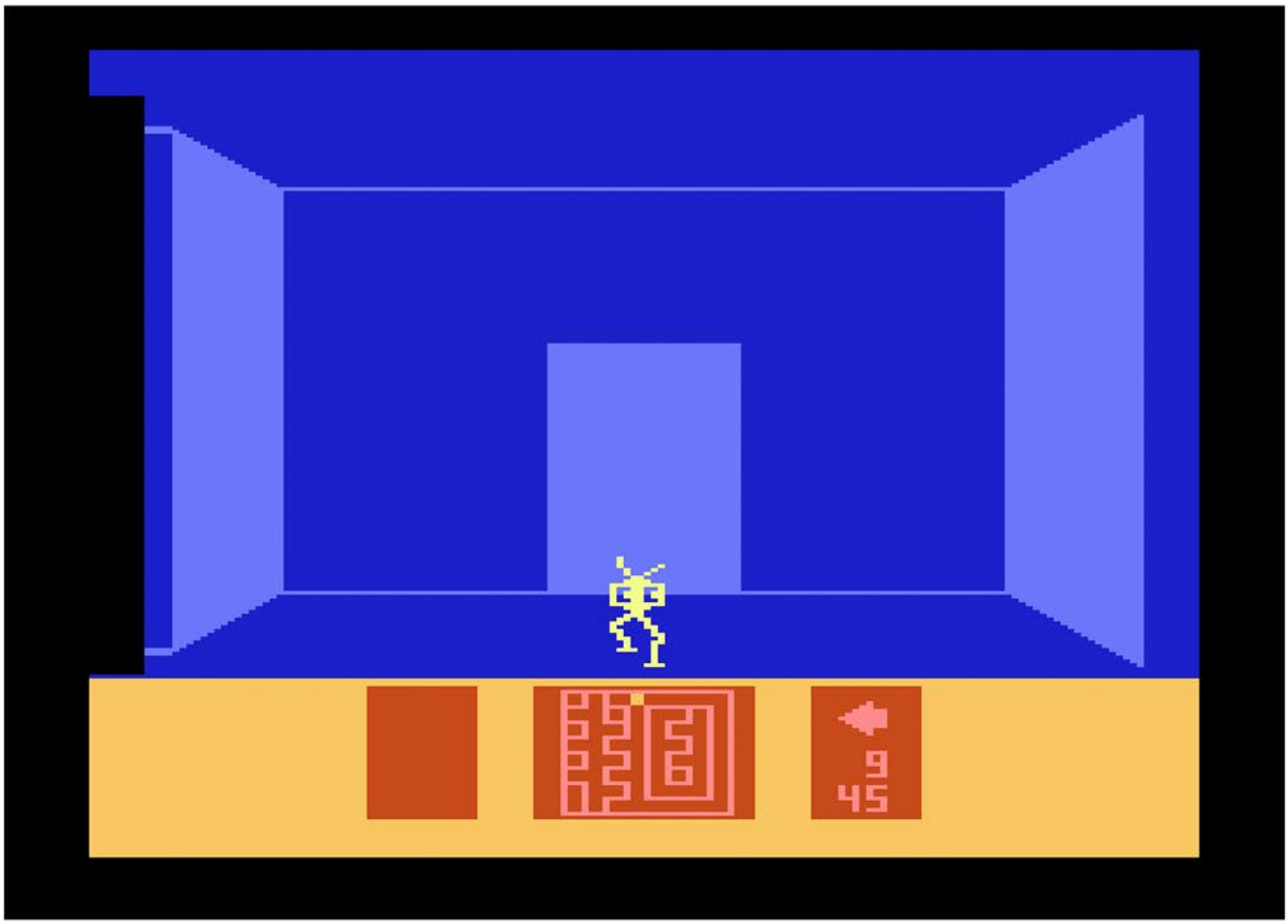
This maze exploration title has some of the smoothest graphics on the 2600.

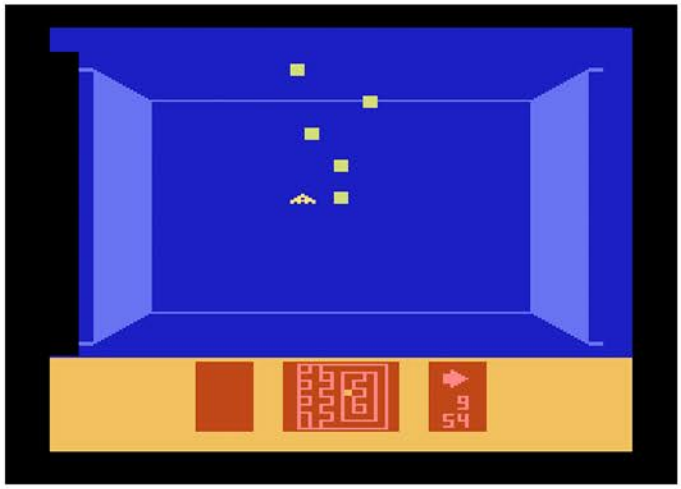


You have been kidnapped by an evil alien MindMaster who has stolen you away from your home to subject you to random testing. In order to survive you must jump through every one of his hoops while avoiding devious traps and the ever persistent alien stalker.

When you begin you'll find yourself in a first person perspective scrolling maze. The map at the bottom will let you know where you are, which is of great help. Your mission is to work you way through the dungeon in search of different shaped objects and placing them in the corresponding holes scattered about. To keep the gameplay fresh, every time a new game is started the location of all items have been randomly placed around the maze.

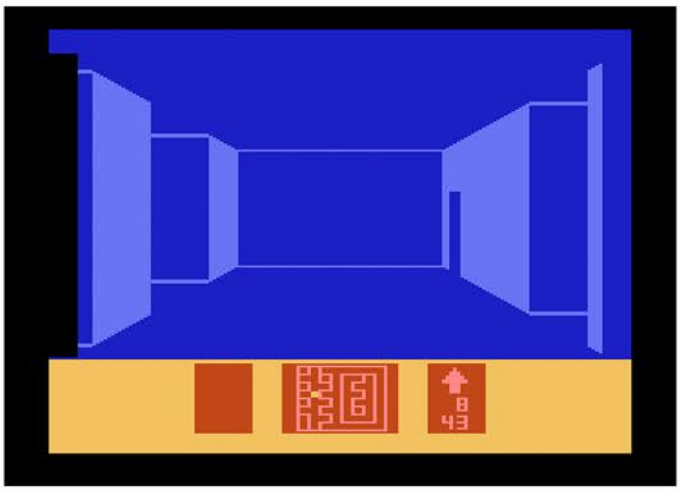
Not only will you have to be careful, you'll have to be quick as there is a timer that ticks down. If you are touched by an alien stalker, run into any number of traps like moving barrier walls, or if time expires, you lose a chance and must start back at the beginning of the current maze. Lose all nine lives and presumably the MindMaster will expel you into space as you have failed his tests.

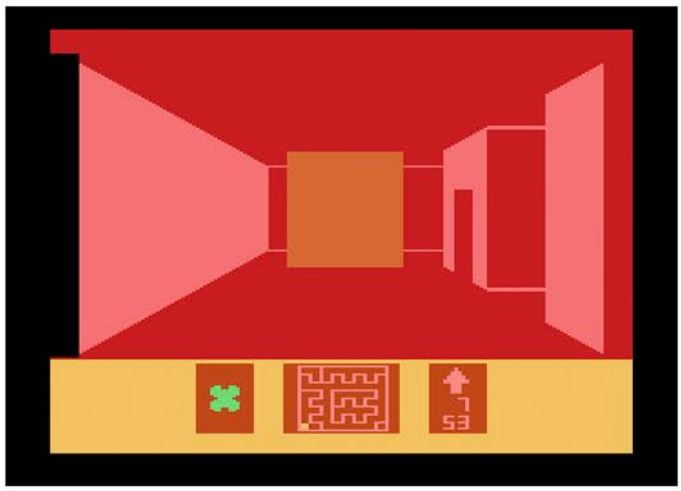


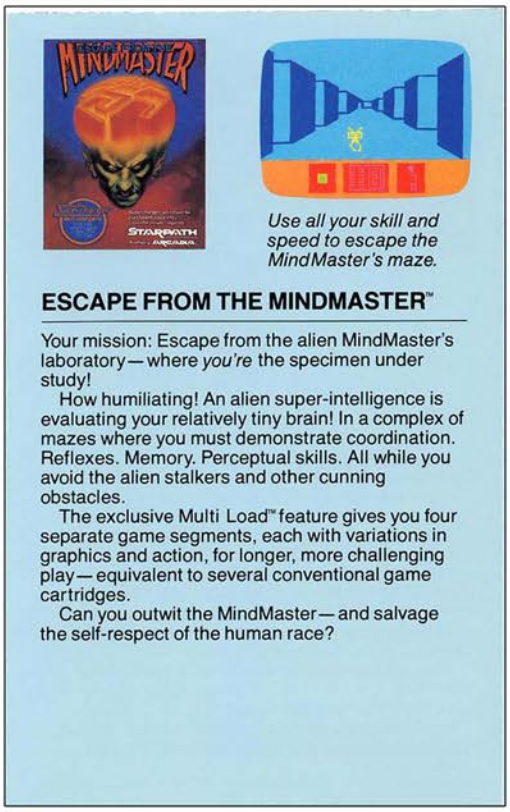


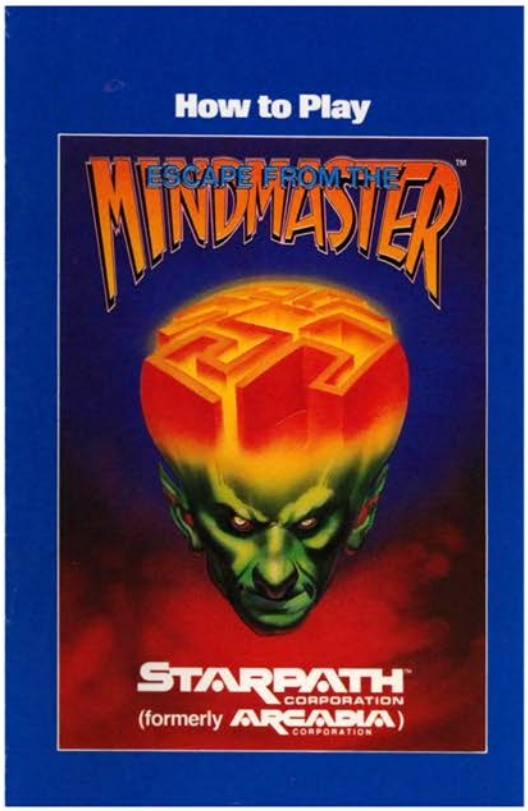
In addition to the six dungeon mazes, there are five tests that can be activated while exploring. When you come across these, everything freezes and you take control of an icon on the wall so that various things can be tested. These include agility, which requires you to move an icon and dodge falling blocks. Reflexes have you hitting the controller in the same direction as an arrow, while recall has you repeating a sequence. The dexterity test makes you run through a stream of bricks, and finally coordination has you landing on a platform. These are nice little additions to the gameplay that increases the challenge a bit.

While this is a more cerebral game rather than an action one, it's still quite engaging. The mazes are fairly large with lots of corners for things to be hiding in, the puzzle gameplay is quite nice, and having the constant threat of death due to the alien stalker pursuing you gives a sense of urgency. Add in some of the finest graphics on the system and it's worth checking out.

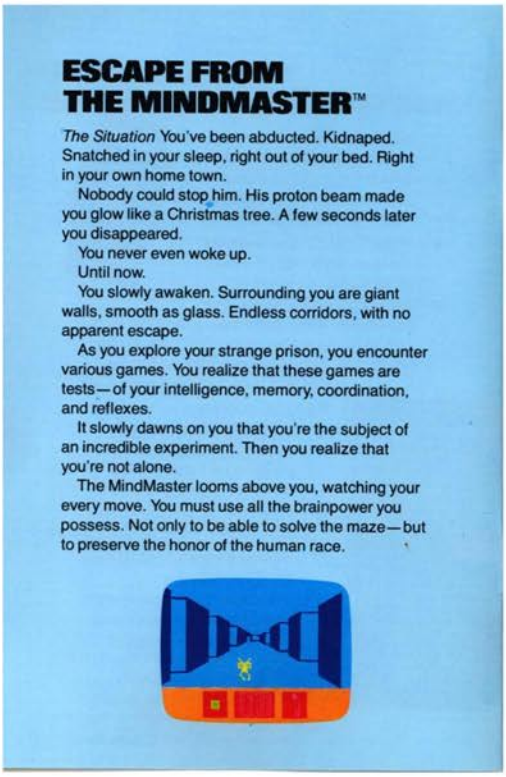


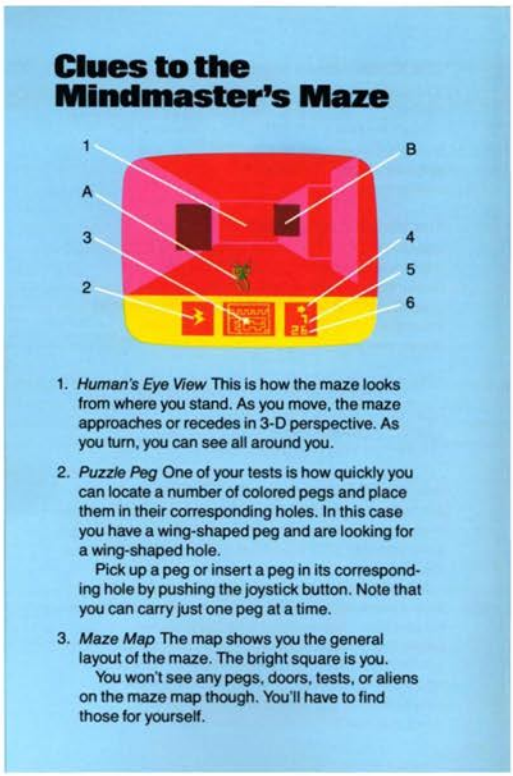





Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples



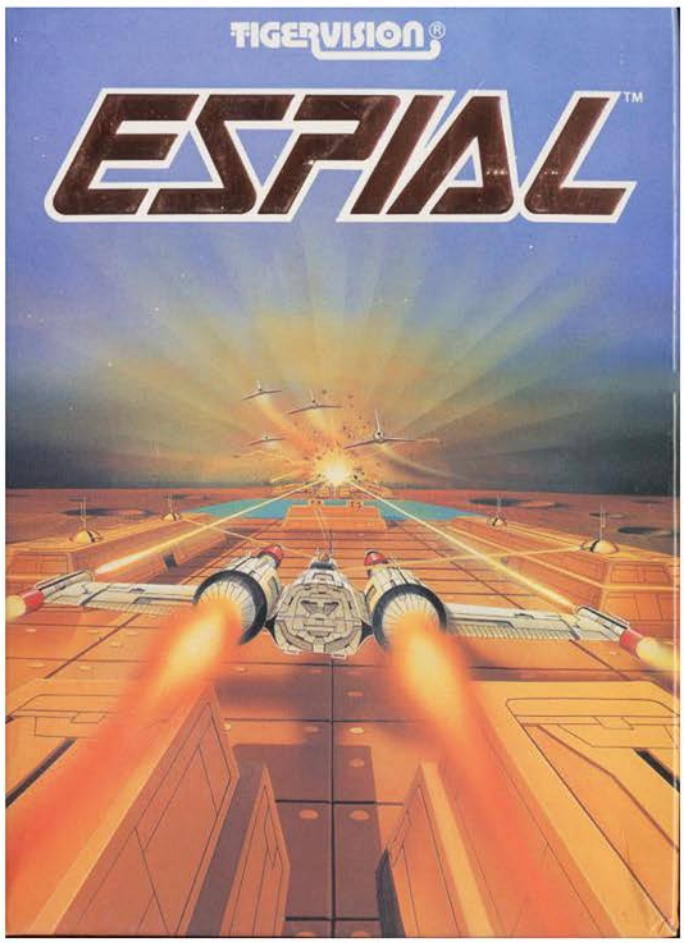



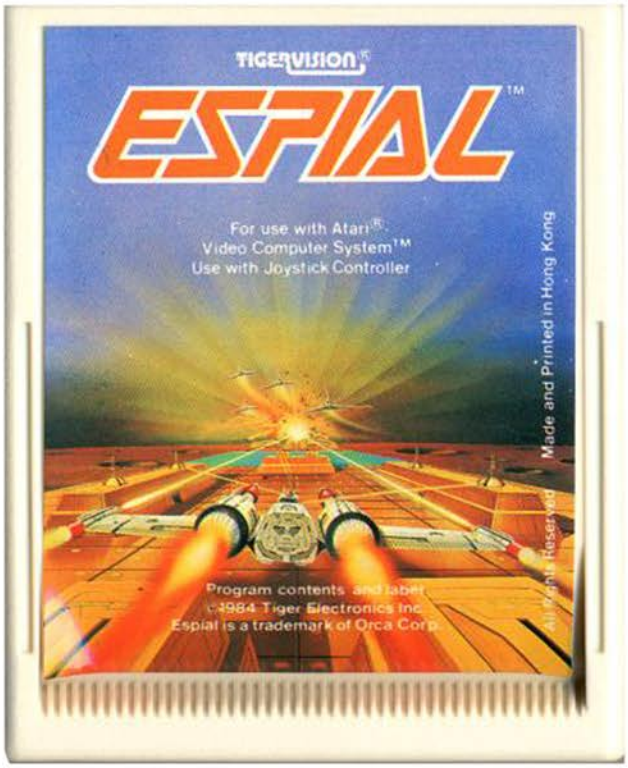
# Espial

Release Date: 1984
Publisher: Tigervision
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 7-012
Rarity: 6
Programmer: N/A

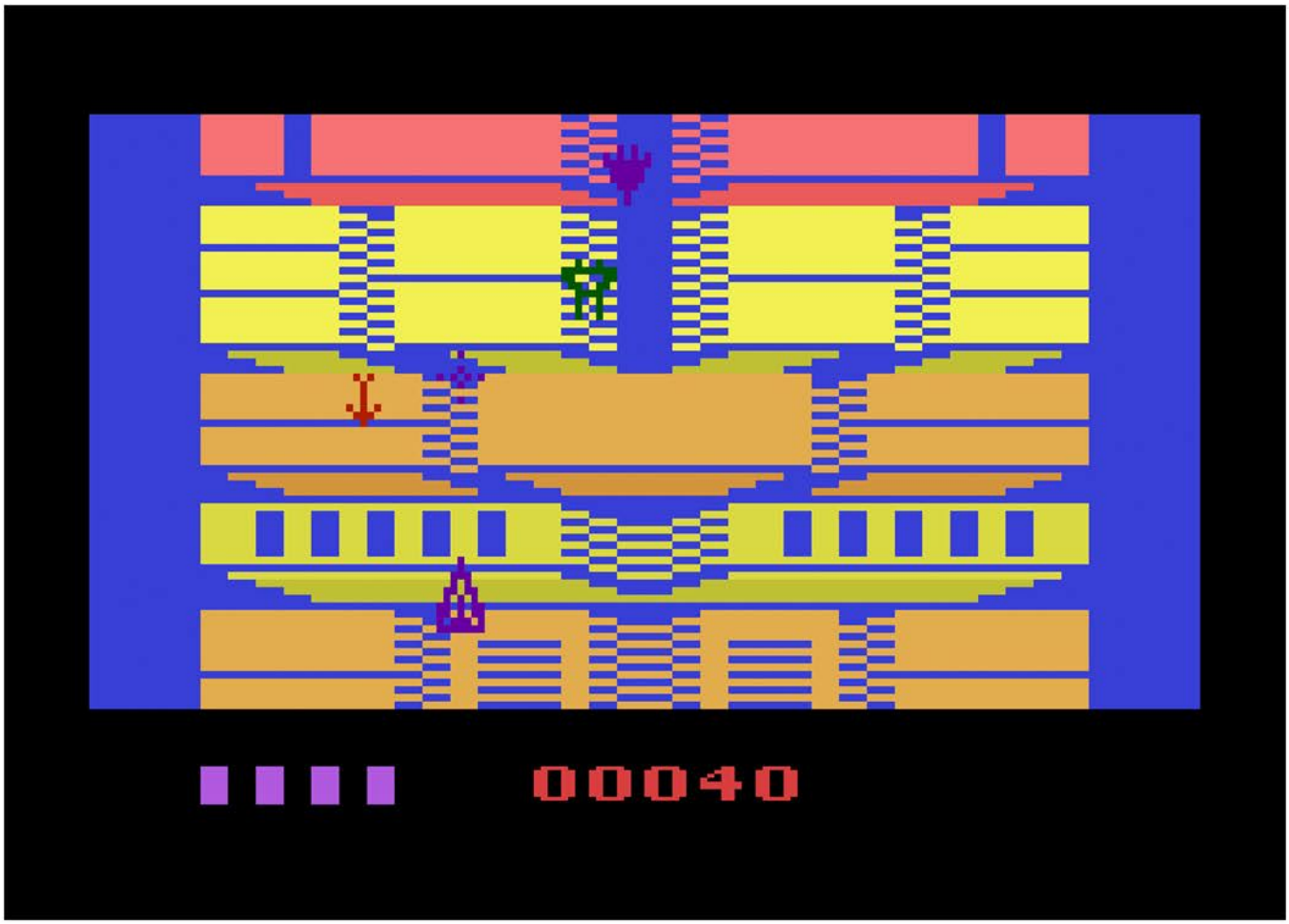
This overly ambitious arcade port is a valiant effort that comes up way short.



According to the manual, you are a space attack pilot flying at death range over a gigantic star ship. I have no idea with “death range” is, but it does sound ominous. And with the 2600 graphical limitations, I’m not entirely sure what you are flying over during the course of the game. It could be a star ship, it could be a digital Jackson Pollock painting, it’s really difficult to tell. On the plus side, every single object on screen flickers at such a rapid pace that you’ll be spending the bulk of your time fighting of a seizure to really notice or care about the background.

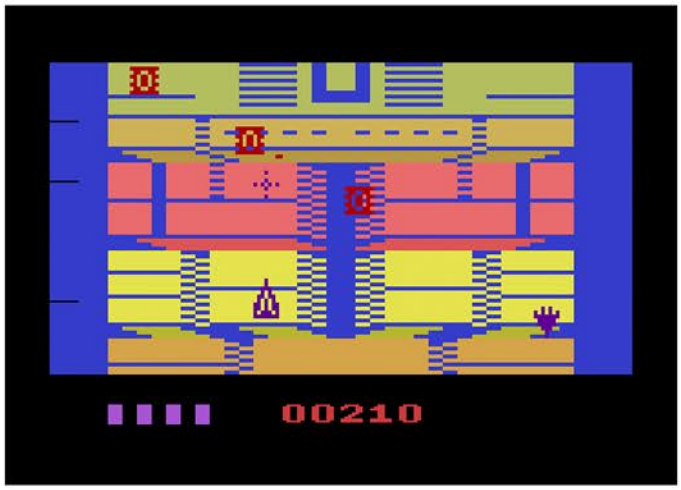
There are two basic types of enemies here, ground and air based. The flying ones can be hit by your projectiles regardless of where you fire them from, however if you want to take out the cannons and shelters on the ship’s hull, you’ll need to line up your crosshairs on top of them and fire. It does mix up the strategy a bit, forcing you to pick between dodging incoming fire or risking a push up the screen to take out an enemy, so it is a nice addition.

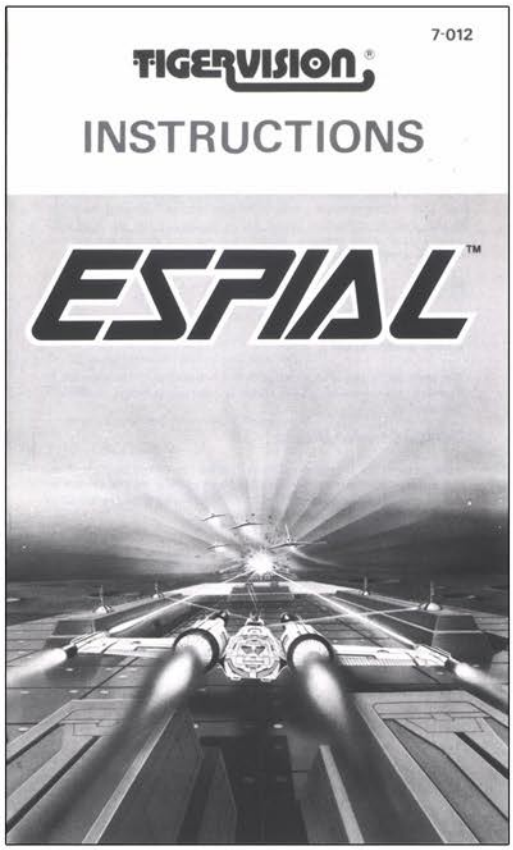


In addition to constant flickering, the enemies are very lackluster. For the most part they consist of simple shapes like rectangles and diamonds. Thankfully they are easy to pick out due to the flickering, so if you see something flashing at you it's a good idea to blow it up. There are a trio of levels, or bases, but it really only changes the background design.

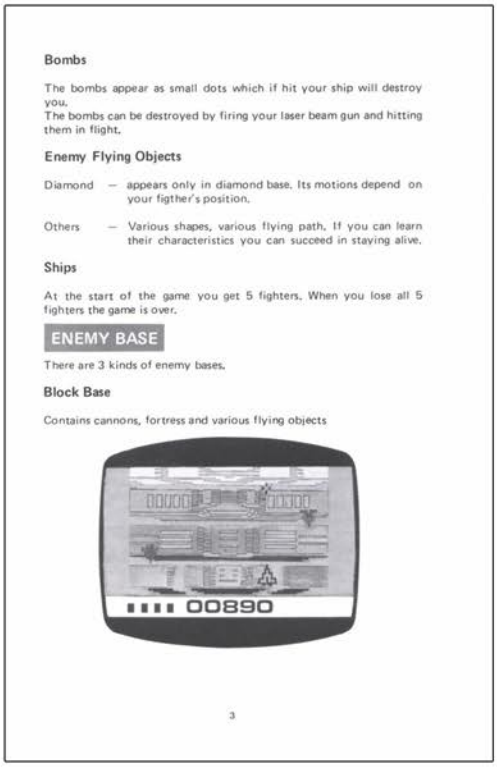
Your ship does have a decent range of motion, being able to move halfway up the screen as well as side to side. This is nice in the first two levels as it makes dodging enemies and bullets easy, but the vertical limitations doom you on the third level when ships show up from behind. They move much faster than your vessel, making them difficult to avoid.

Despite the serious flaws in the game, there are a couple of high points. The music between levels and at the start is surprisingly catchy, and your ship has a rapid fire mode where all you have to do is hold down the button and you'll fill the screen with lasers. At the end of the day however, this game isn't the most attractive or playable.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



**Bombs**

The bombs appear as small dots which if hit your ship will destroy you.
The bombs can be destroyed by firing your laser beam gun and hitting them in flight.

**Enemy Flying Objects**

Diamond — appears only in diamond base. Its motions depend on your figther's position.

Others — Various shapes, various flying path. If you can learn their characteristics you can succeed in staying alive.

**Ships**

At the start of the game you get 5 fighters. When you lose all 5 fighters the game is over.

**ENEMY BASE**

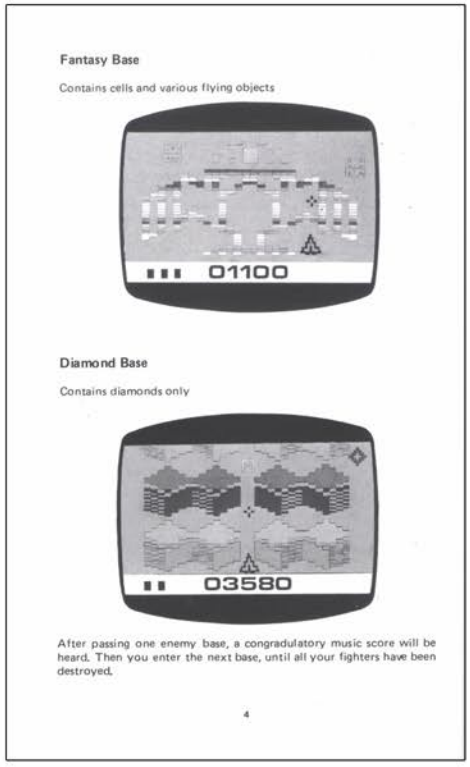
There are 3 kinds of enemy bases.

**Block Base**

Contains cannons, fortress and various flying objects




3



**Fantasy Base**

Contains cells and various flying objects




**Diamond Base**

Contains diamonds only




After passing one enemy base, a congradulatory music score will be heard. Then you enter the next base, until all your fighters have been destroyed.

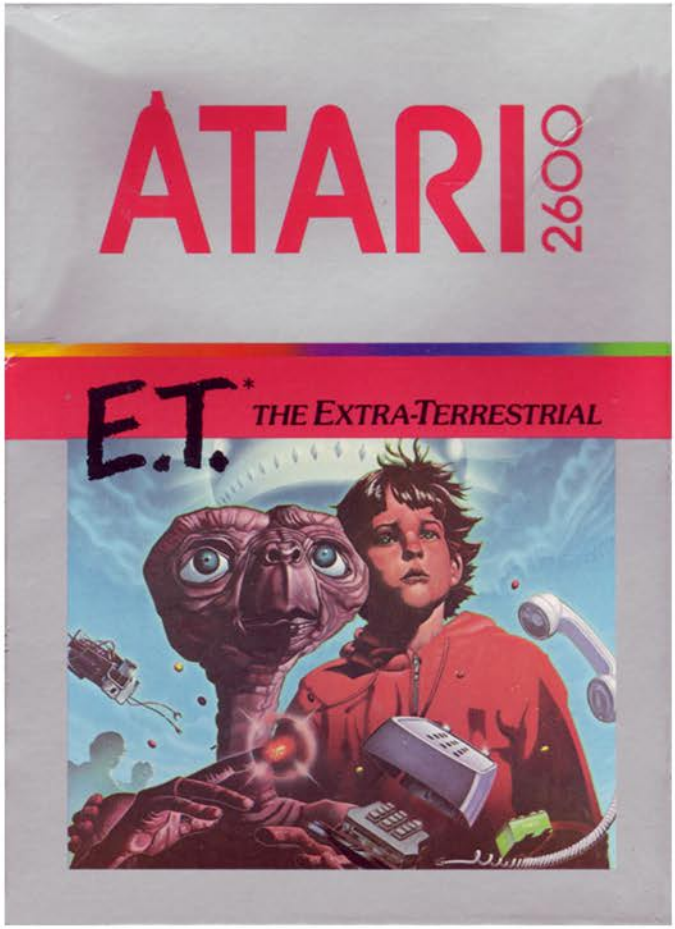
4

# E.T.

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Adventure

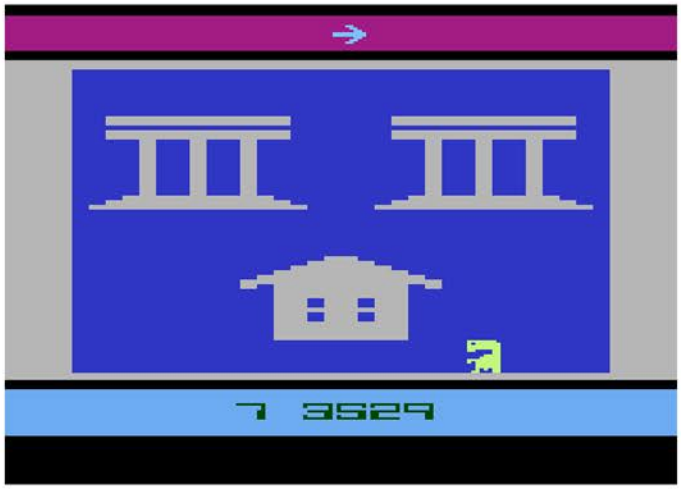
Alternate Title: N/A
Model #: CX2674
Rarity: 1
Programmer: Howard Scott Warshaw

This is one of the most infamous titles in video game history.



Based on one of the most popular films of the 1980s, ET takes the touching story of a boy and his alien and turns it into the most realistic falling into holes simulator ever created. The game is often referred to as “The Worst Game Ever Made”, and while that is an unfair accusation (try playing Fire Fly if you don’t believe me), the game is pretty terrible.

You control ET who is on a quest to reassemble the trans-galactic communicator phone. With this item you will be able to contact your ship and escape the planet, unfortunately it has been split into three pieces and randomly tossed down massive holes in the ground. The only way to track them down is to leap into the pits, look around, then float your way back to the surface to find somewhere else to dive in to. And yes, it’s about as exciting as it sounds.

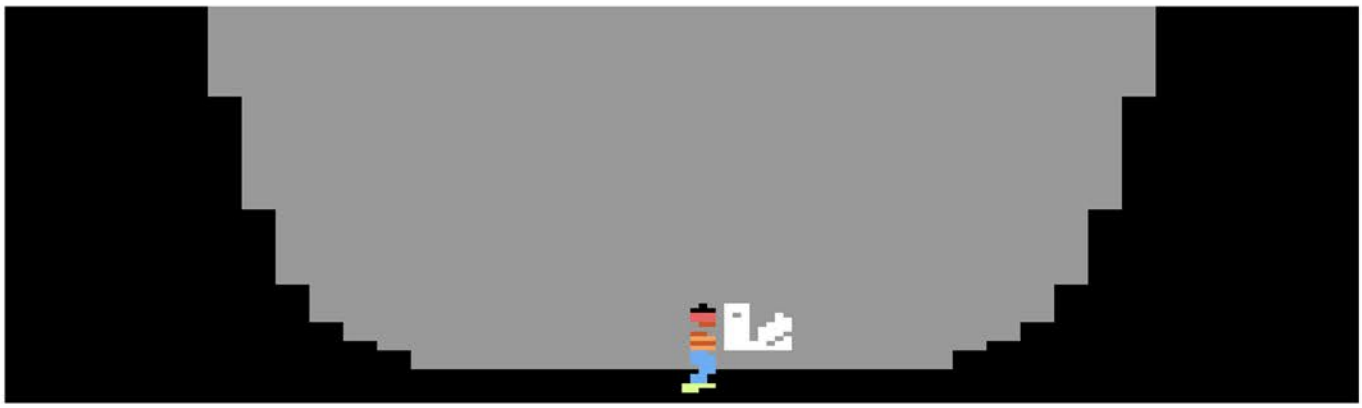



To make things more difficult, there is a trench coat wearing FBI agent and a scientist in a lab coat that will kidnap you and steal whatever parts you have on you. It's possible to sprint away from them should they get close, but due to the prevalence of trenches you will quickly find yourself plummeting downward. There is an option to prevent these enemies from showing up, should you prefer to enjoy your base jumping without interference.

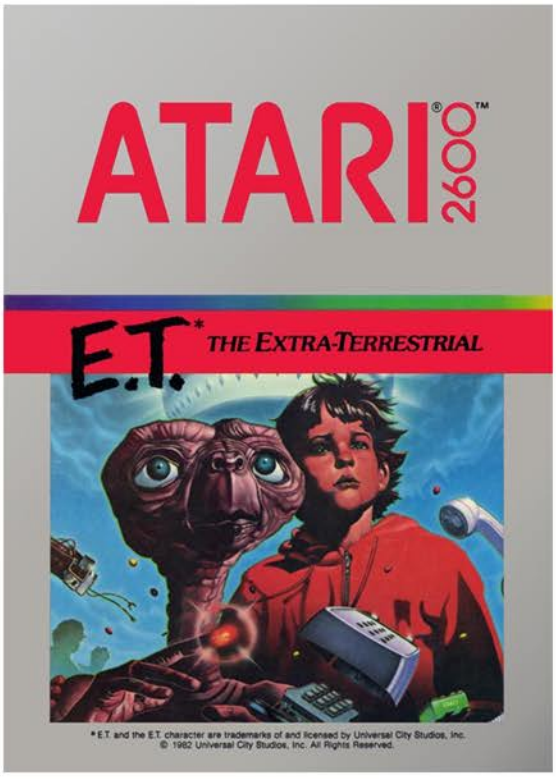
The danger seeking alien has a limited amount of energy which is used up every time he falls, runs, floats, or just stands there. When he runs out he keels over and awaits Elliot to run to his rescue and feed him Reece's Pieces, which gives him a little more energy. This gives you the opportunity to spend a little more time falling down holes.

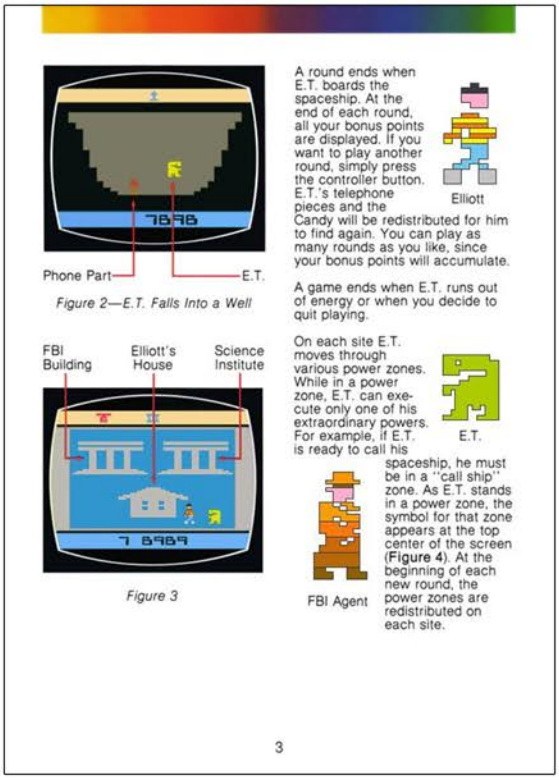
Speaking of falling, the collision detection on the chasms leaves a lot to be desired. It is very common to fall down a pit, raise yourself up, only to immediately fall right back in because you land right on top of the pit. The only positive about this situation is the fact it will drain your energy quicker so you can finish up and play something better.

There are no redeeming qualities about ET, yet it should still be on everyone's play list. The reason is that everyone should experience, at least once, the game that helped triggered the video game collapse.



Top Left: Title Screen
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



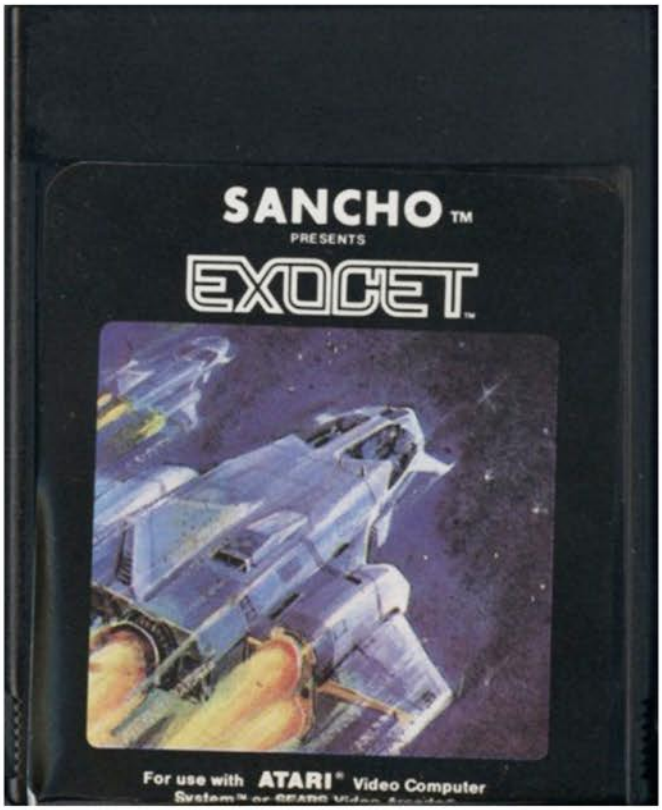

# E.T.

# EXOCET

Release Date: 1987
Publisher: Panda
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: Cruise Missile
Model #: 109
Rarity: 6
Programmer: N/A

Want a quick way to make your ears bleed? Have I got a game for you!



Exocet is another in a long line of side scrolling shooters for the 2600, and if you were to rank them it would come in near the bottom. You control a rogue UFO that is skimming along the surface of a planet destroying bases, which come in one of two varieties, short and tall. The first half of the game has you relegated to the top twenty percent of the screen, however if you destroy enough bases (ten) you'll have the opportunity to go underground. Sadly due to some issues there, it will more than likely be short lived and you'll be back on top before you know it.

The surface bases show up one at a time at a regular pace, giving you the opportunity to destroy them as soon as they appear. Since there are only two types, you have a fifty-fifty chance of landing a direct hit without moving. Well, maybe not landing a direct hit, but being on target since the collision detection is wonky at times. On more than one occasion my shot flew harmlessly through one of the smaller bases, forcing me to fire again. It's not a huge deal, but could easily lead to death if you aren't expecting it. After destroying enough infrastructure, holes open up on the surface allowing you to go underground.

Beneath the surface the targets show up two at a time instead of solo, one on the ceiling and one on the floor. Their fire rate is drastically sped up compared to their surface brethren, which means death is just around the corner. While underground you can fire in all four directions, but you must push the joystick in that direction while hitting the fire button, making it cumbersome to do so. Plus with the speed of the bullets, if you get close enough to fire up or down on them, you're already dead. Adding one more layer of difficulty is the fact that even a destroyed base can still fire on you, which is enough to get even the most hardened player to throw in the towel.

Now let's get to the only area this game excels in, horrific sound effects. Every single moment this game is running there is a high pitched screeching that reverberates, sounding like a small army of coked up digital grasshoppers playing their song for the world. It's so painful that even if this game had the best action and gameplay in the era, it would still warrant shutting it off. Sadly, hearing this sound for five seconds and wondering what the designer was thinking is the only reason to ever pop this cartridge in.

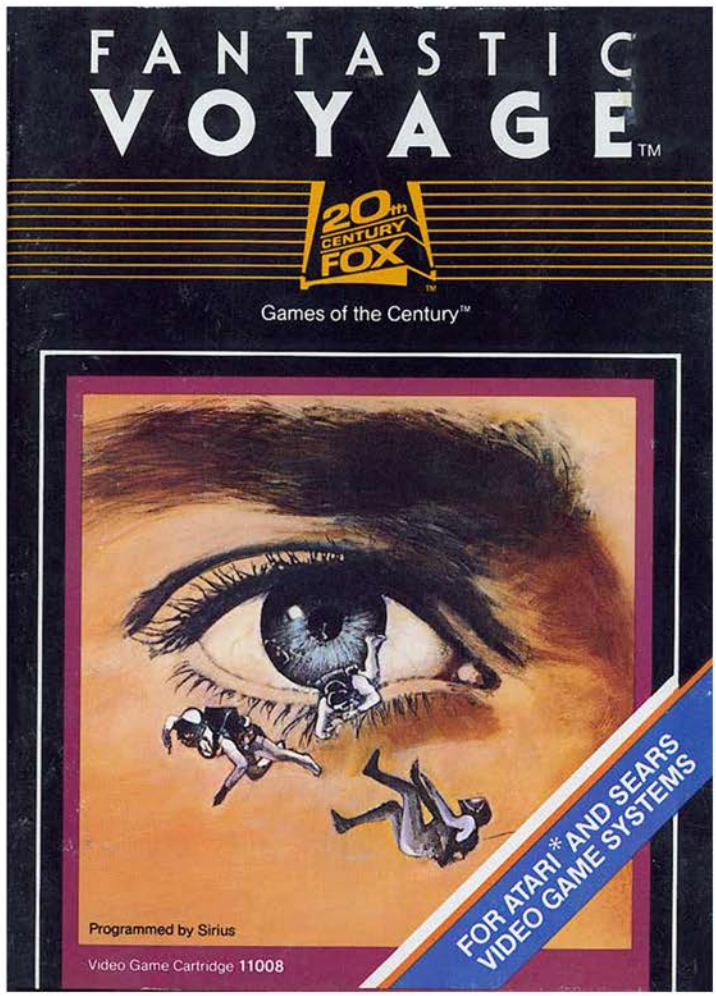
Additional Screenshots

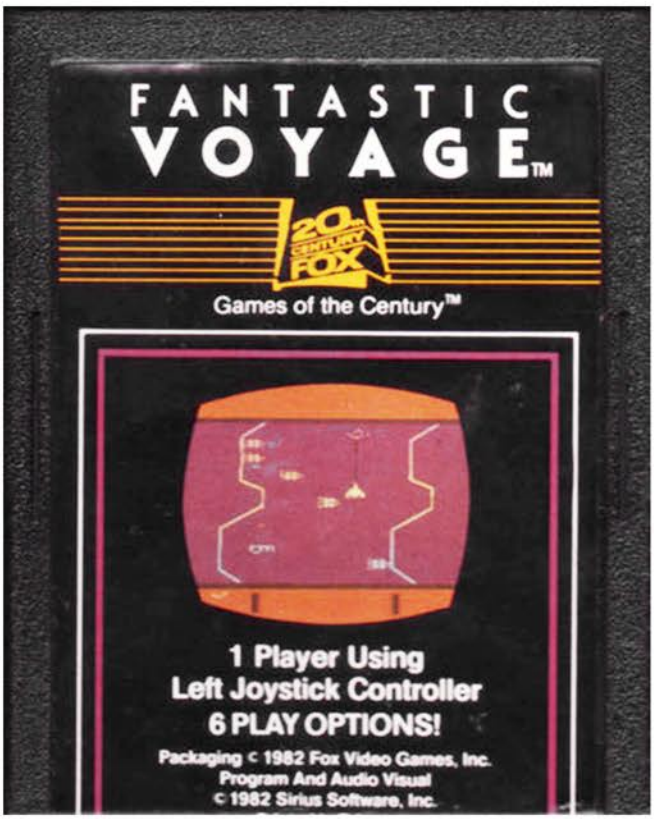
# Fantastic Voyage

Release Date: 1982
Publisher: 20th Century Fox
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 11008
Rarity: 4
Programmer: David Lubar

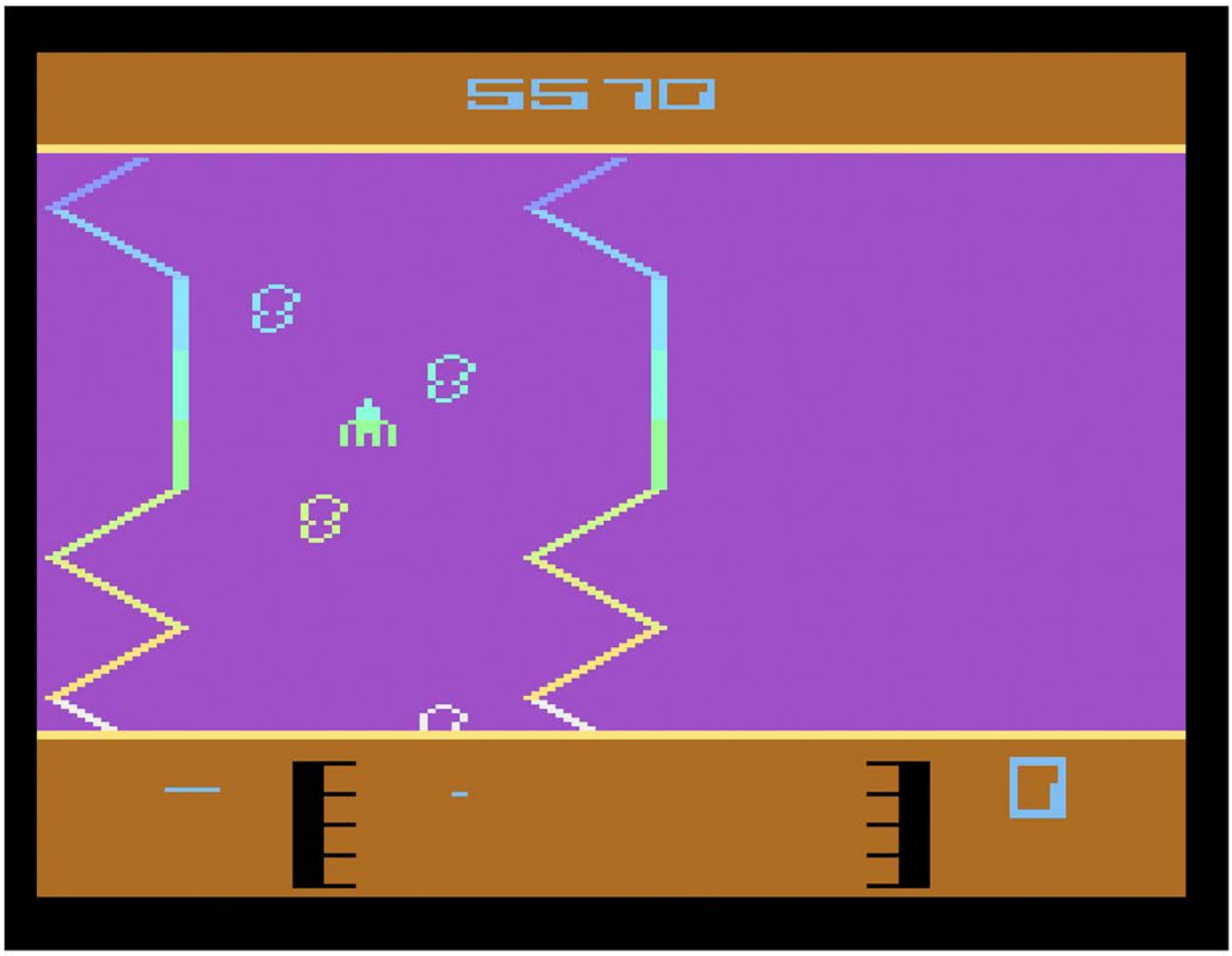
This is a solid, if not simplistic, corridor shooter.



Based on the 1966 Raquel Welch movie about a group of scientists who are shrunk down to microscopic size so that they can fight a virus inside one of their colleagues at the cellular level, this corridor shooter will remind a lot of people of River Raid. You take control of the microscopic battle submarine and float through the arteries battling all manner of internal related obstacles on your way to face off against the deadly blood clot.

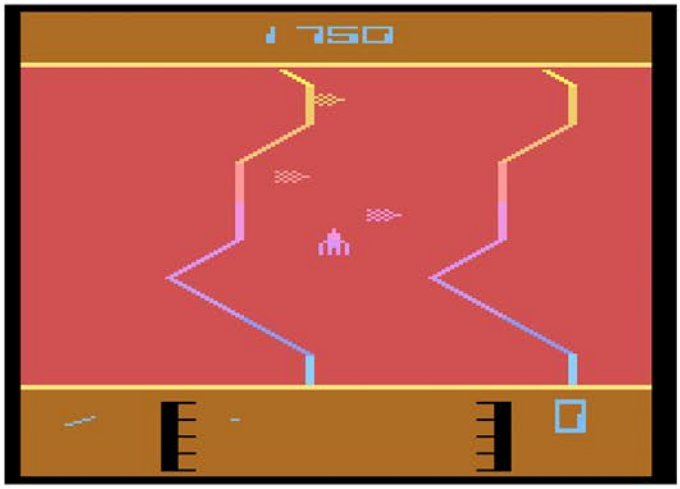
There are six levels that will continue to loop until the end of the game. For the most part they all look identical, with some minor exceptions. The only way you'll know you've progressed is by a short tune and a color pallet swap, in addition to the enemies you will face. Pretty much everything can and should be shot. Enzymes, antibodies, defense cells, and bacteria should all be shot on sight, with some taking multiple shots to defeat. On certain levels blood cells appear and should be avoided at all cost, as destroying one will harm the patient you are trying to save.

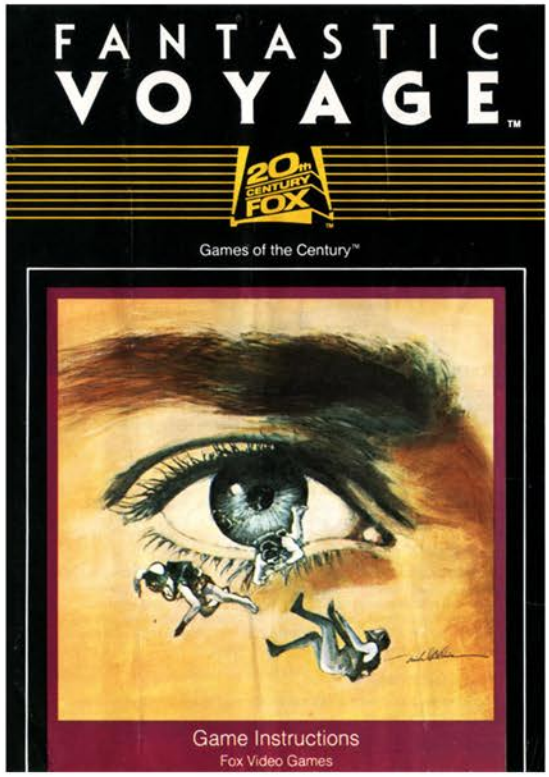


Every few levels the artery walls will constrict, not only making for some tight flying, but also alerting you to the presence of a blood clot. Navigate the path without hitting the wall (which hurts your patient) until you come across a giant mass blocking your path. Fifteen rapid fire shots later, and the patient's health resets and you are off to find the next one.

In most games you have a finite number of lives, however exploding here only delays you in your task. The game will only end when your patient flatlines, which can happen in a number of ways. If you take your sweet time getting to the blood clot, he dies. If you are a terrible pilot and hit the wall too many times, he dies. If you get trigger happy and destroy his blood cells, he dies really quickly. It's a nice change of pace and really ratchets up the tension when you are moving through the level and hear his heartbeat speed up dramatically.

The controls, the difficulty and the graphics are all pretty solid. There's nothing spectacular to be found here, however if you are looking for something a little different in your shooters, this might be worth a look.



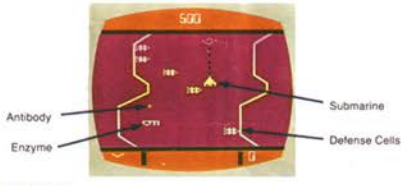



Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

## FANTASTIC VOYAGE™

### TO SET UP:

Set up your video game system and left joystick controller as instructed in your manufacturer owner's manual. Turn the power OFF and insert the Fantastic Voyage game cartridge.




### TO BEGIN:

Turn the power ON. Use the Game Select lever to select a play option. (The difficulty switches are not used in Fantastic Voyage.) Press the Game Reset lever or the joystick button to leave the Demo Mode and compose yourself. You are about to become very tiny.

### THE OBJECTIVE:

You and your submarine are to be injected into the bloodstream of a critically ill patient. Your mission is to blast your way through several phases of artery obstacles and destroy a life threatening Blood Clot.

### THE CONTROLS:

Once inside the patient's bloodstream, your sub will be carried along in a steady forward motion. Tilt the joystick forward to increase your speed or backward to slow down or back up slightly. Your sub is equipped with medical technology's finest laser ray. Press the joystick button to activate it. Hold the button down for continuous fire. You may pause the game at any time during the play by flipping the Color/B-W switch.

### PLAY OPTIONS:

There are six play options which can be selected at any time by pressing the Game Select lever.

OPTION 1 = Normal Game
OPTION 2 = Extended Normal Game
OPTION 3 = Difficult Version For Advanced Players
OPTION 4 = Extended Difficult Version
OPTION 5 = Easy Game For Beginners
OPTION 6 = Extended Easy Game

In the extended options, the first five phases of your voyage are longer. In the difficult options, you will face more obstacles on your journey to the Blood Clot. In the easy options, collisions cause less damage to the patient and there is no time penalty. Each time you destroy a Blood Clot, you are given the chance to save another patient in that same play option.

### SCREEN DISPLAY/SCORING:

While in the Demo Mode, the play option is shown at the top of the screen. The score is displayed there while the game is in play. A Time Clock is located in the bottom left corner of the screen. A Heart Monitor is located in the bottom center and a Patients Saved tally is in the bottom right corner.

The Heart Monitor is a graphic display of the patients condition. Patients begin each game with a strong, steady heartbeat. EACH TIME YOUR SUB CRASHES INTO ANY OBJECT, THE PATIENT LOSES STRENGTH. (The Phases/Obstacles section describes additional qualities of each object.) Every time the slower hand of the Time Clock completes a cycle, the patient also loses strength. A flat heart rate means that you have lost the patient and the game is over.

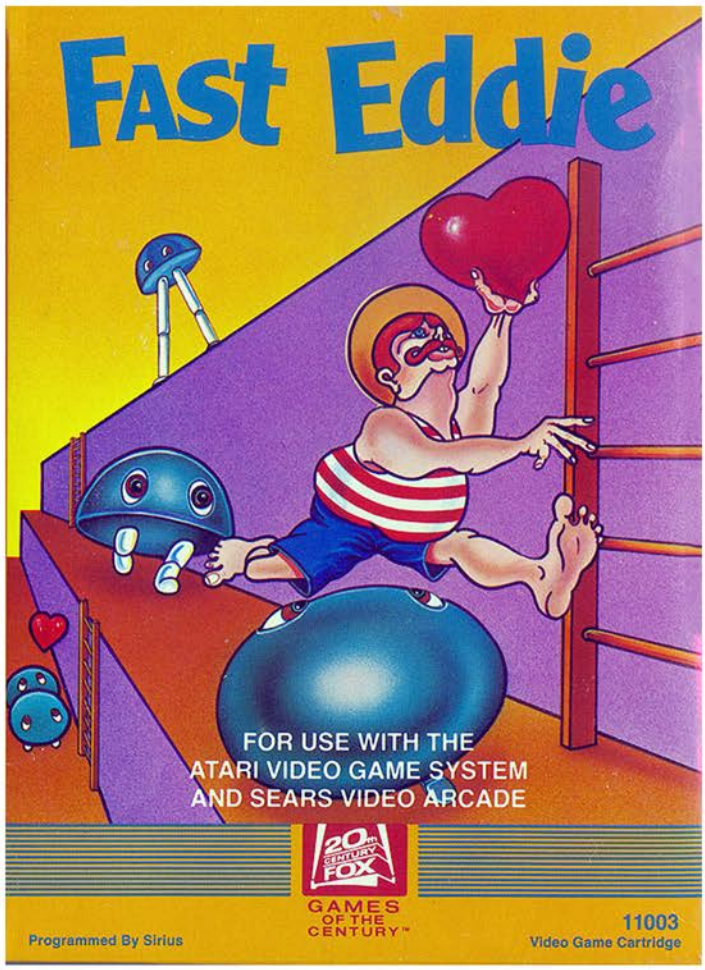
Points are awarded for shooting obstacles and bonus points are gained for completing each phase. The stronger the patient's heartbeat upon completion, the higher the bonus. Be sure to record your high scores on the back of this booklet.

# Fast Eddie

Release Date: 1982
Publisher: 20th Century Fox
Controller: Joystick
Players: 1
Genre: Arcade

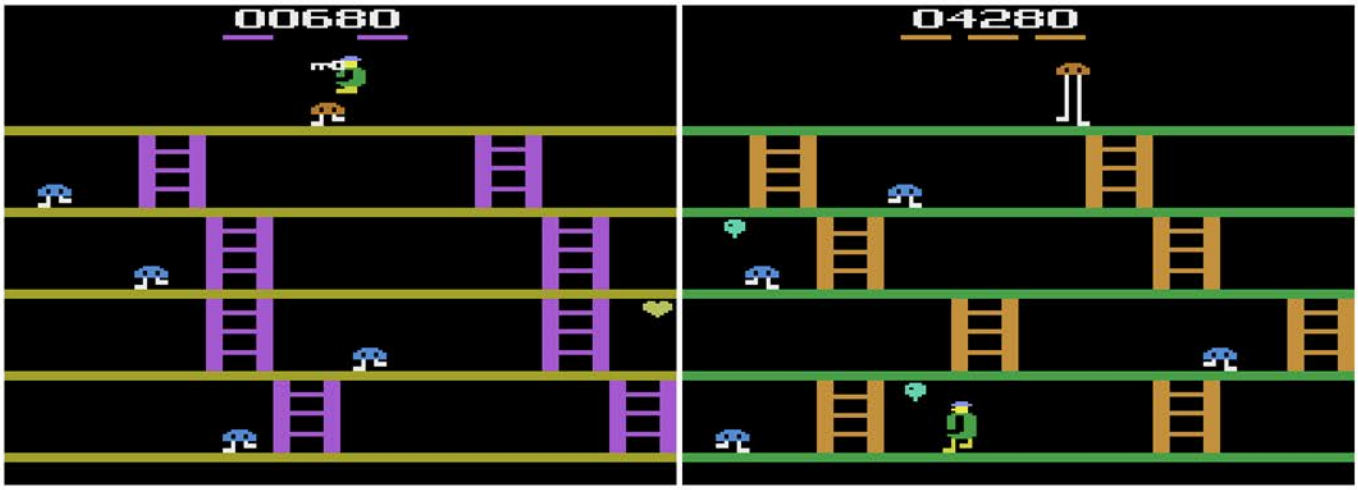
Alternate Title: N/A
Model #: 11003
Rarity: 4
Programmer: Mark Turmell

This is a fast paced arcade style game that has a unique setup.



You are Fast Eddie, a mustache having LSD enthusiast wearing 1920s beachwear who is trapped in a multi-level space and must collect prizes while being chased by sentient footwear. Everything about the previous sentence is true, with the exception of the LSD part, which I inferred from the rest of the setup.

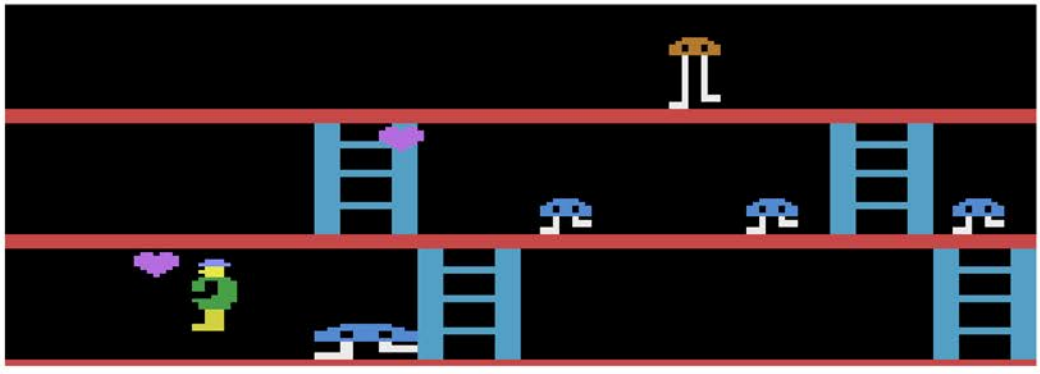
When you begin the game the ladder placement between levels are randomly positioned, setting the stage for your quest for prizes. These prizes range from hearts to spades to tanks to creepy looking smiley faces. Some of them are stationary while others will slowly float across the horizon. Guarding these valuables are Sneakers, which bounce back and forth between the edges of the screen.

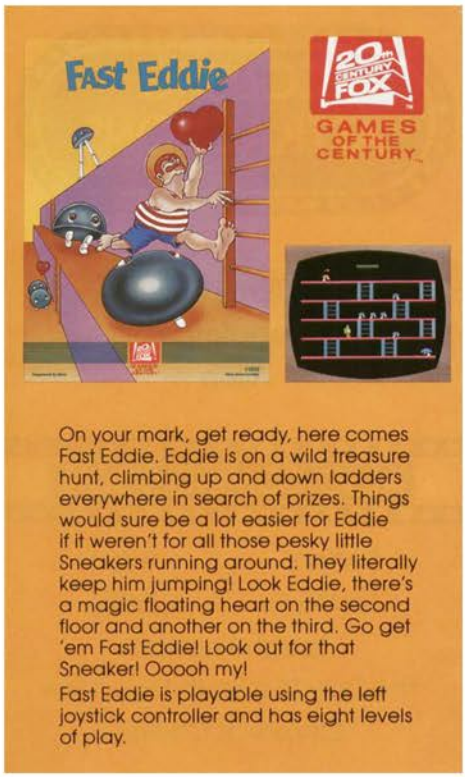



The Sneakers move quickly, but can easily be avoided by leaping over them, or by climbing the ladder to another level. Be careful however since once you begin your ascent or descent, you won't stop until reaching the next plateau, which can lead to some unplanned deaths. Upon grabbing nine prizes, a key will appear over the enemy at the top of the screen, High Top, and he will shrink to a level where you can leap and grab the key. Obtaining this will not only move you to the next level, but will give you an extra life.

If you simply load up the game, hit reset and begin playing, chances are you will get bored quickly since it is far too easy. Thankfully there are eight skill settings that really ramp up the difficulty to a point that will satisfy even the most seasoned of gamers. The Sneakers will grow in both size and strength, with there being up to three per level of the normal sized ones. In some cases the trio have apparently merged into one giant one. In either case it will take a precise running jump to avoid an untimely demise.

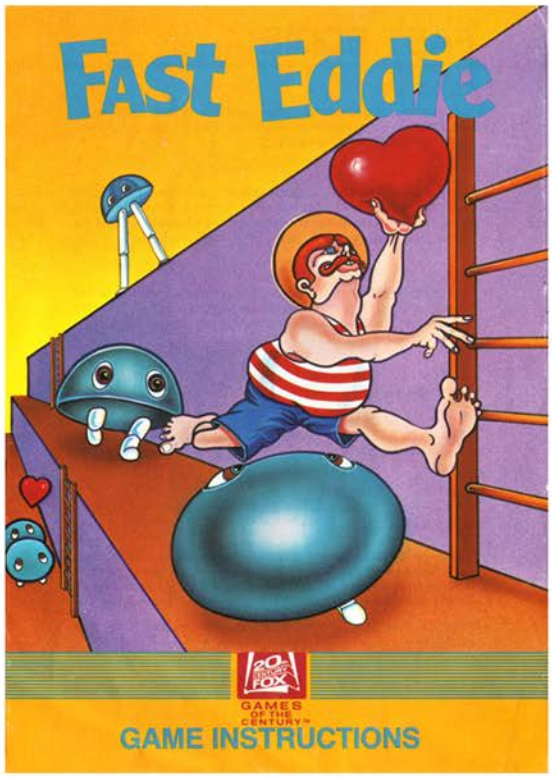
The only negative is that the jumping mechanics can be a bit wonky. You have to be running at full speed in order to add any distance to your leap, and it can take a little getting used to. Other than that, the action is fast paced, and with multiple difficulty settings the challenge will remain fresh. If you are a fan of these kinds of platforming action titles, this is definitely one you should check out.






On your mark, get ready, here comes Fast Eddie. Eddie is on a wild treasure hunt, climbing up and down ladders everywhere in search of prizes. Things would sure be a lot easier for Eddie if it weren't for all those pesky little Sneakers running around. They literally keep him jumping! Look Eddie, there's a magic floating heart on the second floor and another on the third. Go get 'em Fast Eddie! Look out for that Sneaker! Ooooh my!

Fast Eddie is playable using the left joystick controller and has eight levels of play.

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## FAST EDDIE

### TO SET UP:

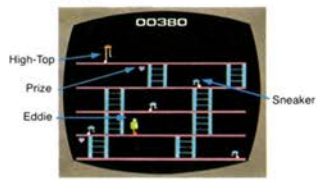
Set up your video computer system and left joystick controller as instructed in your manufacturer's manual. Turn the power OFF and insert the Fast Eddie game cartridge.

### TO BEGIN:

Turn the power ON. Use the Game Select lever to select a Difficulty Level, one through eight. (The Difficulty Switches are not used in Fast Eddie.) Press the Game Reset lever or the joystick button to leave the "Demo Mode" and get ready, here comes Fast Eddie!

### THE OBJECTIVE:

Your objective is to help Eddie capture as many floating prizes as he can jump up and grab. You must keep Eddie hopping over the pesky little Sneakers while guiding him up, down and around the screen.




### THE CONTROLS:

Tilting your joystick left and right makes Eddie run back and forth across each floor and tilting the joystick forward and backward gets him climbing up and down the ladders. Pressing the joystick button makes Eddie jump. For a big leap, press the button while Eddie is running.

Press the Color-B/W lever to pause and start the game at any time during play.

### SNEAKERS:

Sneakers are the little critters who guard the prizes and they love nothing better than to trip up Fast Eddie. Eddie's only defense is to climb to another floor or hop over the little pests. Different sizes and combinations of Sneakers appear in each play level. Eddie can hurdle all of them, with a little practice, except for the world's tallest Sneaker, High-Top, who guards the upper floor. Every time Eddie grabs a prize, High-Top gets shorter until Eddie is able to jump over him too!

### PRIZES:

Each new screen of Fast Eddie has a total of ten floating prizes that will appear two at a time. It's Eddie's job to hop up and grab as many as possible. After he's snagged nine prizes, a key appears directly above High-Top, which Eddie must also jump up and grab. Snatching the tenth prize is optional, but worth 90 extra points. After Eddie gets the key, it's on to the next screen and new prizes!

### EDDIE:

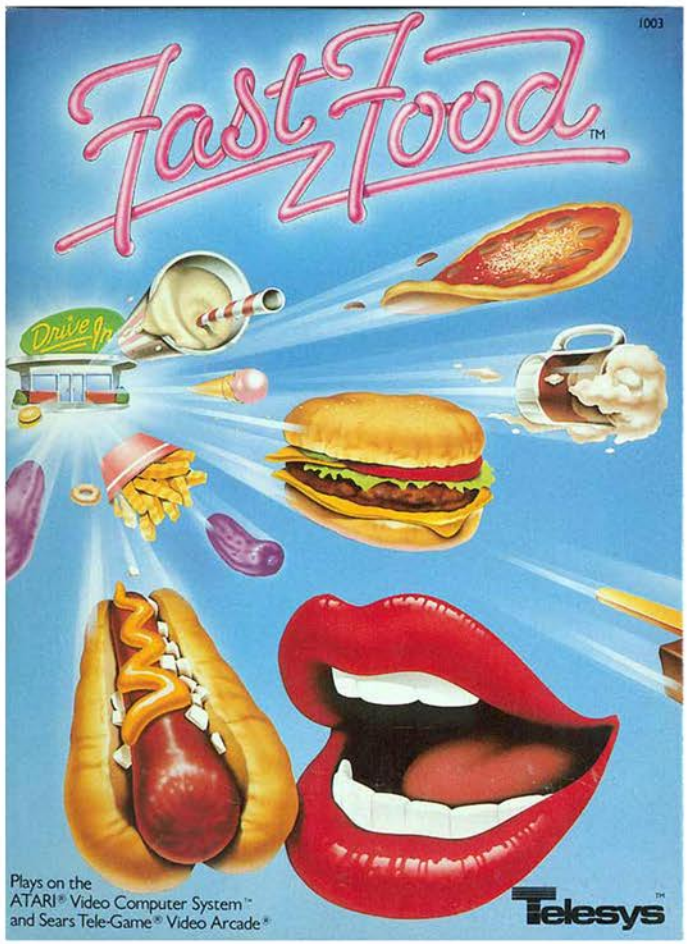
You begin each game with four Fast Eddies. Each time you snatch a key, you get a bonus Eddie. You are limited to three bonus Eddies at any one time. The number of reserve Eddies is displayed by bars located under the score. When your last Eddie is tripped up, the game ends.

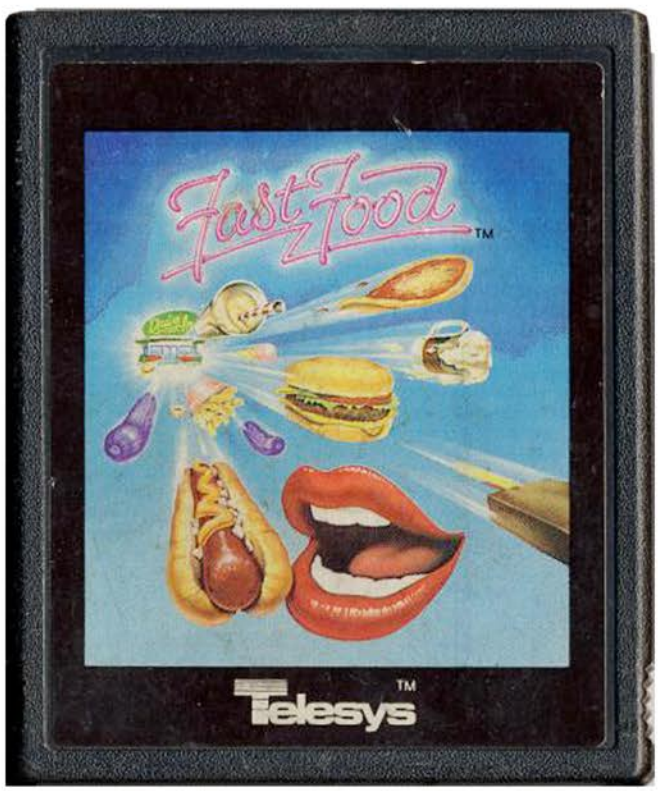
# Fast Food

Release Date: 1982
Publisher: Telesys
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 1003
Rarity: 4
Programmer: Don Ruffcorn / Jack Woodman

This arcade style game reminds the players of the most important food group. Junk.



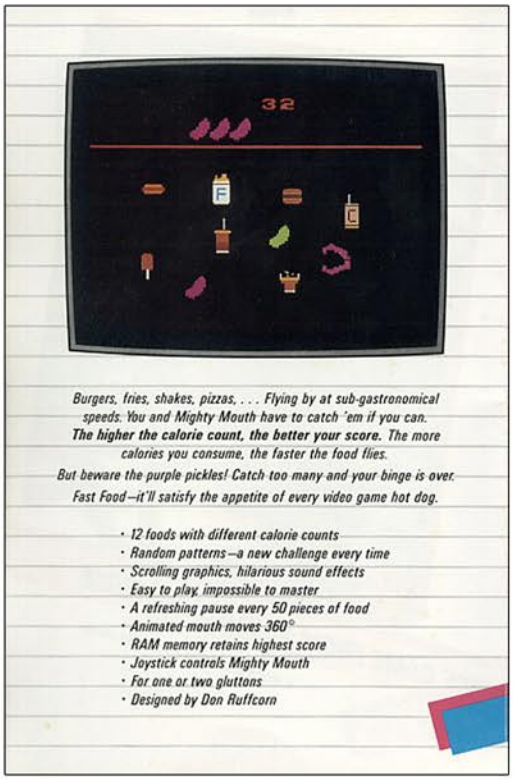



You are in control of the ultra creepy Mighty Mouth, a set of jaws that has escaped from the clutches of someone's skull and is driven to eat every unhealthy thing that crosses its path. It can be argued that this is a celebrity endorsed game, since the box cover makes it look like the lips from the opening of The Rocky Horror Picture Show has branched out on its own, however once the game begins it looks like one of those cheap windup set of jaws you get at the corner drug store.

The game concept is a simple one, eat bad food while avoiding the purple pickle. All the staples of a college bachelor diet are present, from burgers and fries to milkshakes and pizza. When the wave begins food will being flying slowly from left to right, giving your set of chompers plenty of time to move around the screen and grab whatever they want. After a set number of food items come and go you will be greeted with the message "You Are Getting Fatter", and then set off to face the next wave. This will continue until you accidentally eat six purple pickles, or you get bored of doing the same monotonous thing over and over and over again.

You have complete control over the Mighty Mouth, and can move it freely across the screen. This freedom is pretty useless after level four or so, since the food starts rocketing across the screen with such velocity that you have to hug the right border if you want any chance of avoiding the dreaded purple pickle.

And that's really about it. There are no alternate gameplay modes or difficultly levels, which is a shame because just including the option to have food coming at you from the left and right would have added an extra level of challenge. As it stands this game is not only basic, but gets really old really quickly.

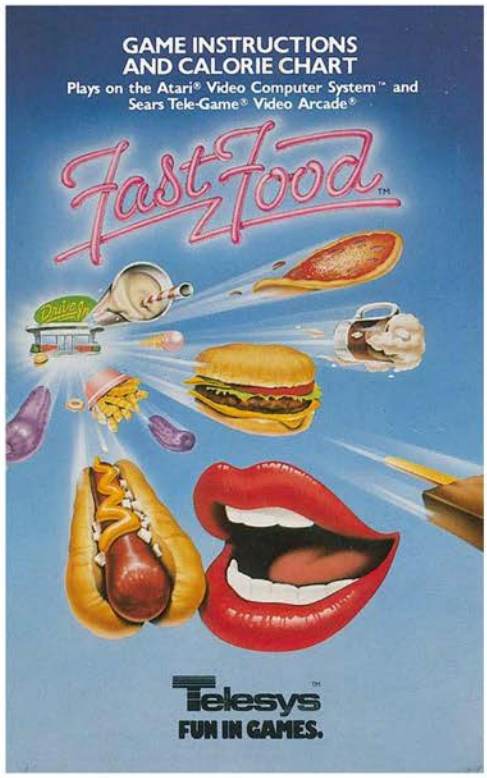



*Burgers, fries, shakes, pizzas, . . . Flying by at sub-gastronomical speeds. You and Mighty Mouth have to catch 'em if you can.* ***The higher the calorie count, the better your score.*** *The more calories you consume, the faster the food flies.*

*But beware the purple pickles! Catch too many and your binge is over.*

*Fast Food—it'll satisfy the appetite of every video game hot dog.*

- *12 foods with different calorie counts*
- *Random patterns—a new challenge every time*
- *Scrolling graphics, hilarious sound effects*
- *Easy to play, impossible to master*
- *A refreshing pause every 50 pieces of food*
- *Animated mouth moves 360°*
- *RAM memory retains highest score*
- *Joystick controls Mighty Mouth*
- *For one or two gluttons*
- *Designed by Don Ruffcorn*

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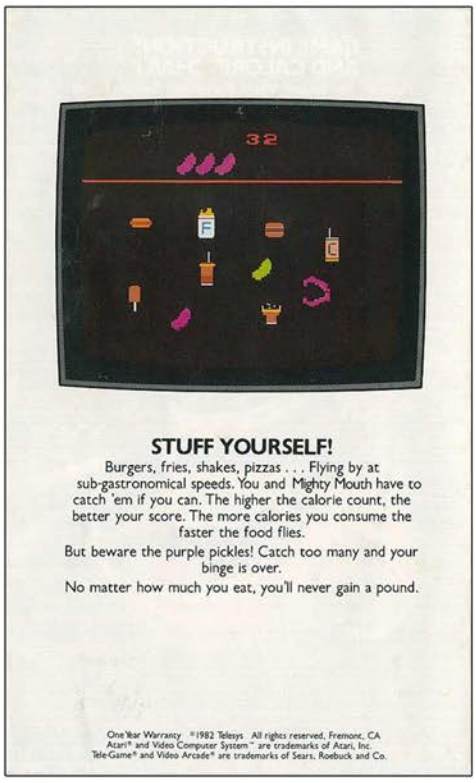


## STUFF YOURSELF!

Burgers, fries, shakes, pizzas . . . Flying by at sub-gastronomical speeds. You and Mighty Mouth have to catch 'em if you can. The higher the calorie count, the better your score. The more calories you consume the faster the food flies.

But beware the purple pickles! Catch too many and your binge is over.

No matter how much you eat, you'll never gain a pound.

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## OBJECT OF THE GAME

Get Fatter! Consume as many calories as you can before you get your fill of purple pickles and the snack bar closes.

## FAST FOOD PREPARATION

Play with one or two players using the Joystick Controllers. Always be sure the power is off before inserting or removing the FAST FOOD cartridge from your video game system. Use the controller plugged into the LEFT CONTROLLER jack for one player games. Hold the controller so the red button is to your upper left. The difficulty switch has no effect on this game.

## BEGIN TO BINGE

Press game reset. (For two-person game press game select button and then reset.) Push the red button and your feast begins! Use the joystick controller to move Mighty Mouth up and down, forward and back. When Mighty Mouth comes in contact with any food item on the screen he eats it. It's your job to keep him away from the purple pickles. (Green ones are fine).

## GETTING FATTER

You and Mighty Mouth will need a breather once in a while. The food stops coming and you get fatter. When you're done chewing push the red button. The barrage begins again and FAST FOOD gets faster. Eat anything you can catch, but don't get purple pickles. They'll hang around at the top of the screen, giving you a bad case of heartburn. Collect six and you'll have to (burp!) call it quits. The game's over.

## HELPFUL HINTS

The food flies totally at random each game. There are no patterns and no safe spots on the screen.

Remember there's no penalty for missing food, but it'll slow down your scoring. To get the best scores go after the higher-valued items.

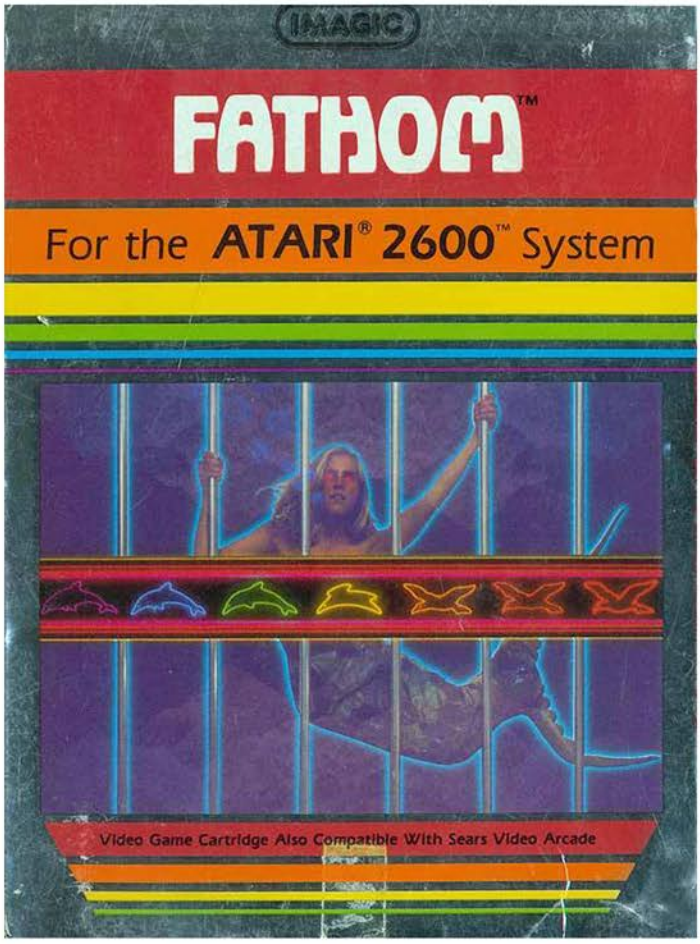
Printed in USA

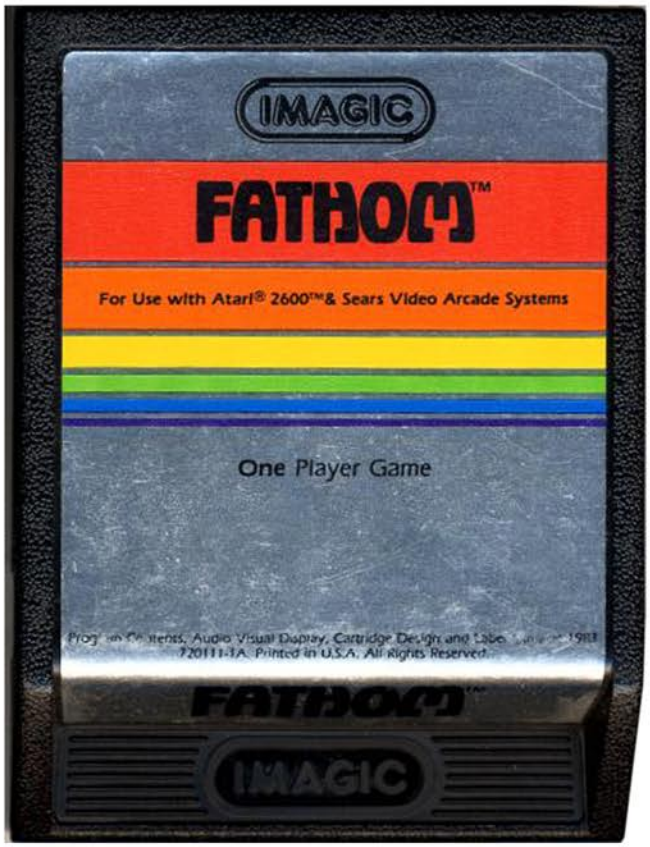
# FATHOM

Release Date: 1983
Publisher: Imagic
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 03205
Rarity: 4
Programmer: Rob Fulop

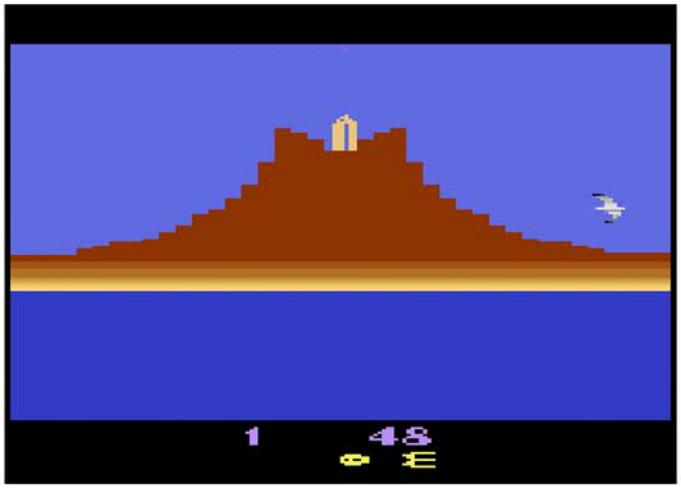
This animal based Greek God inspired story is a nice twist on the arcade style gameplay.



You are Proteus, one of the members of Neptune's Court who has been tasked with rescuing Neptina, Neptune's daughter. She has been captured and placed in a cage at the bottom of the sea, and the only thing that can free her is someone who is wielding Neptune's Trident. Your quest is to rebuild the weapon and use it to free his captive daughter.

The game starts with you as a dolphin just hanging out in the water as your partner in crime, the seagull, flies around overhead. Before you can take to the skies however you must snag a bird icon which will allow you to change forms, and the only way to do that is to head into the sea. The first screen has several octopus roaming side to side, while a couple of sea horses join them. By touching the sea horses it triggers a special icon to appear, which gives you the first of the three pieces needed to form the trident. Once you've collected that it's time to delve deeper into the water.

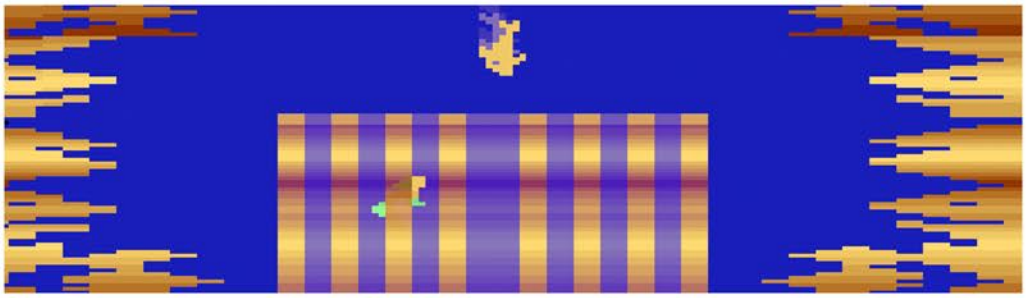


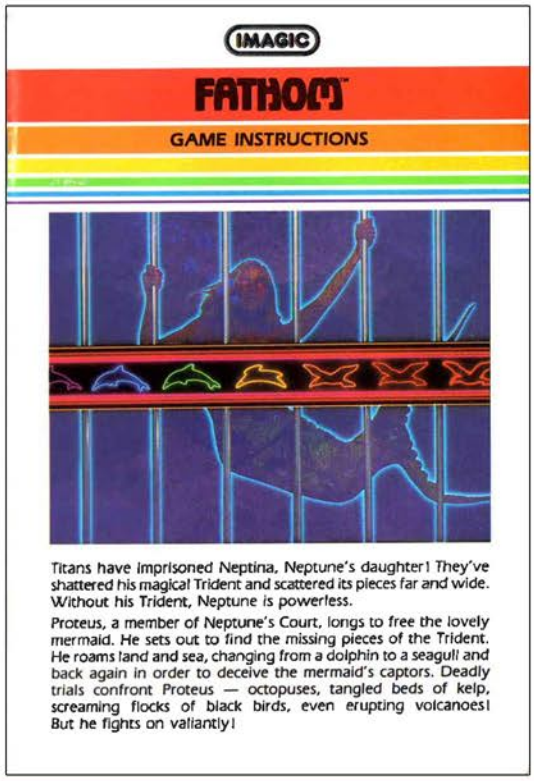

The second screen is more of a seaweed maze that has some sea horses in it. Capturing one will allow you to become a bird, so it's back up to the surface to swap forms. As the bird you can fly to the left or right then up to collect clouds in order to trigger the next trident piece. After exploring these screens for a bit you'll have the trident completed and can transform back into the dolphin. Then it's just a quick dive to the bottom of the ocean to rescue the lovely lady from her cage.

As you explore the upper parts of the world you'll come across a volcano that blocks your path. Every time you succeed in freeing the captive the volcano will stop erupting, opening up new territory to explore. By the time you get to the later levels it will take a lot of exploration to build the trident and complete your mission.

While the gameplay variety is nice, the difficulty will be fairly high until you master the control scheme. The dolphin can move in any direction, but you have to aim him and press in that direction while hitting the button to move, which feels a little wonky. The seagull requires some precise button pressing to get him to flap his wings, and due to the rival birds flying in random patterns, it's way too easy to get cheap hit to death when you are bouncing all around a flock of them. Plus you have a limited amount of energy that drains quickly whenever you are touched, which adds to the frustration.

Difficulty aside, this is a quality arcade style game that mixes it up a bit. If you are a fan of the genre, you should check it out.



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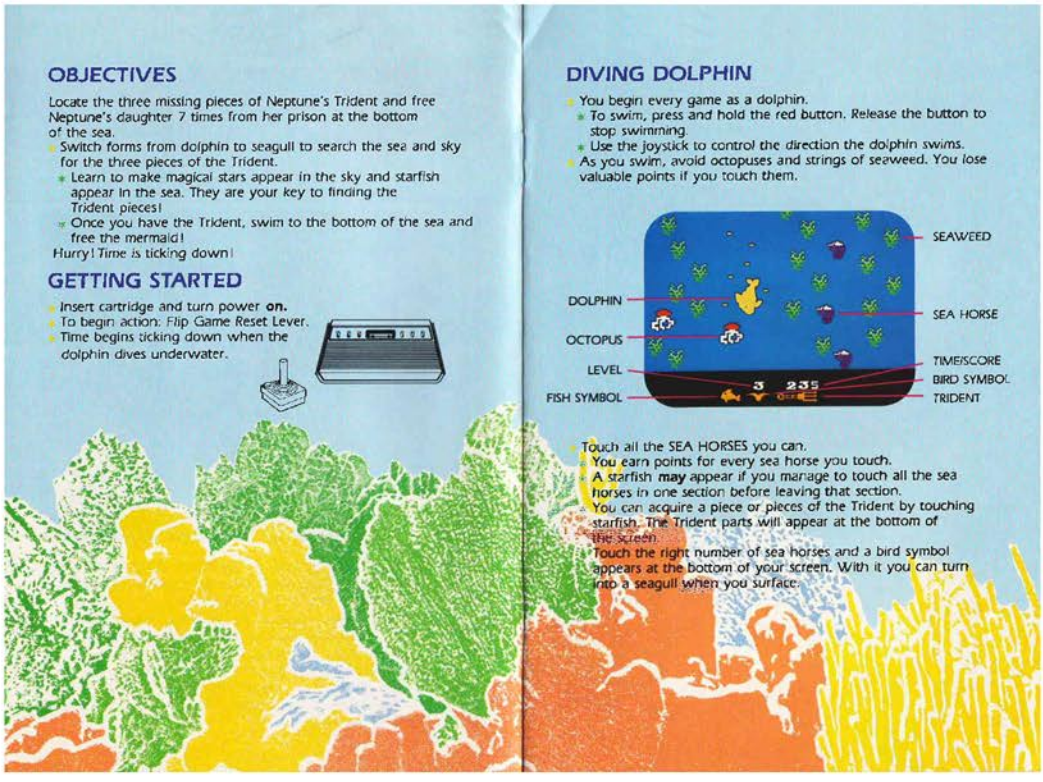
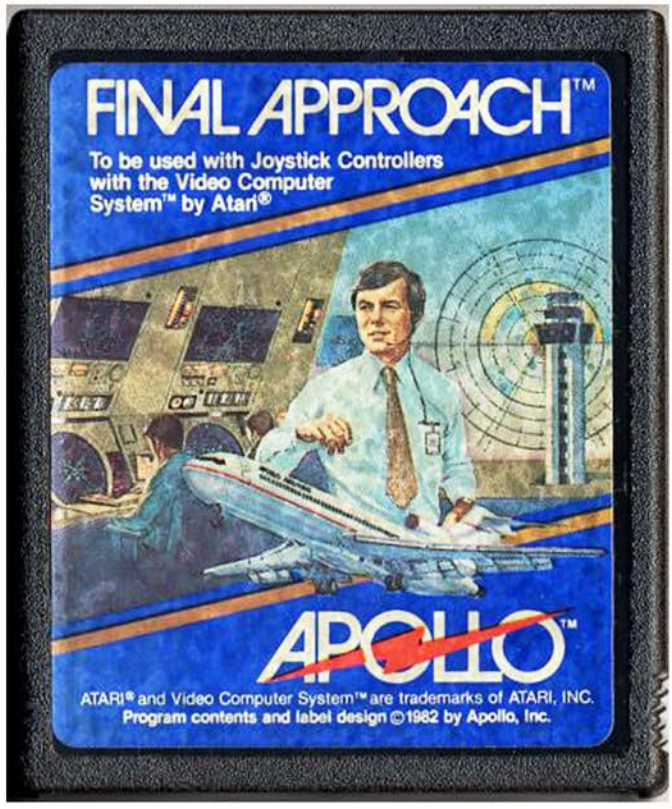


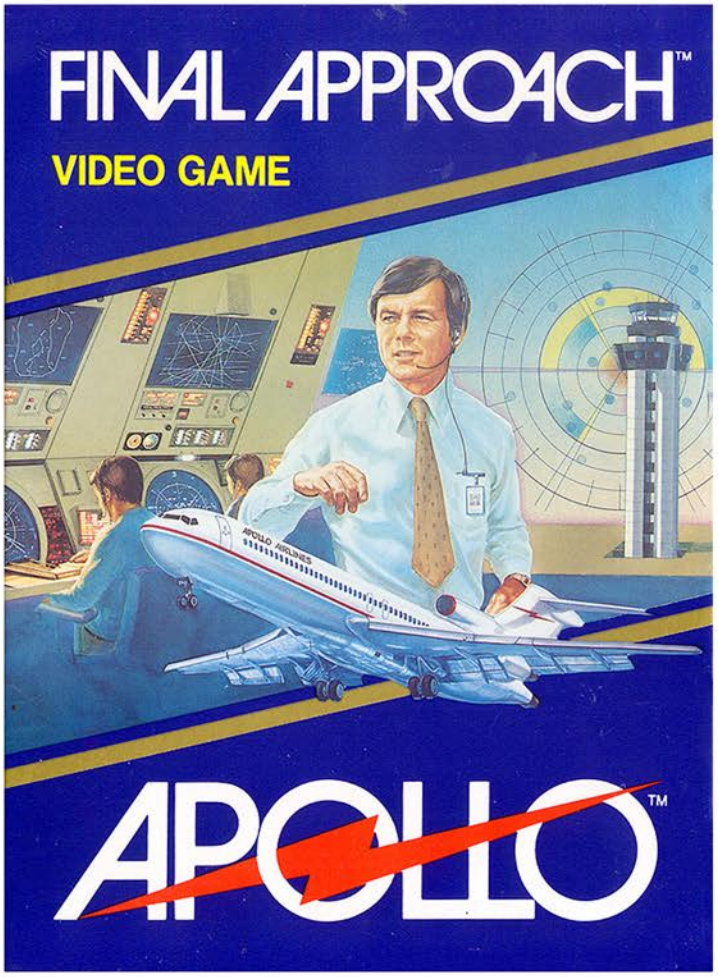
# Final Approach

Release Date: 1982
Publisher: Apollo
Controller: Joystick
Players: 1 - 2
Genre: Simulation

Alternate Title: N/A
Model #: AP2009
Rarity: 4
Programmer: N/A

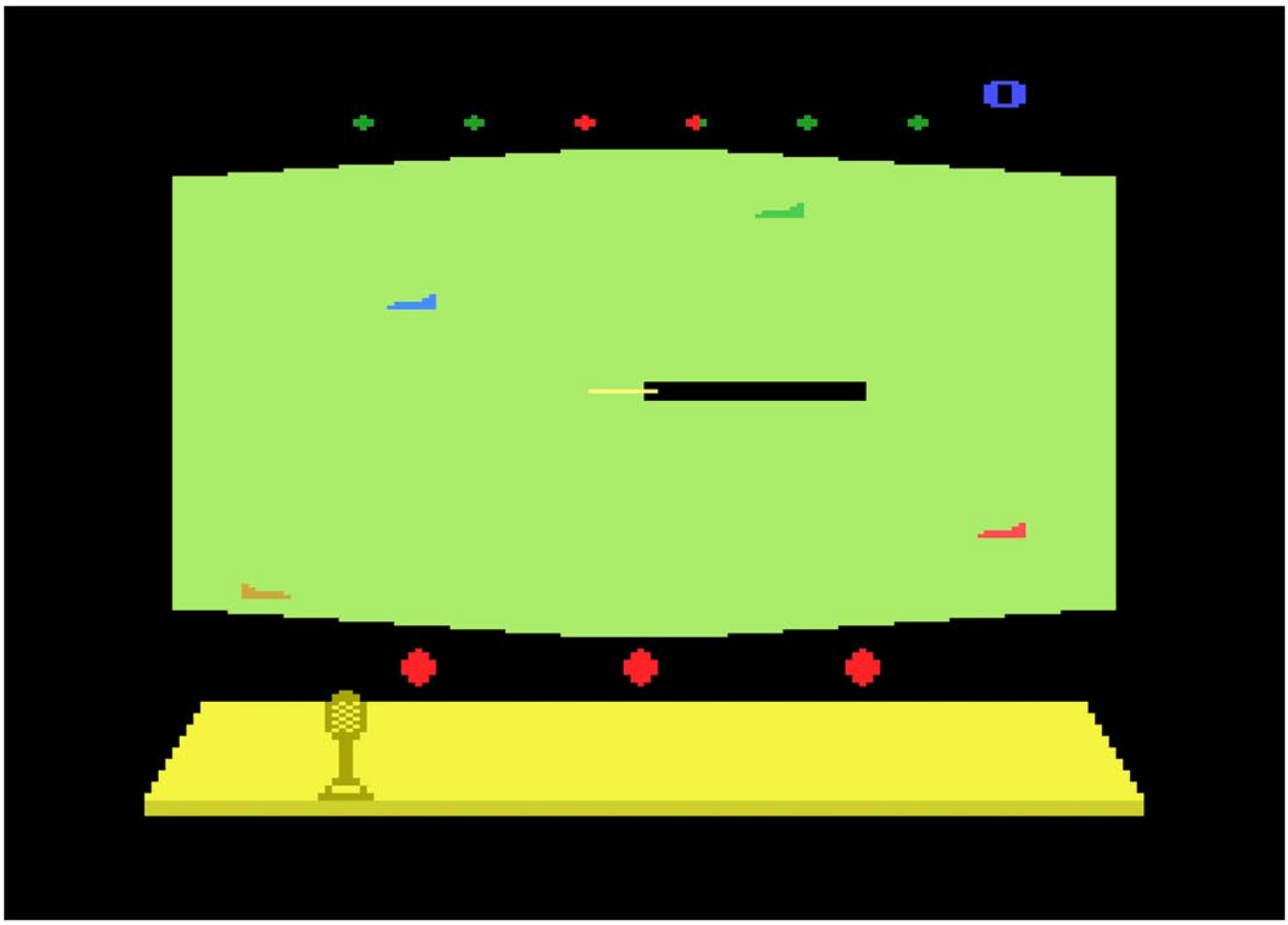
This is a unique title for the 2600, which is the best thing it has going for it.

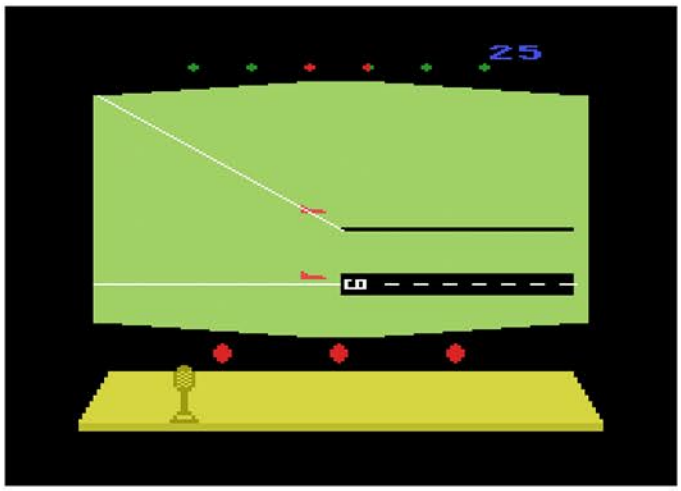


Have you ever wanted to be in the high stress world of air traffic control? Have you ever wanted to have literally thousands of lives relying on your steady hand to make sure they don't crash and die? If you answered yes to either of those, Final Approach gives you your chance! If you said no to both, well, keep reading anyway.

You are an air traffic controller who must use his razor sharp guiding skills to juggle aircraft around the airport so that they land safely. This is done by selecting the plane and adjusting their heading to make sure they don't crash into each other, which is followed by a landing sequence. You can't linger on a successful landing however, because there are three other planes that are in need of your assistance.

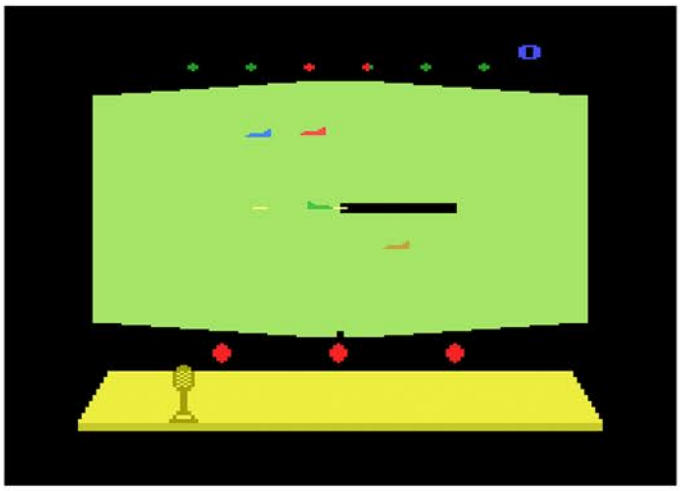


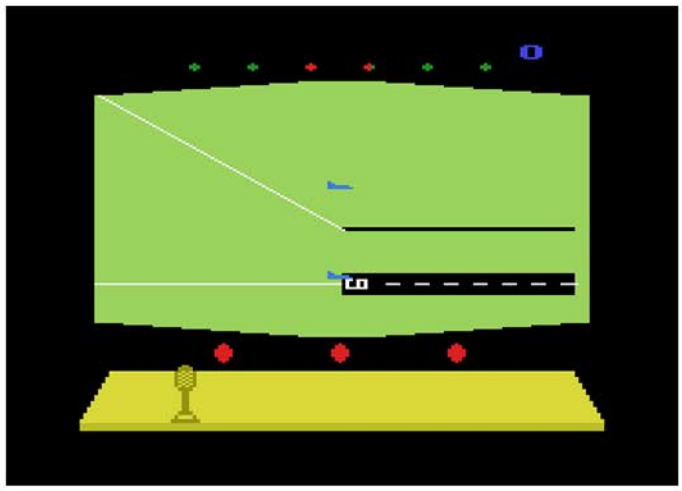


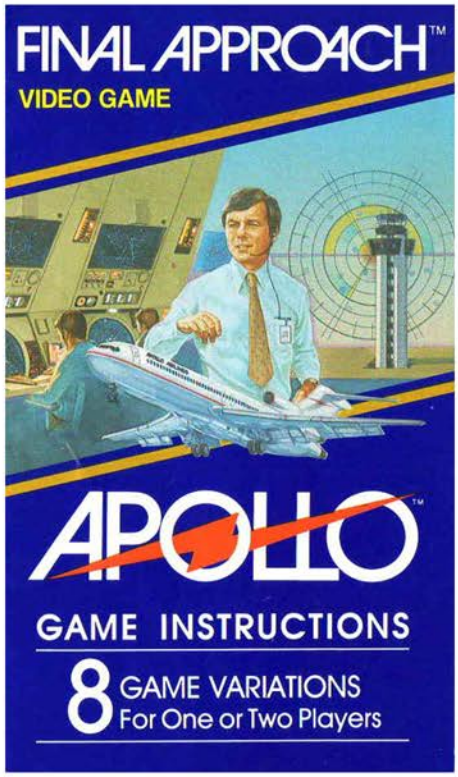
When the game begins you'll have a cursor that can be used to select aircraft. They appear one at a time randomly on screen, moving in whatever direction they please. By issuing commands they'll move in one direction until you tell them otherwise, until you are finally able to line them up with the landing strip. When they are in range, you have to switch screens to take direct control of the aircraft and guide them down to the ground at the correct angle. Succeed and you'll get points on a job well done. Fail and they'll have to do an emergency relaunch, heading back into the sky.

The biggest issue with the game is that it moves way too fast for your cursor. By the time you issue a command to one aircraft, the other aircraft will be on the verge of wandering off screen because you can't get your cursor over to them in time. With four planes to juggle you can expect to lose at least a couple of them simply because you can't move fast enough to catch them.

Even if the off-putting difficulty wasn't present, the game still wouldn't have that much appeal. Turns out watching aircraft circle the airport before landing is just as much fun in video game form as it is in real life.



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## THE SITUATION

You are an Air Traffic Controller at a busy international airport. Literally thousands of lives are in your hands every day as you guide giant airliners and small private aircraft taking off and landing. You try to stay relaxed under the intense pressure of your job, but you must always be ready for emergencies.

## THE SET-UP

FINAL APPROACH™ is played by one or two players using the joystick controllers. Be sure the power is off when you insert or remove the FINAL APPROACH™ cartridge from your video game system.

## THE DIFFICULTY SWITCH

Placing this switch in the "B" position will provide the easiest play. It controls the speed of the aircraft on your radar screen as the game begins; slower in the "B" mode, faster in the "A" mode.

## THE GAME SELECT SWITCH

Each time you depress this switch, you will select a new game variation. The numbers of the different variations shown on the game menu in this manual will appear on your video screen at top center, with the number of players at the right. (See VARIATIONS.)

## THE RESET SWITCH

When this switch is depressed, the game will begin. The variation and player number will change into a scoreboard, which will reflect the points you have received landing aircraft.

## SCREENS

The first screen you'll use in controlling air traffic is the Approach Control Radar Screen (ACR), which will appear when you turn on the power. The ACR screen shows you all the air traffic in the vicinity of your airport. Use this screen to control your aircraft for landing. When an aircraft is aligned with the runway strobes and is on final approach, you must then switch to the Ground Control Approach (GCA) screen. Use the GCA screen to bring your aircraft in for a safe landing, monitoring altitude and heading.

## THE JOYSTICK CONTROLLER

Hold your joystick controller so that the red "FIRE" button is in the upper left corner. On the ACR screen, moving the joystick will move a small black square known as the cursor around the screen. To control the movements of an aircraft, position the cursor directly on the airplane and press the red "FIRE" button. You will remain in control of the aircraft until you again press the red "FIRE" button, releasing the cursor from the aircraft. On the GCA screen, use the joystick to control the altitude and heading of your aircraft on final approach. Control the altitude of your aircraft by pulling the joystick toward you to reduce altitude, and pressing it forward to increase altitude. Heading is controlled by moving the joystick to the left and right to keep your aircraft centered on the runway.

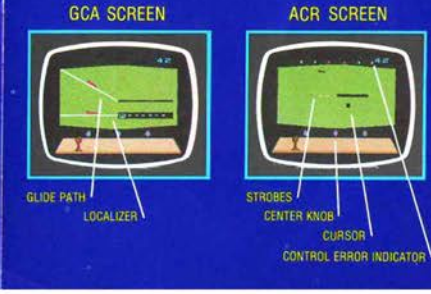
## GENERAL PLAY

Aircraft will enter your radar screen randomly. There may be up to four aircraft on the screen at one time. When these aircraft appear on the screen, they will not be heading in any fixed direction, so you must take control to steer them in the desired direction. Each aircraft will remain on the last given heading, so you must continually monitor this heading and change it so that the aircraft are spaced out in a manner in which they can achieve a safe and expeditious landing. The aircraft under your control must remain within the boundaries of your radar screen. If you allow an aircraft to go out of the boundaries, it may reappear at any point on the screen, and you will lose points. You must also insure your passengers' safety by keeping your aircraft separated adequately. Allowing two or more aircraft to touch will be considered a near-miss, and you will be penalized for a control error (that is, one life).

Your objective in controlling the aircraft on your radar screen is to steer it so that it arrives at the end of the runway strobes heading toward the runway. From this position, the aircraft can make a landing on the runway if it is steered properly. If you do not position the aircraft over the end of the strobes, the aircraft cannot land. Once the aircraft has been positioned to start its approach, you must select the GCA screen to steer the aircraft down the glide slope (which shows the aircraft's altitude) and the localizer (which shows the aircraft's heading).

TO SWITCH from the ACR screen to the GCA screen, you simply move the cursor down to the lower center knob on your console, and press the red "FIRE" button. A successful landing is accomplished if your aircraft's nose is centered on the glide slope and localizer when arriving at the end of the runway. As soon as the aircraft has touched down on the runway, switch back to the ACR screen simply by pressing the red "FIRE" button. If the airplane was landed successfully, the aircraft will have already disappeared from the ACR screen, and an additional aircraft will soon appear at an edge of the screen. If a successful landing is not made, the aircraft you attempted to land will continue to be displayed on the ACR screen.

Aircraft under your control may suddenly start flashing, and emitting a warning tone. This indicates that they have an emergency and must be brought in for an immediate landing. Other aircraft must be cleared out of the path of the aircraft with an emergency, and it must be given priority for landing. It will continue to flash until it has landed.

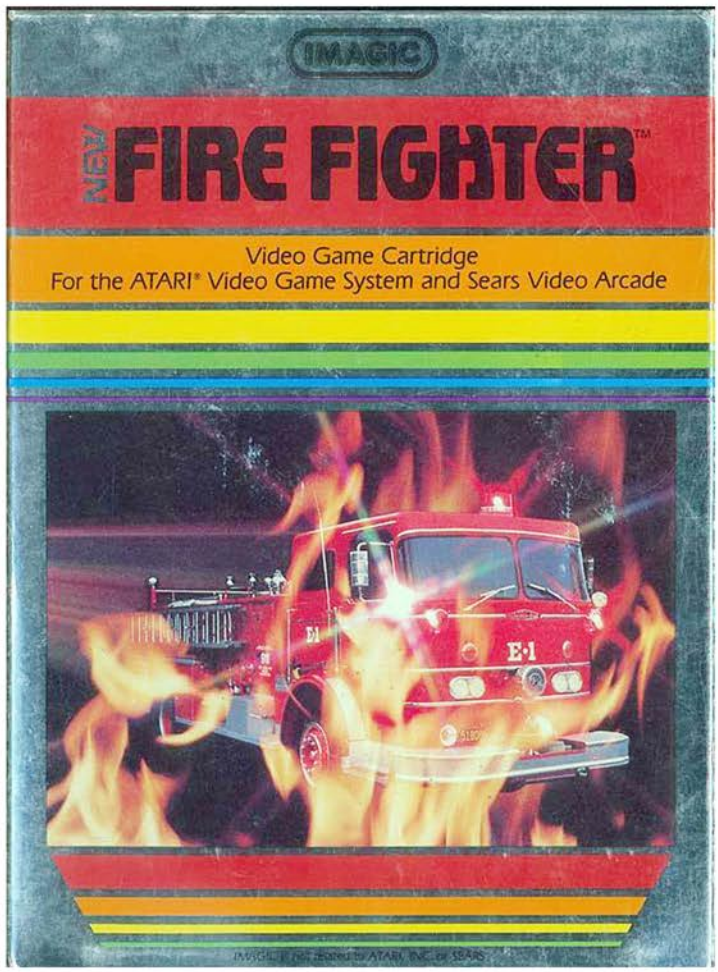


# Fire Fighter

Release Date: 1982
Publisher: Imagic
Controller: Joystick
Players: 1
Genre: Arcade

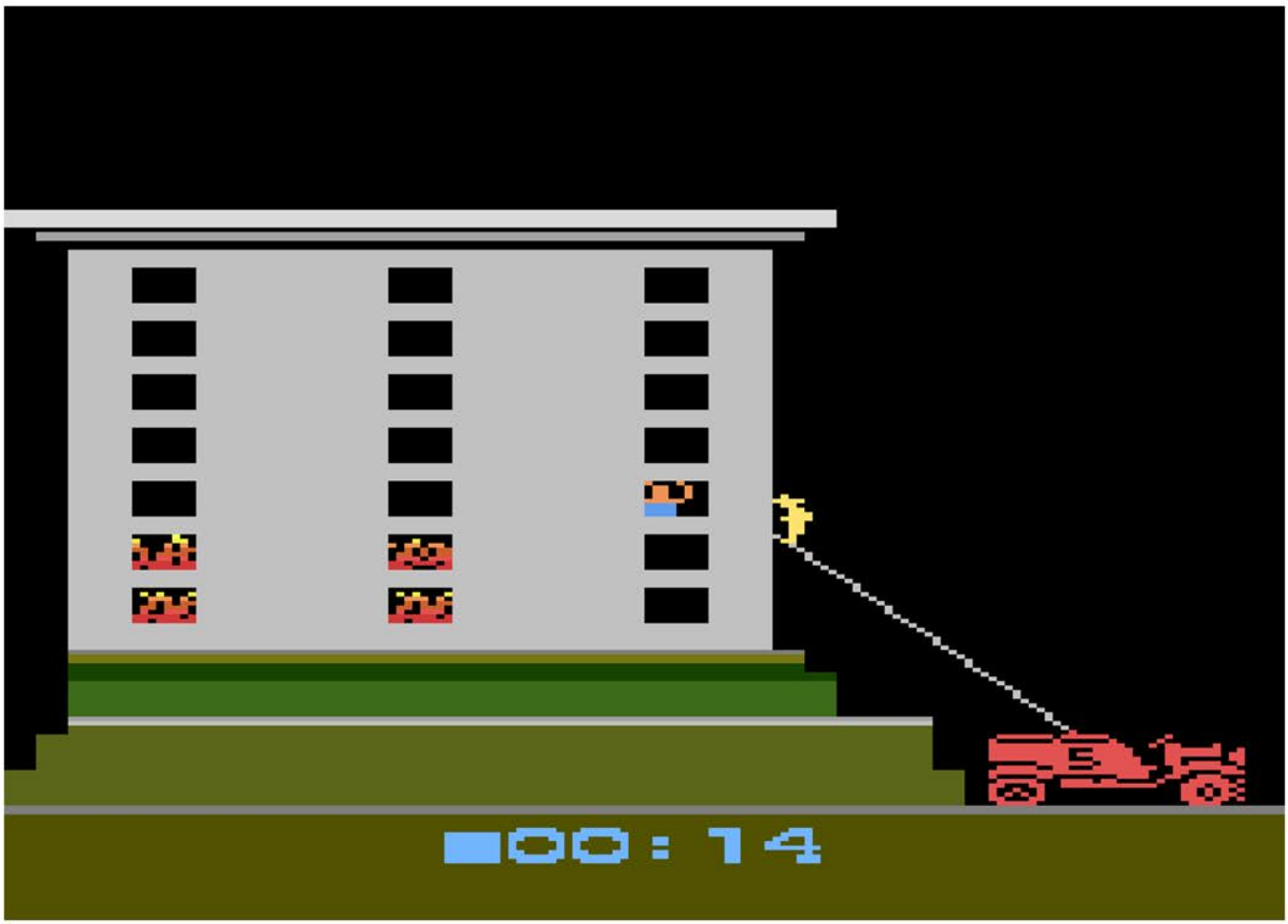
Alternate Title: N/A
Model #: IA3400
Rarity: 3
Programmer: Brad Stewart

It's quite an achievement to make fire fighting this boring.



You are a one man fire brigade working the overnight shift in the big city. A call comes in from a massive warehouse with a poor soul trapped in a fiery inferno. It's up to you and only you to rush to the scene, fight back the flames and use your ladder truck to rescue him before it is too late.

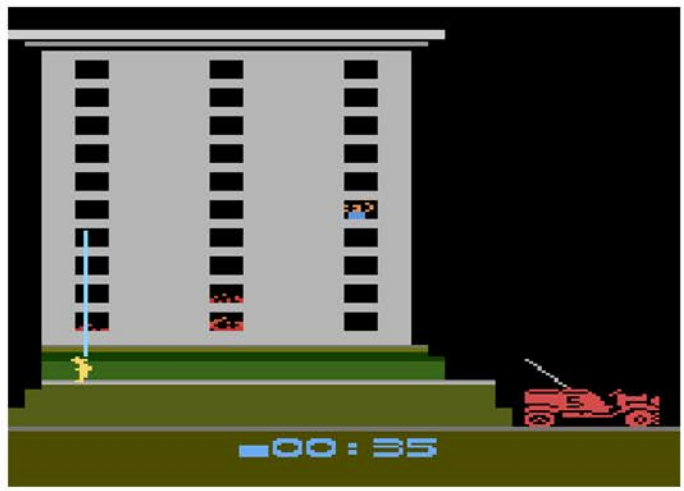
When you begin the game you will find a man on the second floor of a ten story building that is running back and forth with his arms flailing in fear due to the flames that have engulfed the first floor. Your first instinct will be to leap off the truck and use your hose to douse the fire and save the day, which is a pretty good way to go since the fire is small and easily extinguished. For those who are fleet of foot, it's possible to finish off the threat in about fifteen seconds. It actually takes longer to extend the ladder and run up it than it does to save the building.



The second game plan that you can employ is to simply raise the ladder to the forth or fifth floor and wait for the heat to drive the visibly distraught man upwards and into your waiting arms. Granted this puts a dent in your rescue time, but even with this strategy you can still complete your goal in about a minute.

If your approach to fire fighting is strictly hands off, don't worry because there is a game plan for you as well. When you arrive at the scene, simply kick back, break out the marshmallows and make some s'mores. The blaze will spread and send the warehouse employee fleeing to the roof, where he will be trying in vain to flag you down for your assistance. Luckily the fire gets bored easily, so it will eventually put itself out, leaving you with the single task of moving the ladder to the first floor window. Needless to say, this takes all the tension out of the gameplay.

With the dull gameplay and lack of any real challenge, there isn't much of a reason to check out Fire Fighter. Unless of course you have always dreamed of being a one man fire brigade.



**COSMIC ARK™**

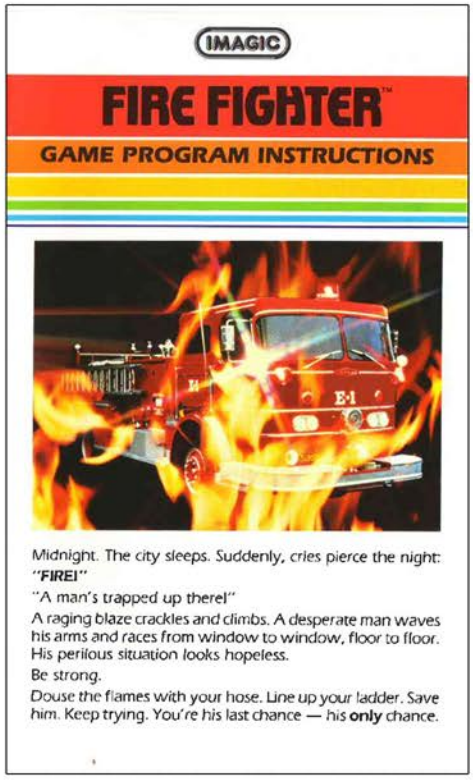
The Cosmic Ark races to bring back creatures from distant planets. The awesome Ark glides through alien space. Foes attack from every side. Destroy them—or be blasted! Reach strange and distant worlds. Send a satellite to capture the skittish beasties in your tractor beam. They may duck away. Keep trying! Transport them to the Ark before another foreign horde attacks. Your mission—to seek and save.




**FIRE FIGHTER™**

Fire Alert! Battle raging flames before they scorch a panicked victim. He's trapped in the building. He races for the roof. The blaze climbs quickly. Reach him with your ladder. Douse flames with your hose. Only you can save him! But hurry! You haven't much time. Action-packed with red-hot suspense. Fire Fighter calls for nerves of steel. It's Hero-Time!




Midnight. The city sleeps. Suddenly, cries pierce the night: ***"FIRE!"***

"A man's trapped up there!"

A raging blaze crackles and climbs. A desperate man waves his arms and races from window to window, floor to floor. His perilous situation looks hopeless.

Be strong.

Douse the flames with your hose. Line up your ladder. Save him. Keep trying. You're his last chance — his **only** chance.

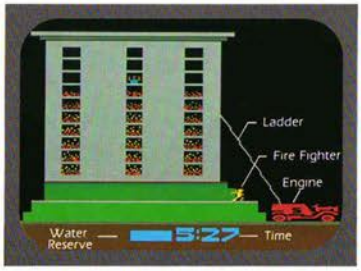
Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

## Game Objective

Save him! Rescue the panicked man from the burning warehouse. As the fire spreads higher, he climbs a floor at a time to escape the blaze. He reaches treacherous heights. Only by reaching him with the ladder can he be saved. Put out flames with your hose. Race back to the engine, jump on and scramble up the ladder. Snatch him from his fiery peril! Get moving!

## Console Controls

- Insert cartridge in console, label up. Turn power switch to **on.**
- Flip Game Select Lever to choose one of the nine Fire Fighter games.
- Game number appears at bottom of screen, right of center.
- Hit Game Reset Lever to begin action. Game begins again whenever Reset Lever is tapped.
- Red button on the left joystick will reset game when previous game ends.




## Game Play

You direct all rescue operations with the left joystick. As the game begins, the fire fighter appears on the fire engine.

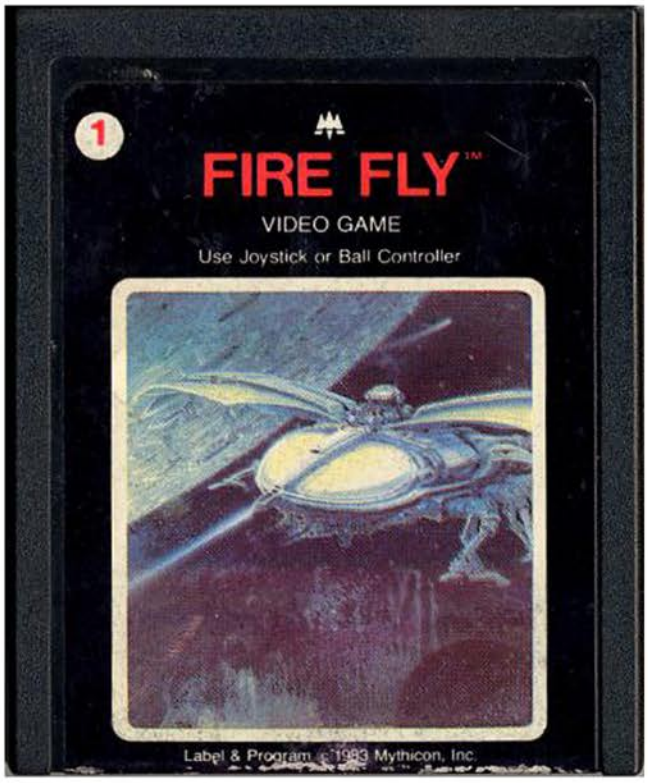
- Push joystick left (away from engine) and the fire fighter hops off his engine.
- Keep pressing left, and he runs across the sidewalk in front of the warehouse.
- Stop pushing joystick and the fire fighter stands still.
- Push joystick right (toward the engine) and the fire fighter turns and runs back toward the fire engine.
- Keep pushing right: he'll jump back onto the engine.

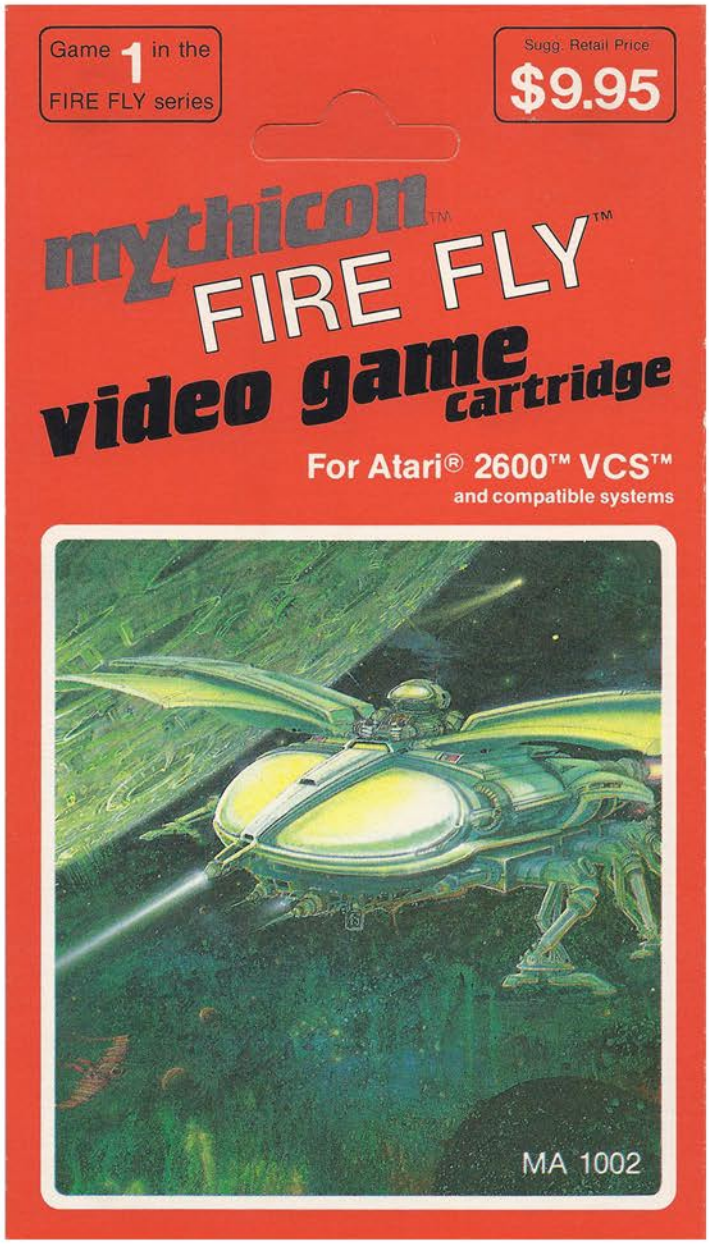
# Fire Fly

Release Date: 1983
Publisher: Mythicon
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 1002
Rarity: 4
Programmer: Bruce de Graff

This is in contention for worst game on the 2600.

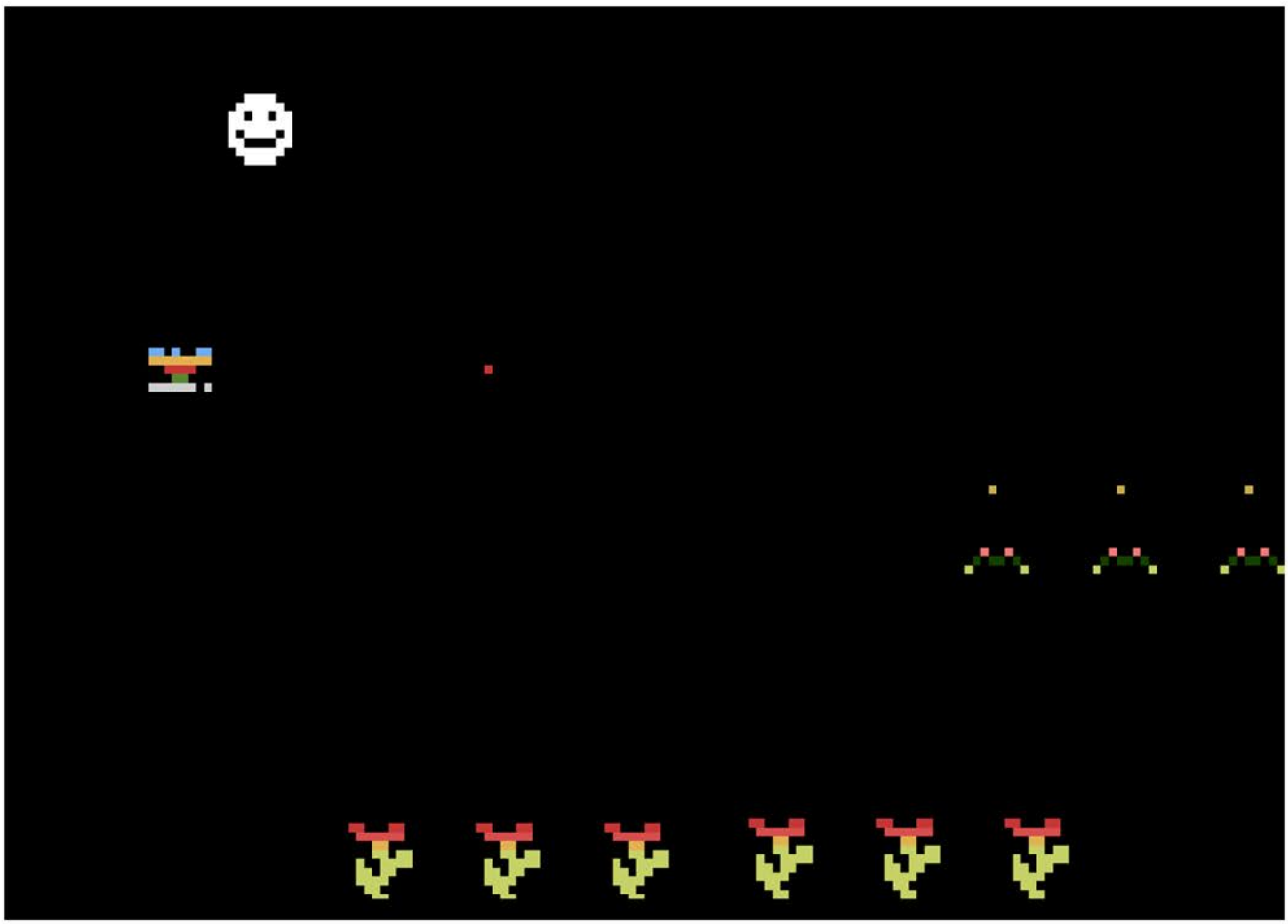


There is a widely held misconception within the gaming community and the public at large that the worst game of all time is ET. A game so terrible that it destroyed the video game industry at the time. The people who believe this have obviously never played Fire Fly.

You are a futuristic test pilot that faced down a black hole and lost, ending up in the land of Bad Bugs. With your ship destroyed and hope fading, a group of good bugs rescue you and grant you access to their most devastating weapon, a ship that looks like a stick figure having a seizure. This new vessel comes at a price however, as they ask you to save the Pixy from the clutches of the evil bee.

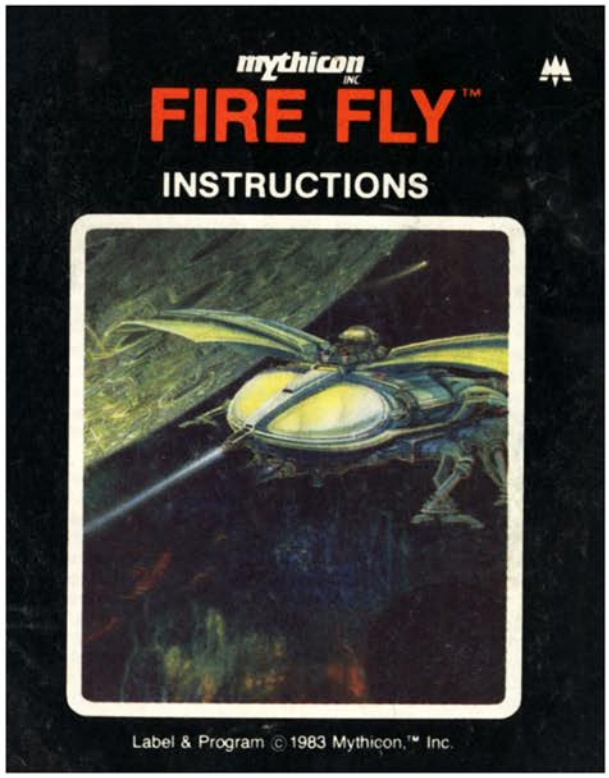
There are five screens of challenges that you must face. The first two consists of a trio of enemies all in a line that dart around the screen firing at you. This had the potential to be challenging, if it wasn't for the fact that as soon as land a shot on one of your adversaries the entire row dies, leaving behind a random piece of treasure.



Your third task involves taking down fireballs raining down from the top of the screen, which might have been difficult if it wasn't for the fact that they never come anywhere close to the left side of the screen, which means you just get to sit back and fire away until you take them out.

Once you make it past all of that it's time to rescue the Pixy. Your first instinct will be to just run up and grab her, which will result in your untimely death. This is due to the killer bee hovering around her, and by hover I mean flying like a coked up moth around a spotlight. There are two ways to make it past this level, one is to get incredibly lucky and grab the Pixy, which is unlikely. The second is to immediately do a kamikaze run, grab her while dying, but your momentum will carry your corpse off screen and to the next level. The final task is to destroy an evil flaming pumpkin, which just like the rest falls with a single shot. Once you complete that task you get to begin your quest all over again.

I can only think of three reasons anyone should ever play this game. The first is if you lost a bet to a sadistic friend who doesn't care for your wellbeing. The second is if you are a masochist who wants to subject themselves to music so bad you want to puncture your ear drums with a Q-tip. The third, and most important, is to educate yourself to the fact that there are far worse games on the system than ET.




Top Left: Start Screen
Top Right: Manual Cover
Below: Manual Page Samples

## GAME FEATURES

**FIREFLY** by Mythicon offers tremendous variety in the types of enemies you, as the Firefly, will encounter. By continually moving from one screen to the next you are actually playing several games in one. Each enemy moves differently and requires different skills of the game player.

The first challenge is to rescue the pixy. While appearing easy, be cautious of the enemy bee. He is very good at determining where you are and his sting is deadly. Should you survive and rescue the pixy, you are faced with the flaming pumpkin. He is so hot that merely touching him will be fatal. He also has an unlimited supply of deadly pumpkin seeds to fire at you. The next screen brings you to the true meanness of the demons. Their touch and cannon shots are to be avoided at all cost. The bats will be waiting should the unlikely occur and you survive. The bad bugs aren't worried, however, since they have a sun full of shooting balls of fire ready to ruin your day. If that isn't enough, you can try your luck against the coiled serpents. For the truly talented players who make it through this series of Bad-Bug tricks don't worry, they will all be there again for your next journey through the land of the Bad-Bugs.

**TEST PILOT LOG MARCH 17, 2093:** On what started to be the routine high speed test of interplanetary craft Delta 12, a powerplant malfunction caused the craft to skip off the rim of a small, black hole. After experiencing level 5 turbulence I became unconscious. Upon awaking, I found myself in a time and place unknown to me; the craft having been completely destroyed.

The place I am in is inhabited by giant bug-like creatures. Through thought waves, the inhabitants explained that they are part of a culture originally insect-like but now almost entirely mechanical. As their biological body parts began to age beyond effective use they replaced them with mechanical parts. Through their will to survive they eventually created an entire society composed of machines.

During this gradual conversion from living matter to machinery a group of the inhabitants started programming themselves to survive even at the expense of others in the society. They became known as the Bad-Bugs. After the complete metamorphosis to computer controlled minds these bugs began attacking the good creatures.

Because of my human reasoning and ability as an experienced test pilot the good bugs have asked for my help. I have been put in command of the best machine-bug on their planet. My task of saving the good bugs should prove extremely difficult since the Bad-Bugs have creature-machines programmed solely for the purpose of stopping me. I will, however, be awarded valuable treasures by the good bugs for every enemy I eliminate. To further complicate my task the good bugs have asked me to rescue the last remaining living creature on their planet, the Pixie. They have warned me to be very cautious when approaching the Pixy since it is constantly guarded by a killer, machine-bee.

# FIREBALL

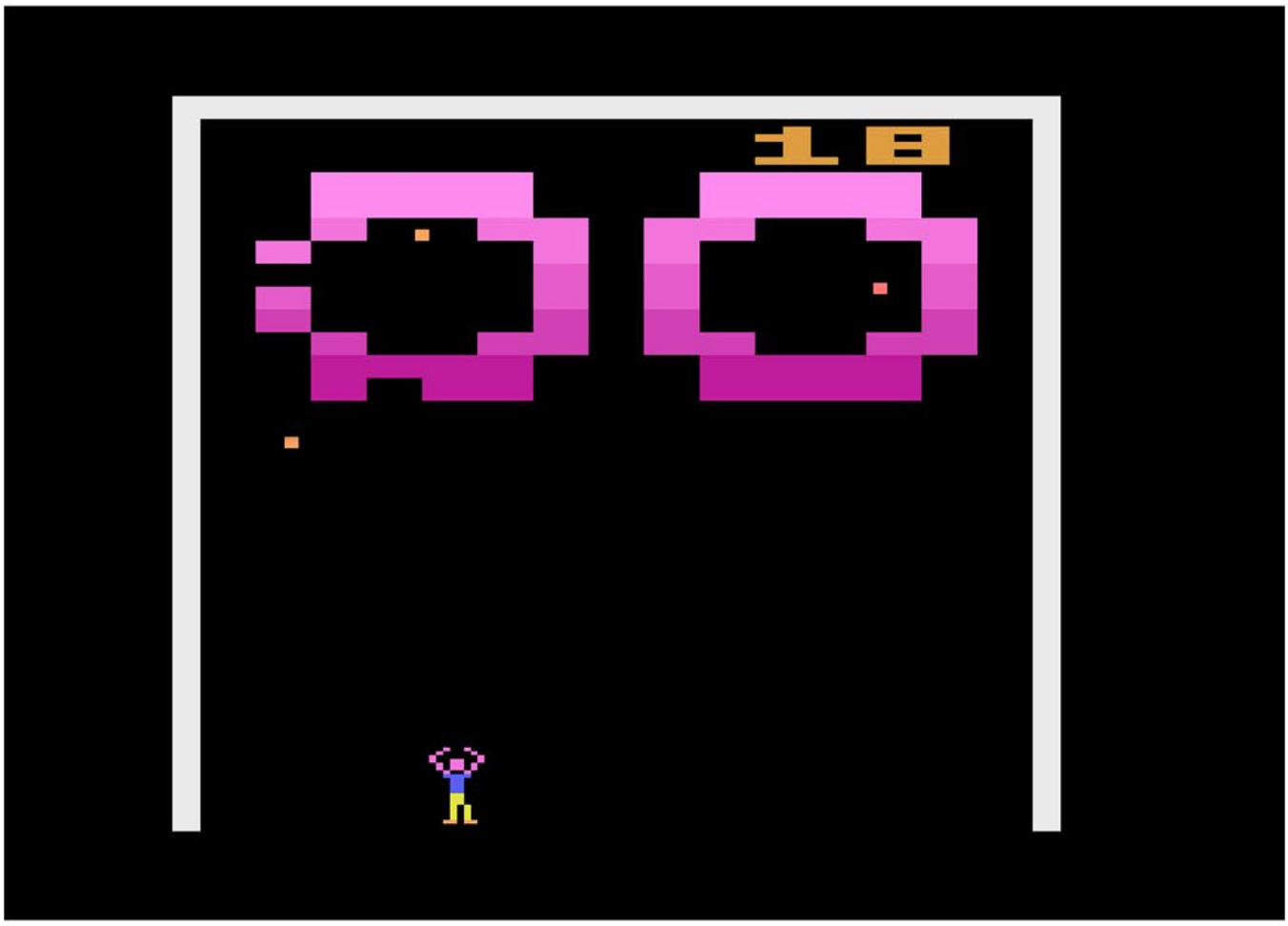
Release Date: 1982
Publisher: Starpath
Controller: Paddles
Players: 1 - 4
Genre: Arcade - Breakout

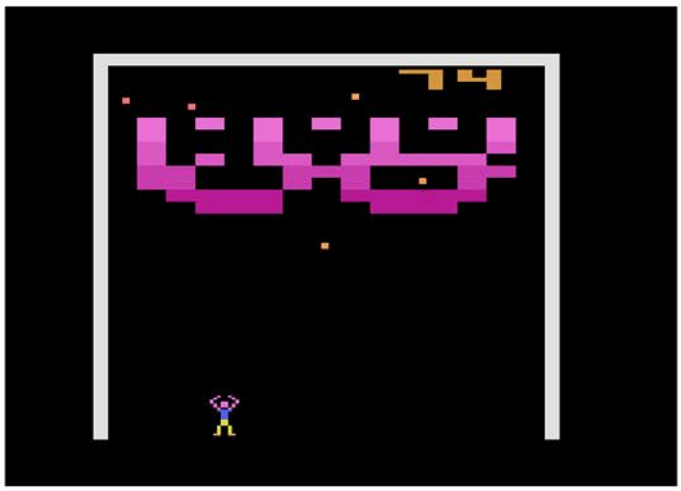
Alternate Title: N/A
Model #: AR4300
Rarity: 4
Programmer: Scott Nelson

With one minor tweak, this would be the greatest Breakout style game on the 2600.

You are the juggler, one of the best in the world as a matter of fact. To prove this you have entered the Fireball Competition, a deadly game where you juggle fireballs while trying to break down poorly constructed walls in the sky. What starts out as an easy quest, quickly becomes overwhelming to even the strongest of players.

When the game begins you are at the bottom of the screen with any one of five layouts above you (based on the gameplay style). You start out with a lone ball, but can free more from the ceiling, putting as many as six in play at any given time. Your goal is to keep them airborne while you destroy every last brick on screen. Succeed and you'll be off to the next stage. There are five different gameplay types that add a lot of variety to things.

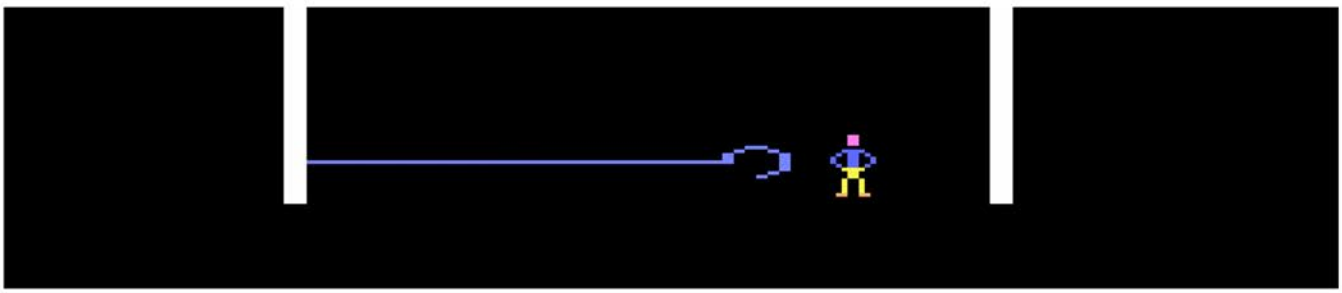




The Firetrap has two balls encased in oval shapes, and once broken out they'll start tearing things down. The Marching Blocks have a constant stream of two block wide rows that will constantly descend on you. This makes things very difficult as they get lower to the ground since you won't have much time to react, however they will go off screen rather than crushing you, so at least that's a plus.

The Knock-A-Block is the most basic of options, with a single multi-row block above you that needs to be taken down piece by piece. The Migrating Blocks have several rows that are in constant movement, so when you knock out a brick you can watch as the hole you created moves across the screen. Finally the Cascade mode will drive you insane, since there are five fireballs waiting to be freed. They are encased in such a way that when you free one the others will quickly join them, making for some frantic gameplay.

And now for the decision that holds back this game from greatness. Normally in games when you get multi-ball, you play until the last ball falls off screen. Here however someone made the decision to end your turn when you miss one, which happens way too much when there are as many as six on screen at any given time. It's a shame really, because with the gameplay varieties this could have been an all time great.



*Don't let the fireball burn you.*

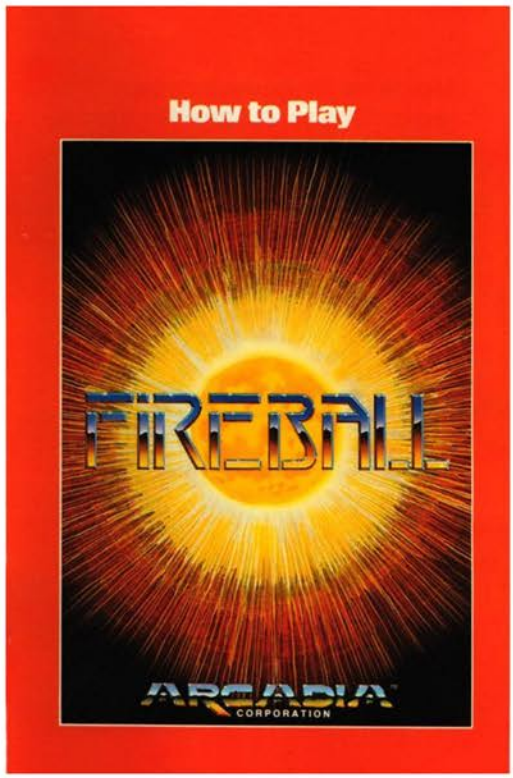
## FIREBALL™

Your mission: smash wall after wall of blocks with the red hot fireball.

The Roman gladiators had to face lions, but never a wildly bouncing fireball. Juggle the red hot fireball then hurl it back toward the wall of blocks. Rack up points as you pulverize the wall.

You can score up to 1 million points, and you can turn the game over indefinitely. When you get too good at one wall arrangement, move on to another.

Up to four can play, and up to six fireballs can roar around the screen at once. Chances are you'll get burned from time to time with this game.

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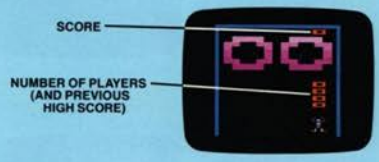
You can hold up to two Fireballs at any time. But not for too long, because you'll automatically hurl the Fireball when it gets too hot to handle.

If you choose not to catch the Fireball — and want to deflect it back immediately — keep the controller button pressed down.

Each time you eliminate a set of blocks another ball will be added to the game — up to a maximum of six balls. If you wish to add a ball at any time, you can do so by rapidly pressing the button three times. As described later, you will get more points when more balls are in play.




**Game Selection**

Select the game and number of players with the GAME SELECT switch. Each time you tug on the switch, you'll add a player — or move on to the next variation. Pressing the games select switch and the Game Reset switch at the same time moves you directly to the next game. The numbers on the lower right of the screen show the number of players and their high scores during the current playing round.

In the illustration above, there are four players. Since all "high score" figures are zero, this is the first match of the current playing round.

**Knock-A-Block**
(Playfield C)
A good variation for beginners, for warm-up, or perhaps for that occasional game before breakfast. Blast away at solid walls of blocks until you've reduced them to... a whole new wall of blocks.

**Migrating Blocks**
(Playfield D)
Just when you think you're about to hurl the Fireball into a convenient cavity... the cavity disappears! Every few seconds, the rows of blocks rotate in one direction or another.

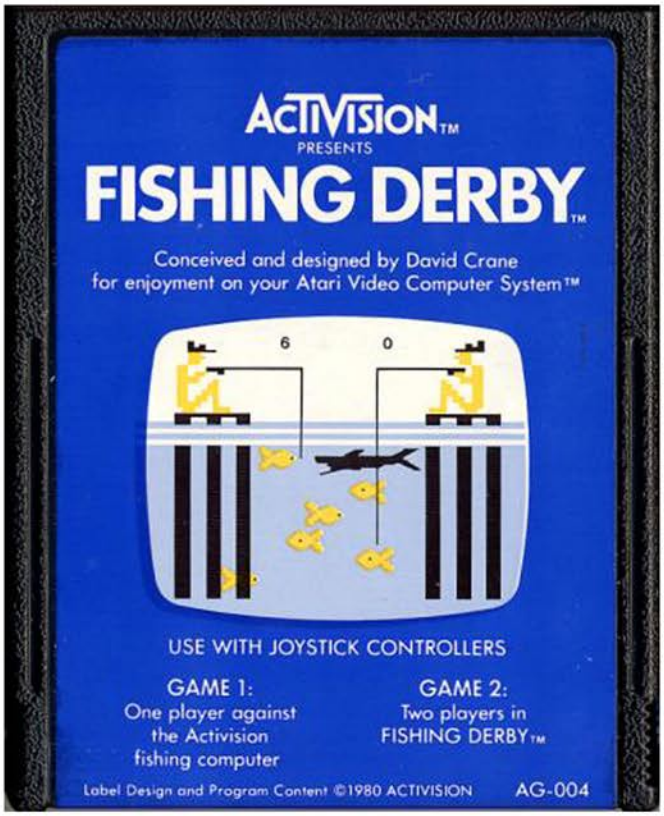
**Cascade** (Playfield E)
Five extra Fireballs, trapped in five cavities. Smash through and release them. And get ready to juggle for dear life.

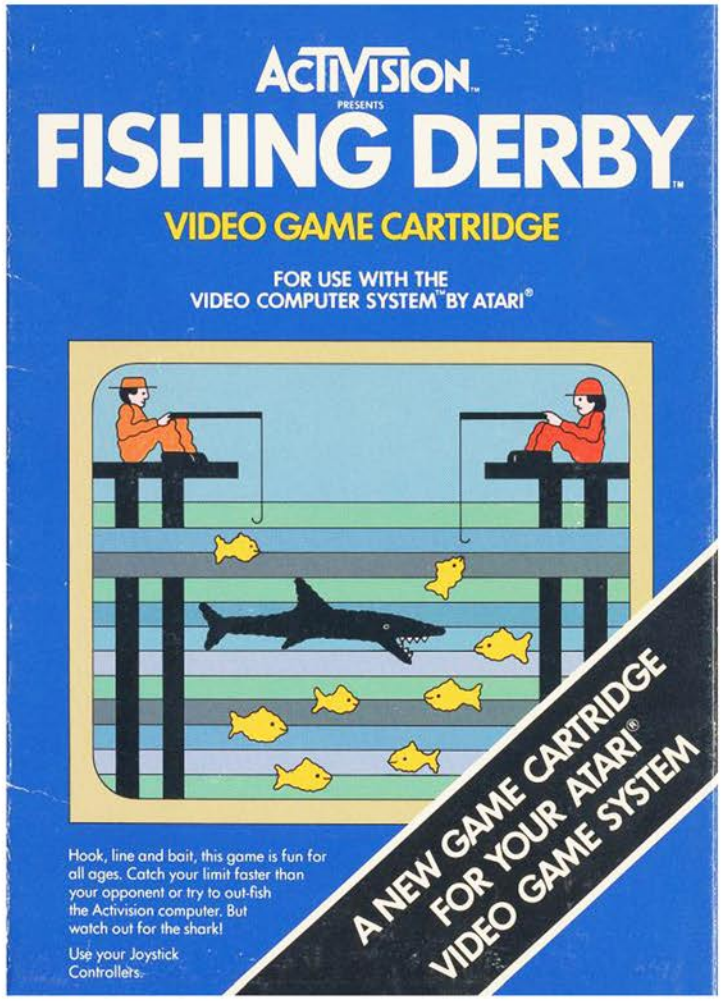
# Fishing Derby

Release Date: 1980
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AG-004
Rarity: 3
Programmer: David Crane

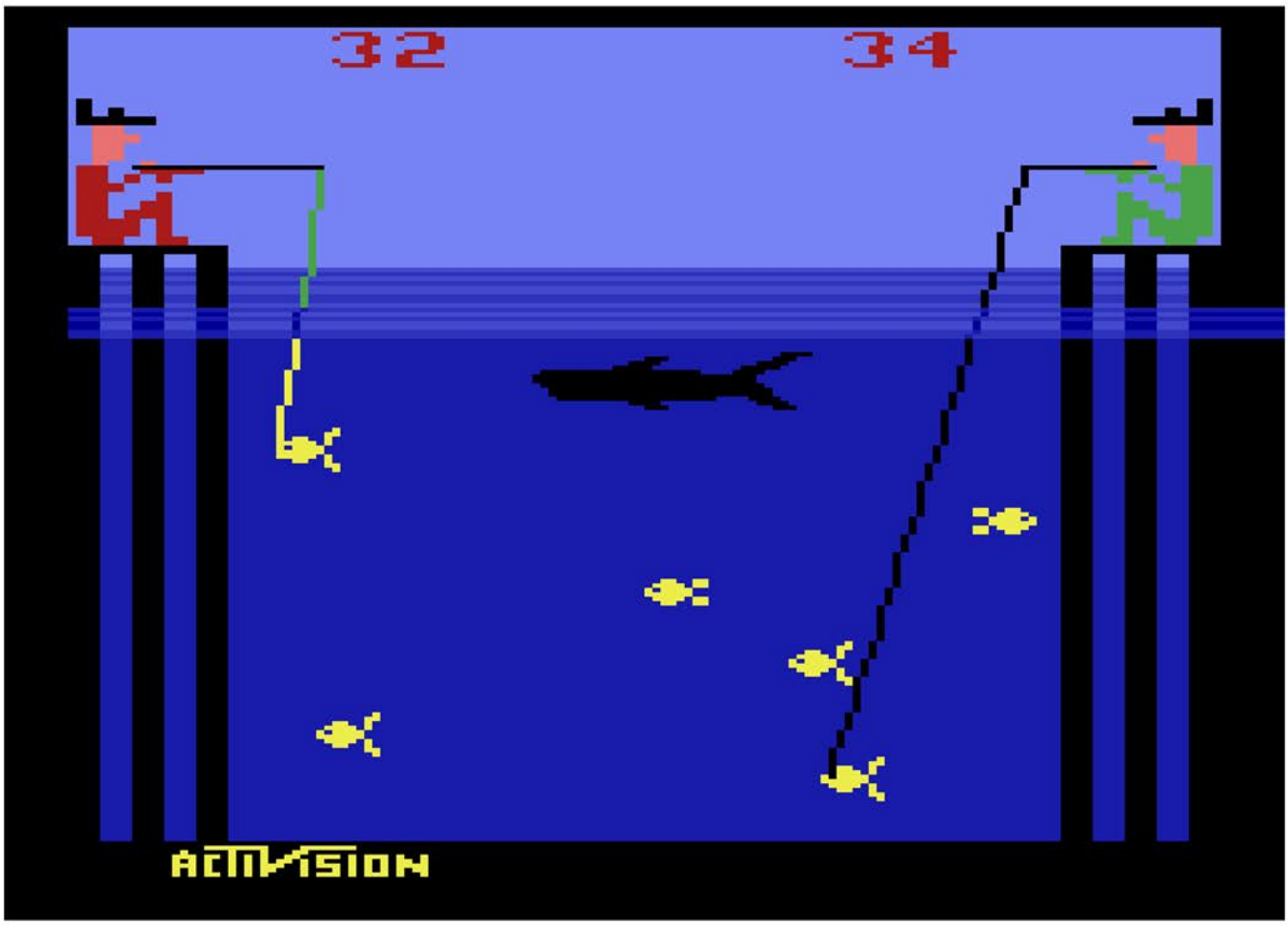
Grab your fishing rod and hit the lake for one of the most relaxing pastimes known to man.

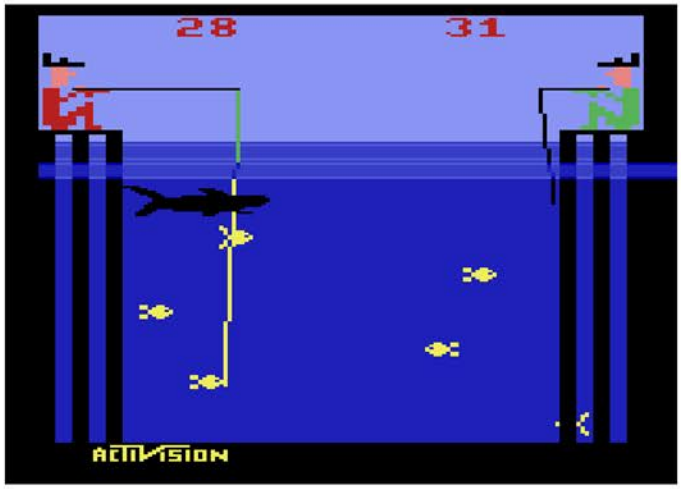


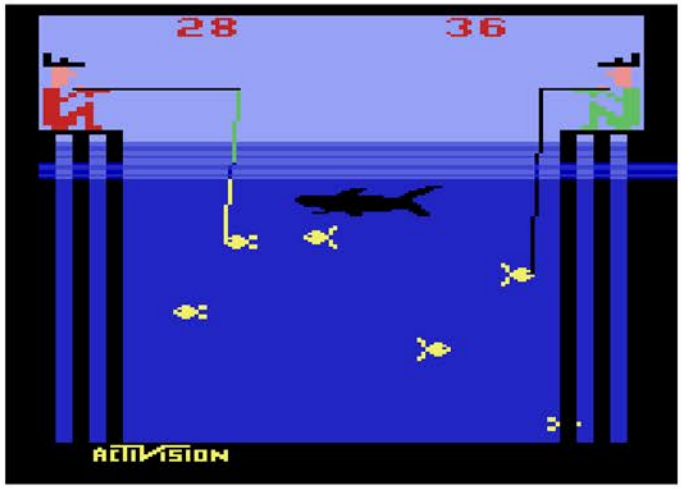



You and your buddy have taken a trip down to the ole fishing hole to engage in a friendly fish catching competition. The goal is to catch ninety-nine pounds worth of fish before your friend does, which sounds easy until you take into account the giant shark patrolling the waters.

There are six lines of fish, and the deeper you go the bigger they are. The first two rows are two pounders, the next set of rows are four pounders, and the six pounders are hiding out in the bottom third of the lake. In order to catch a fish all you have to do is lower your line towards a fish, let it latch on, then reel it up. As soon as it hits the top of the water you see your score go up, and it's time to drop the reel right back in.



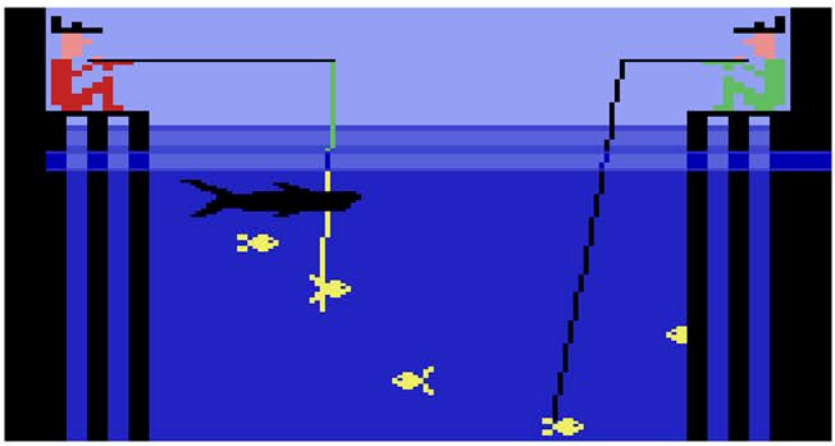


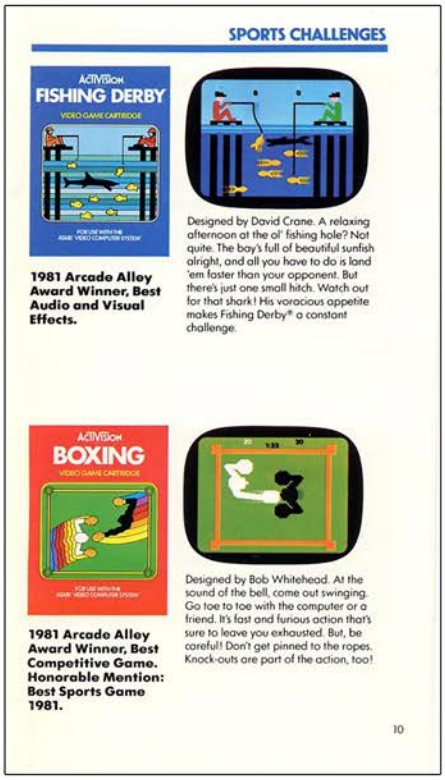




While this sounds very straightforward, there are two obstacles that stand in your way. The first is the most obvious, the shark. If your fish is unlucky enough to cross paths with the shark, it gets eaten and you lose valuable time in your race (of course if you think about it, the fish really wasn't lucky to begin with since it was already on the hook and headed for your dinner plate). The shark moves in a random pattern across the top of the pond, and is a constant nuisance to both you and your opponent. The other obstacle is a confusing one, and it has to do with the speed at which you bring your fish up. For some reason only one fisherman at a time can quickly reel his fish up, leaving the other person to wait as their catch slowly rises to the surface. I suppose this adds a little bit of strategy to the proceedings, but it is minimal.

There are no other gameplay varieties, although the difficult switch on the 2600 can make it harder to catch the fish. The typical match will last a couple of minutes, and in most cases the race will be a competitive one. One can only assume that with the time they have on their hands the players are discussing other places to fish that don't have man eating sized sharks swimming mere inches from their feet.

If you are looking for deep gameplay, this isn't a great option. If you are looking for a nifty head to head game, Fishing Derby is certainly worthwhile.





SPORTS CHALLENGES






**1981 Arcade Alley Award Winner, Best Audio and Visual Effects.**

Designed by David Crane. A relaxing afternoon at the ol' fishing hole? Not quite. The bay's full of beautiful sunfish alright, and all you have to do is land 'em faster than your opponent. But there's just one small hitch. Watch out for that shark! His voracious appetite makes Fishing Derby® a constant challenge.

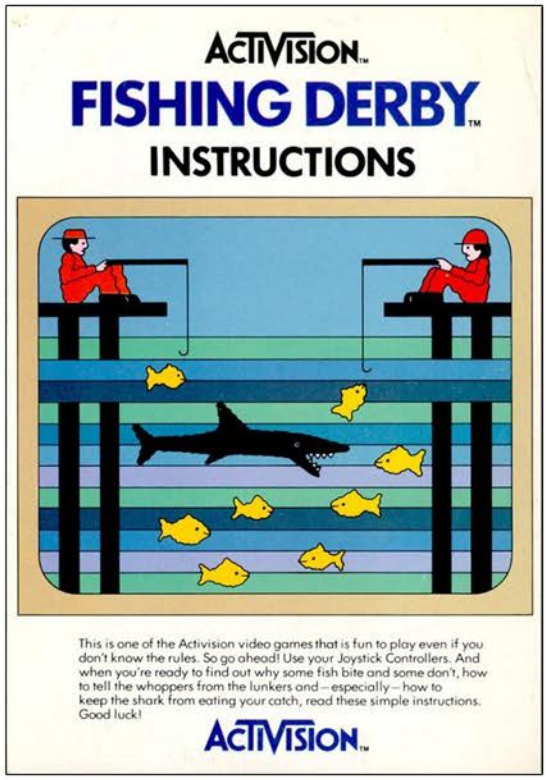





**1981 Arcade Alley Award Winner, Best Competitive Game. Honorable Mention: Best Sports Game 1981.**

Designed by Bob Whitehead. At the sound of the bell, come out swinging. Go toe to toe with the computer or a friend. It's fast and furious action that's sure to leave you exhausted. But, be careful! Don't get pinned to the ropes. Knock-outs are part of the action, too!

10



ACTIVISION™

# FISHING DERBY™

## INSTRUCTIONS



This is one of the Activision video games that is fun to play even if you don't know the rules. So go ahead! Use your Joystick Controllers. And when you're ready to find out why some fish bite and some don't, how to tell the whoppers from the lunkers and—especially—how to keep the shark from eating your catch, read these simple instructions. Good luck!

ACTIVISION™

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Top Right: Manual Cover
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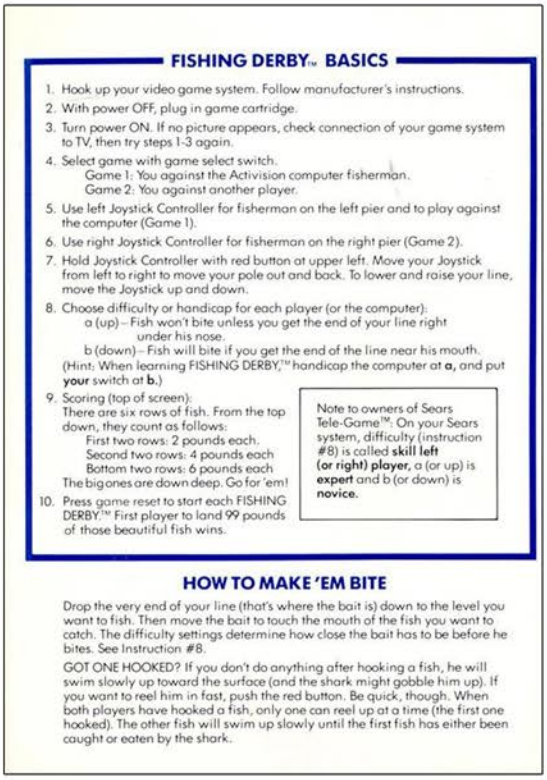


### FISHING DERBY™ BASICS

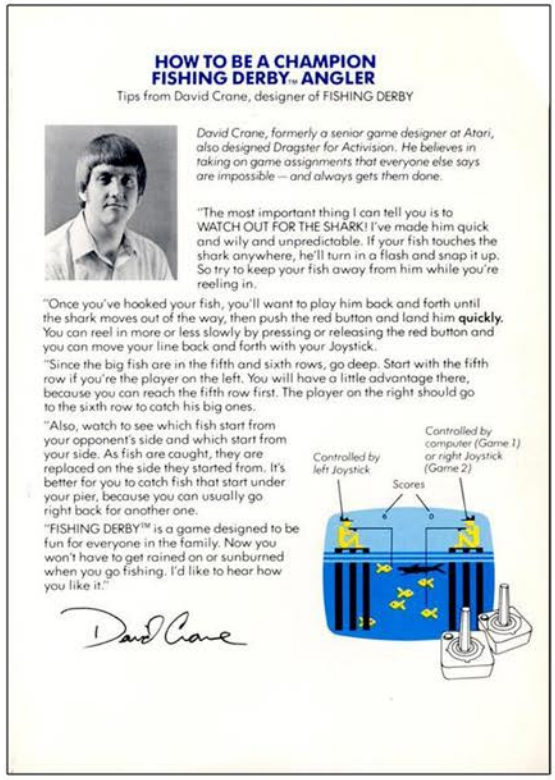
1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then try steps 1-3 again.
4. Select game with game select switch.
   Game 1: You against the Activision computer fisherman.
   Game 2: You against another player.
5. Use left Joystick Controller for fisherman on the left pier and to play against the computer (Game 1).
6. Use right Joystick Controller for fisherman on the right pier (Game 2).
7. Hold Joystick Controller with red button at upper left. Move your Joystick from left to right to move your pole out and back. To lower and raise your line, move the Joystick up and down.
8. Choose difficulty or handicap for each player (or the computer):
   a (up) – Fish won't bite unless you get the end of your line right under his nose.
   b (down) – Fish will bite if you get the end of the line near his mouth.
   (Hint: When learning FISHING DERBY,™ handicap the computer at **a**, and put **your** switch at **b**.)
9. Scoring (top of screen):
   There are six rows of fish. From the top down, they count as follows:
   First two rows: 2 pounds each.
   Second two rows: 4 pounds each
   Bottom two rows: 6 pounds each
   The big ones are down deep. Go for 'em!
10. Press game reset to start each FISHING DERBY.™ First player to land 99 pounds of those beautiful fish wins.

Note to owners of Sears Tele-Game™: On your Sears system, difficulty (instruction #8) is called **skill left (or right) player**, a (or up) is **expert** and b (or down) is **novice.**

### HOW TO MAKE 'EM BITE

Drop the very end of your line (that's where the bait is) down to the level you want to fish. Then move the bait to touch the mouth of the fish you want to catch. The difficulty settings determine how close the bait has to be before he bites. See Instruction #8.

GOT ONE HOOKED? If you don't do anything after hooking a fish, he will swim slowly up toward the surface (and the shark might gobble him up). If you want to reel him in fast, push the red button. Be quick, though. When both players have hooked a fish, only one can reel up at a time (the first one hooked). The other fish will swim up slowly until the first fish has either been caught or eaten by the shark.



### HOW TO BE A CHAMPION FISHING DERBY™ ANGLER

Tips from David Crane, designer of FISHING DERBY



*David Crane, formerly a senior game designer at Atari, also designed Dragster for Activision. He believes in taking on game assignments that everyone else says are impossible – and always gets them done.*

"The most important thing I can tell you is to WATCH OUT FOR THE SHARK! I've made him quick and wily and unpredictable. If your fish touches the shark anywhere, he'll turn in a flash and snap it up. So try to keep your fish away from him while you're reeling in.

"Once you've hooked your fish, you'll want to play him back and forth until the shark moves out of the way, then push the red button and land him **quickly**. You can reel in more or less slowly by pressing or releasing the red button and you can move your line back and forth with your Joystick.

"Since the big fish are in the fifth and sixth rows, go deep. Start with the fifth row if you're the player on the left. You will have a little advantage there, because you can reach the fifth row first. The player on the right should go to the sixth row to catch his big ones.

"Also, watch to see which fish start from your opponent's side and which start from your side. As fish are caught, they are replaced on the side they started from. It's better for you to catch fish that start under your pier, because you can usually go right back for another one.

"FISHING DERBY™ is a game designed to be fun for everyone in the family. Now you won't have to get rained on or sunburned when you go fishing. I'd like to hear how you like it."

David Crane



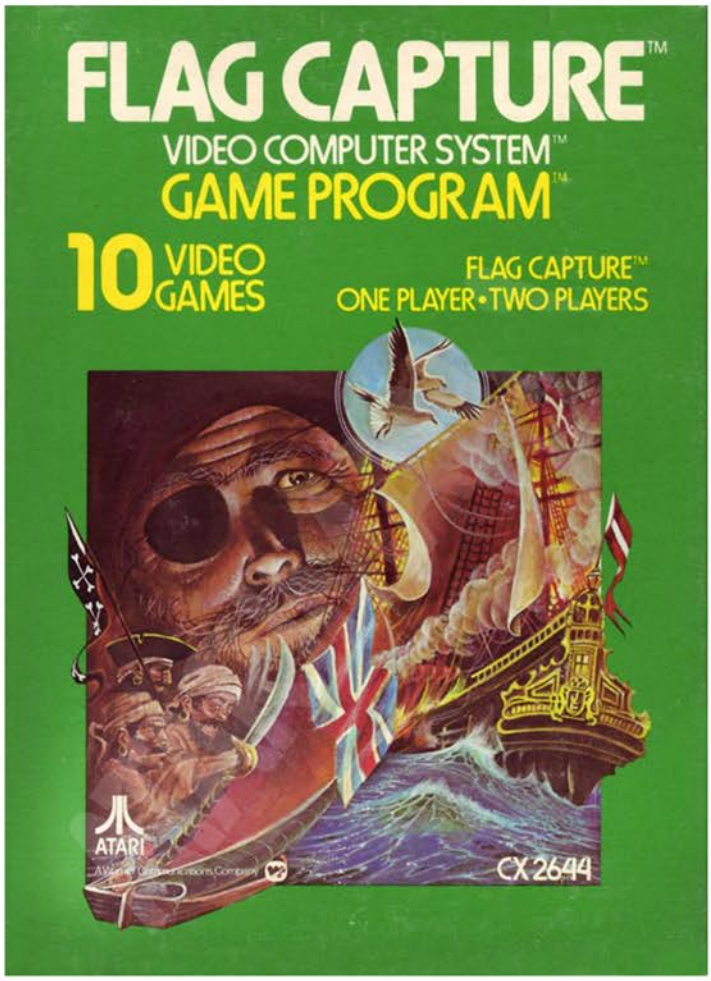

# FISHING DERBY

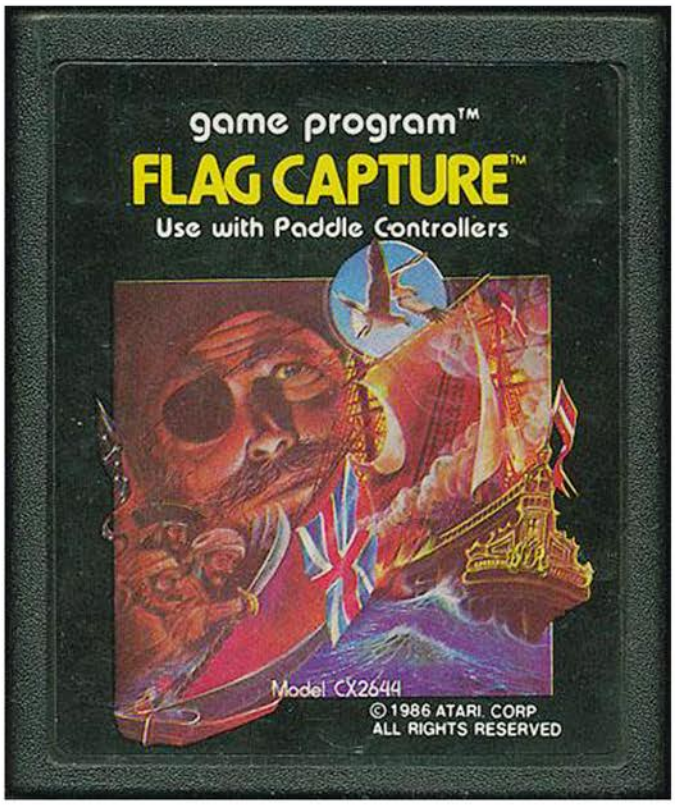
# Flag Capture

Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Brain Games

Alternate Title: N/A
Model #: CX2644
Rarity: 5
Programmer: Jim Huether

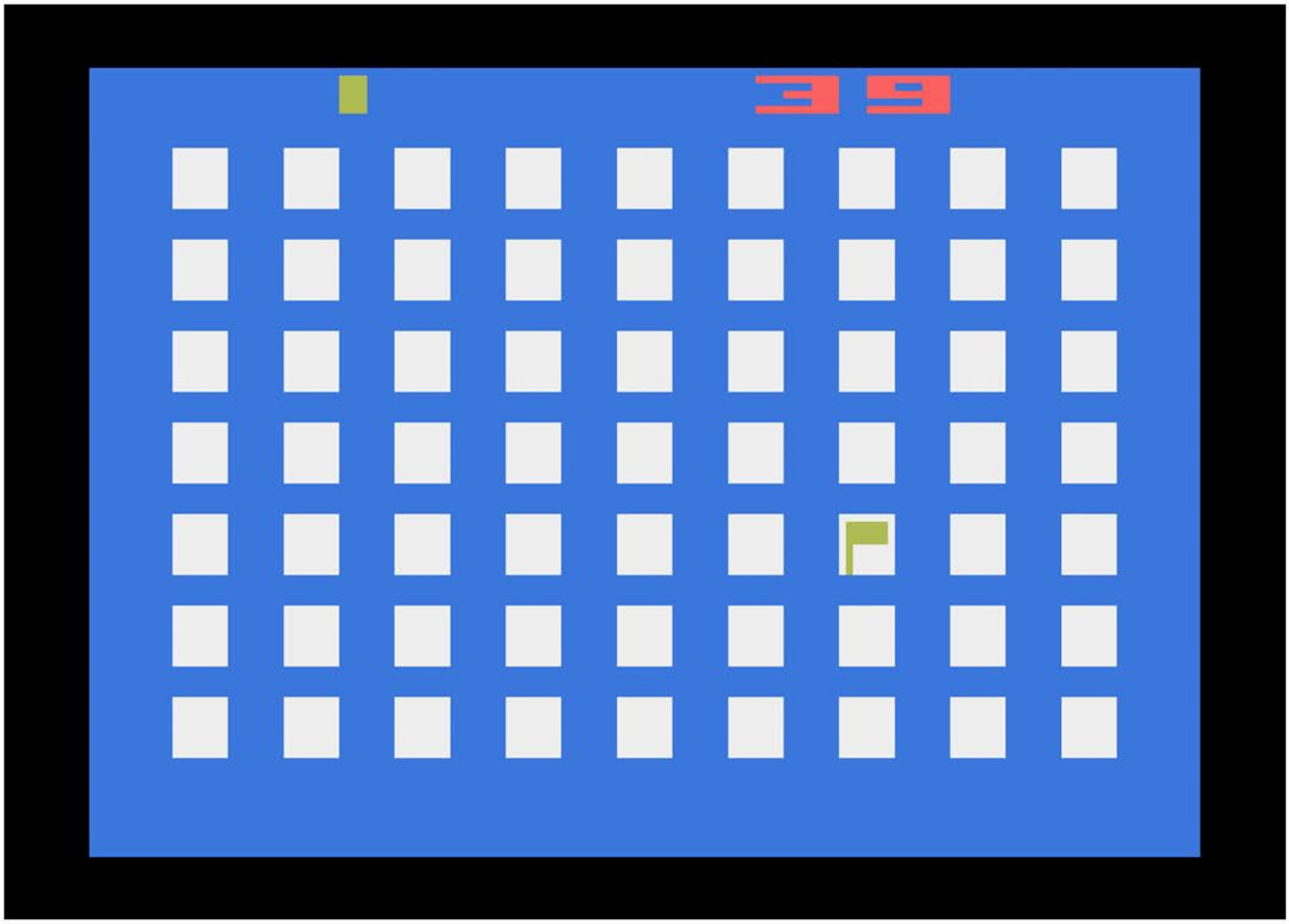
This simplistic game of capture the flag is basic even for the original 2600 releases.



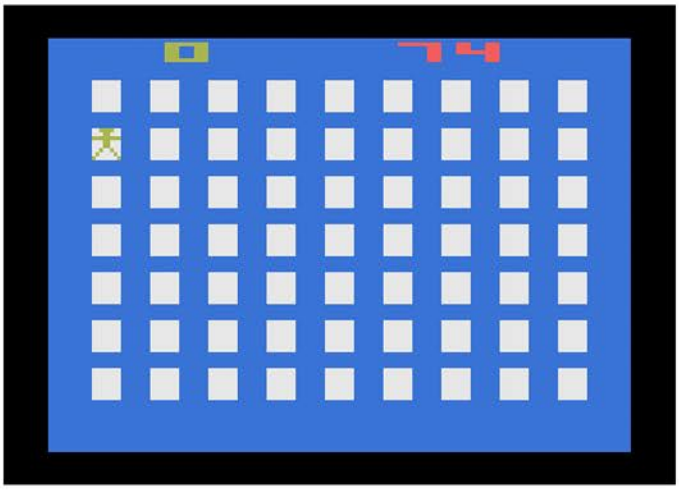
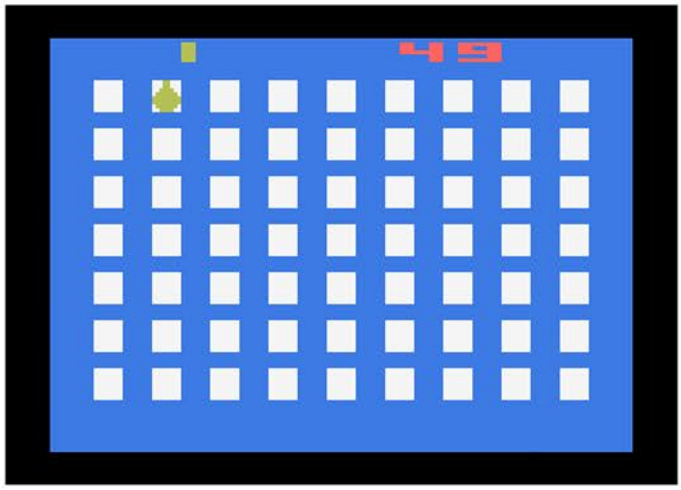



If you go by the box cover, you are a one eyed pirate, who after a long day of pillaging has set off in search of the other treasure he has buried. The only guide you have are the hints you discover as you wander around the map.

As the game begins you'll be in the top left corner with free movement to any of the sixty-three squares on the map. When you pick the one you want, hit the button and receive your reward (or punishment). There are two types of hints, an arrow that will point you in the right direction, or a number that will tell you how many spaces away the flag is. There are also bombs that will send you all the way back to the start, costing you valuable time and information.



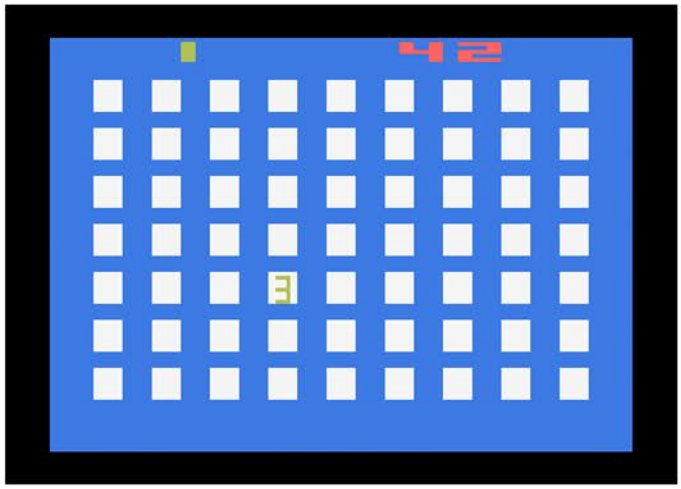

## Flag Capture

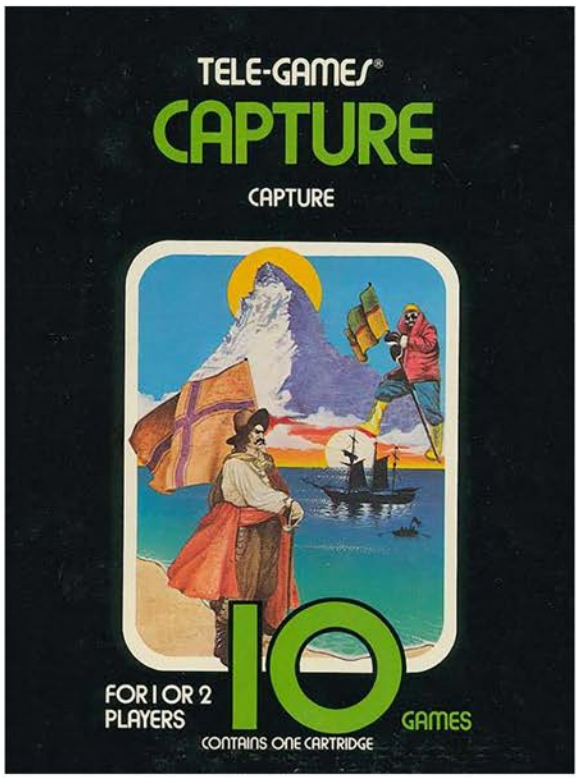



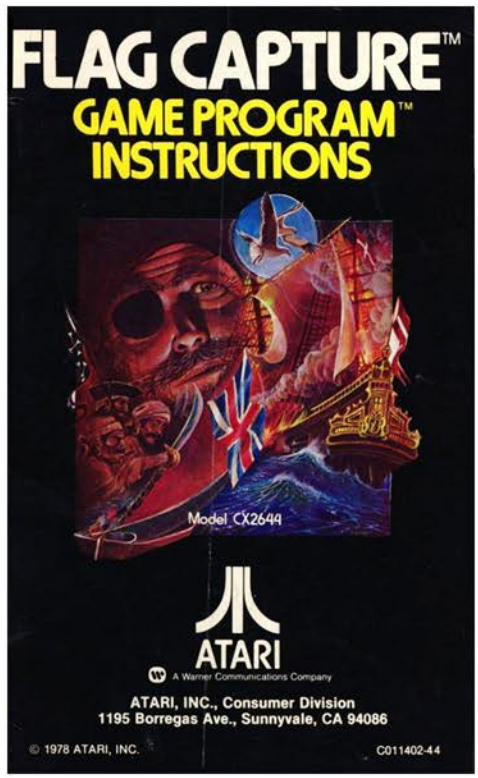
The two player head-to-head mode has a couple of different options as well, with the constant being the first to fifteen points wins. The Free-For-All mode allows both players to move at the same time in a desperate race to find the flag. The double mode is turn based, so each player gets a move before the other one can go. And the Solo two player mode has one player go until they find the flag before the other one takes a turn, with the goal to find the flag in the fewest turns.

Despite the simplicity, there are a few different options you can pick from. The flag can either be stationary, move, or move with wraparound (meaning it will leave the right side of the screen and then go to the left side). To complicate finding the moving flag, it can move in a straight line, diagonally, and potentially hit an invisible wall and bounce off of it in random directions.

Due to the early nature of the game, there isn't much here that would be of interest to gamers today. However it's worth a look to see what the early days of the 2600 were like, and to appreciate just how far we've come.



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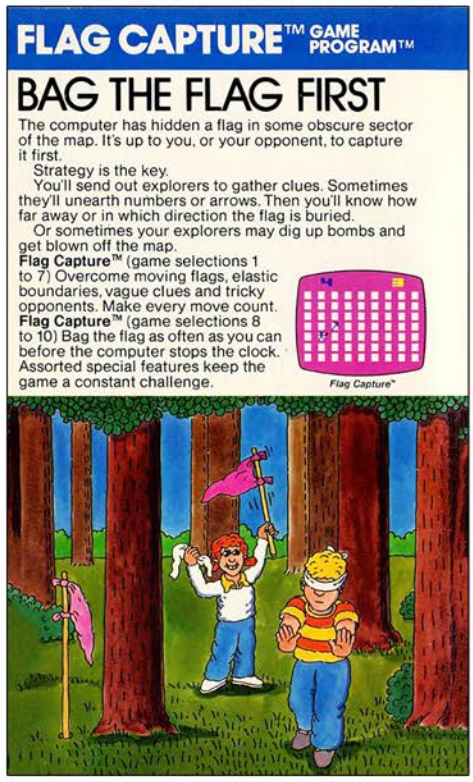


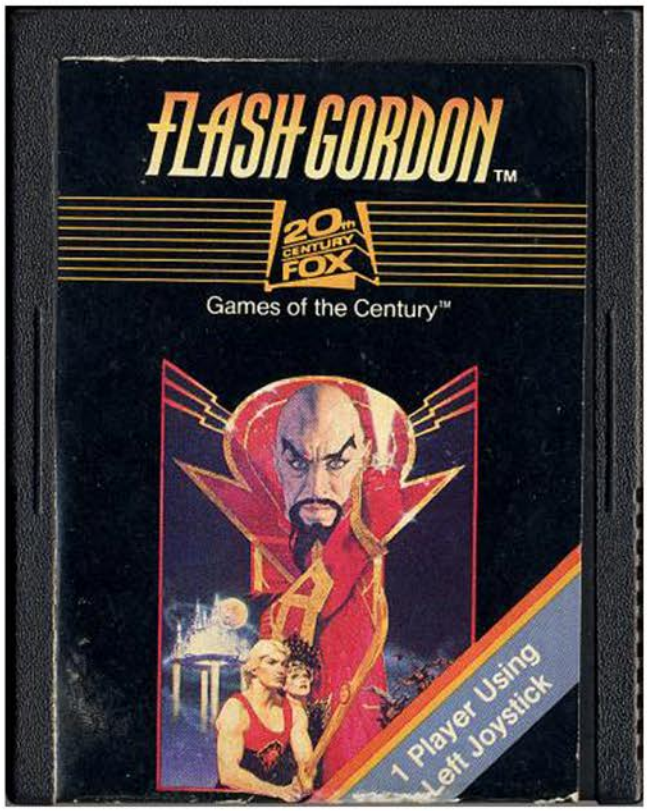

# Flag Capture

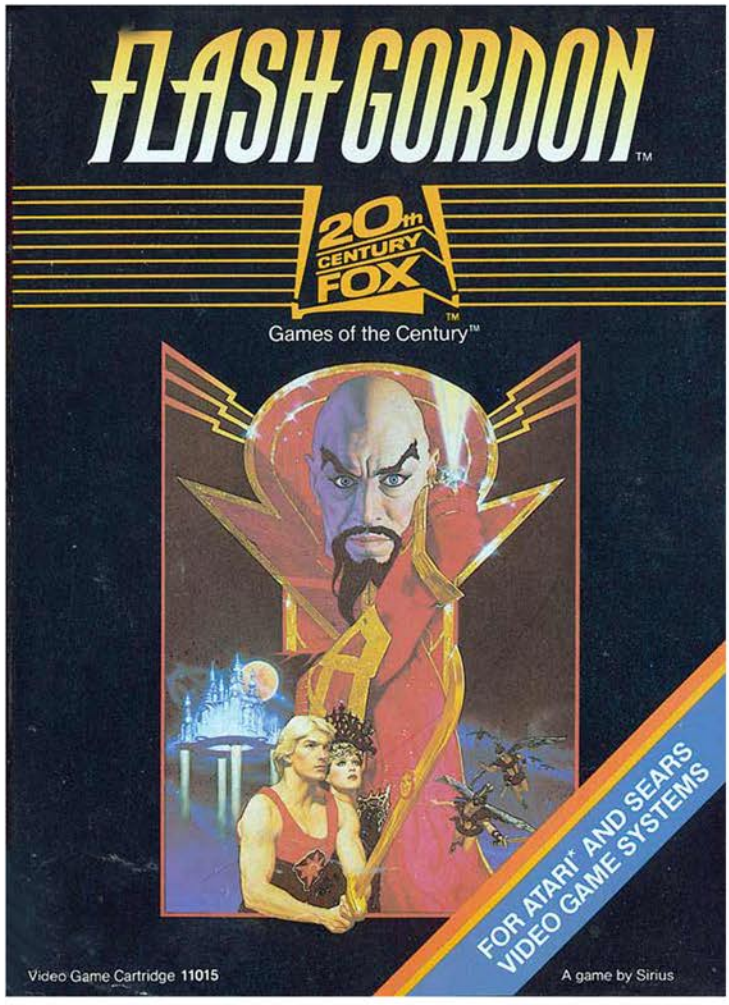
# Flash Gordon

Release Date: 1983
Publisher: 20th Century Fox
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 11015
Rarity: 4
Programmer: David Lubar

This is a fast paced space shooter that is held back by cheap deaths.



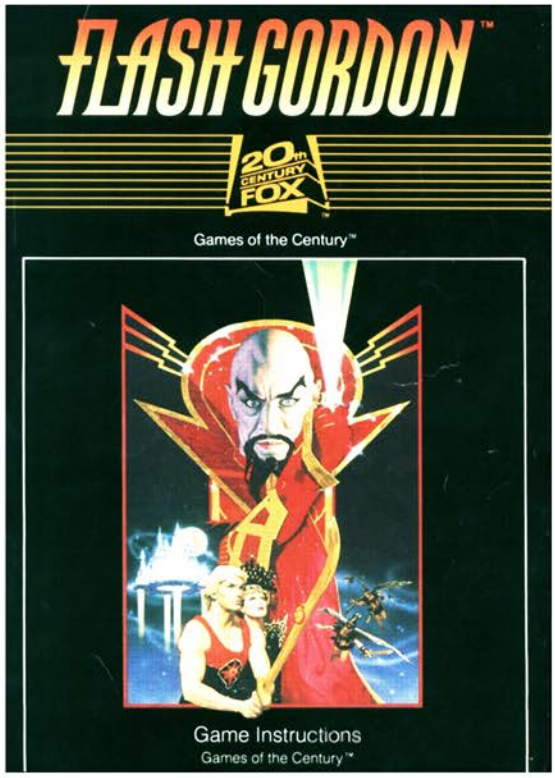
You are the legendary hero Flash Gordon, and your mission is to fly through Spider city and rescue stranded spacemen while destroying everything else you come across. This is accomplished by hunting down every hatching pod and blasting it out of the sky before they can hatch and become spider warriors.

The game begins with you in the center of the maze like structure of the city. On the radar below you can see a bevy of dots that represent the hatching pod breeding ground, as well as two disruptors that are moving about. As you move through the city you'll come across wayward spacemen that can be picked up for points, but that's secondary to your goal of eliminating the pods.

When you find a hatching ground, several of the pods materialize before they begin to flee. As they come into focus you can blast them, but once they are fully formed you only have a few seconds before they escape. If you manage to shoot at least five of them you'll be rewarded with a temporary shield. Eliminate all of the hatching pod spawn points and you claim the city for yourself.

The disruptors are the biggest threat to your survival, as they will hunt you down and stay on top of you. While they are in contact with your ship on the radar, the screen will be filled with space debris that comes at you from every angle. The only way to survive is to escape by flying quickly into another portion of the maze. There are several wrap-around passageways that will take you to the other side of the map, which the disruptors can't use.

While everything from the controls to the shoot'em up action is spot on, the only thing that prevents this from greatness are the cheap deaths. In order to move through the tunnels you have to be right next to the edge of the screen, which is a problem since patrol ships will appear out of nowhere. Unless you hold down the fire button and risk shooting a spaceman you are supposed to rescue, it's far too easy to die a quick death. Other than that everything about this game is fantastic and it should be checked out.

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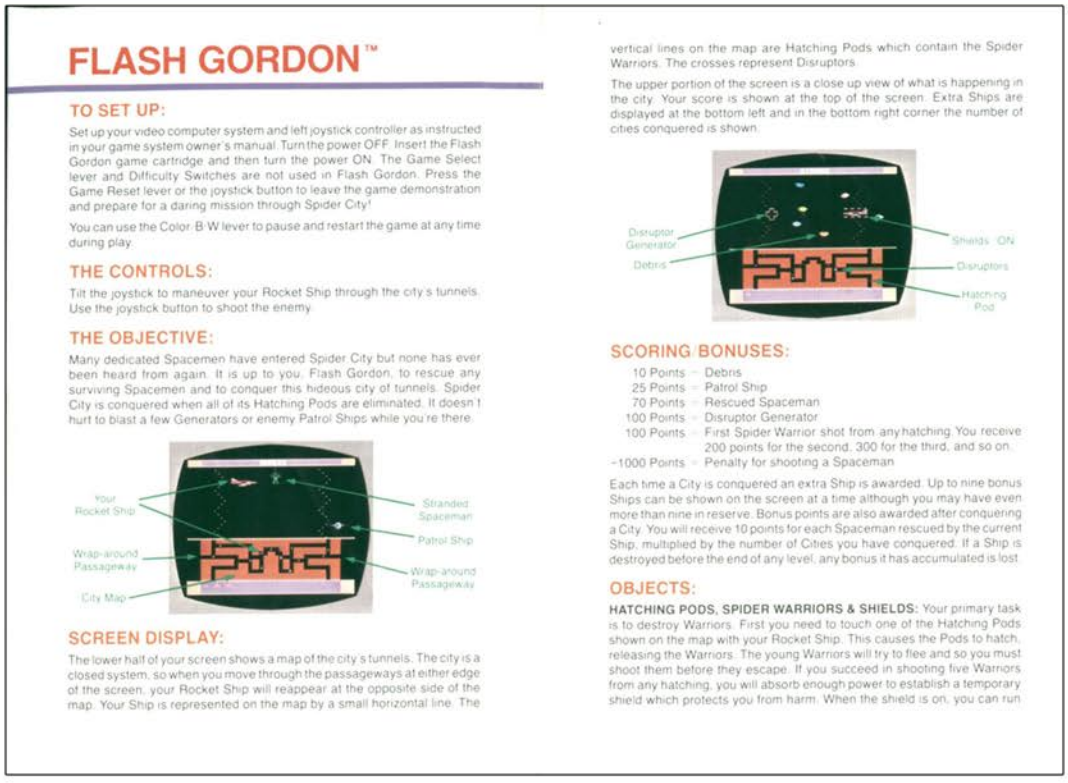


## FLASH GORDON™

### TO SET UP:

Set up your video computer system and left joystick controller as instructed in your game system owner's manual. Turn the power OFF. Insert the Flash Gordon game cartridge and then turn the power ON. The Game Select lever and Difficulty Switches are not used in Flash Gordon. Press the Game Reset lever or the joystick button to leave the game demonstration and prepare for a daring mission through Spider City!

You can use the Color-B/W lever to pause and restart the game at any time during play.

### THE CONTROLS:

Tilt the joystick to maneuver your Rocket Ship through the city's tunnels. Use the joystick button to shoot the enemy.

### THE OBJECTIVE:

Many dedicated Spacemen have entered Spider City but none has ever been heard from again. It is up to you, Flash Gordon, to rescue any surviving Spacemen and to conquer this hideous city of tunnels. Spider City is conquered when all of its Hatching Pods are eliminated. It doesn't hurt to blast a few Generators or enemy Patrol Ships while you're there.




### SCREEN DISPLAY:

The lower half of your screen shows a map of the city's tunnels. The city is a closed system, so when you move through the passageways at either edge of the screen, your Rocket Ship will reappear at the opposite side of the map. Your Ship is represented on the map by a small horizontal line. The vertical lines on the map are Hatching Pods which contain the Spider Warriors. The crosses represent Disruptors.

The upper portion of the screen is a close up view of what is happening in the city. Your score is shown at the top of the screen. Extra Ships are displayed at the bottom left and in the bottom right corner the number of cities conquered is shown.




### SCORING BONUSES:

10 Points – Debris
25 Points – Patrol Ship
70 Points – Rescued Spaceman
100 Points – Disruptor Generator
100 Points – First Spider Warrior shot from any hatching. You receive 200 points for the second, 300 for the third, and so on.
-1000 Points – Penalty for shooting a Spaceman

Each time a City is conquered an extra Ship is awarded. Up to nine bonus Ships can be shown on the screen at a time although you may have even more than nine in reserve. Bonus points are also awarded after conquering a City. You will receive 10 points for each Spaceman rescued by the current Ship, multiplied by the number of Cities you have conquered. If a Ship is destroyed before the end of any level, any bonus it has accumulated is lost.

### OBJECTS:

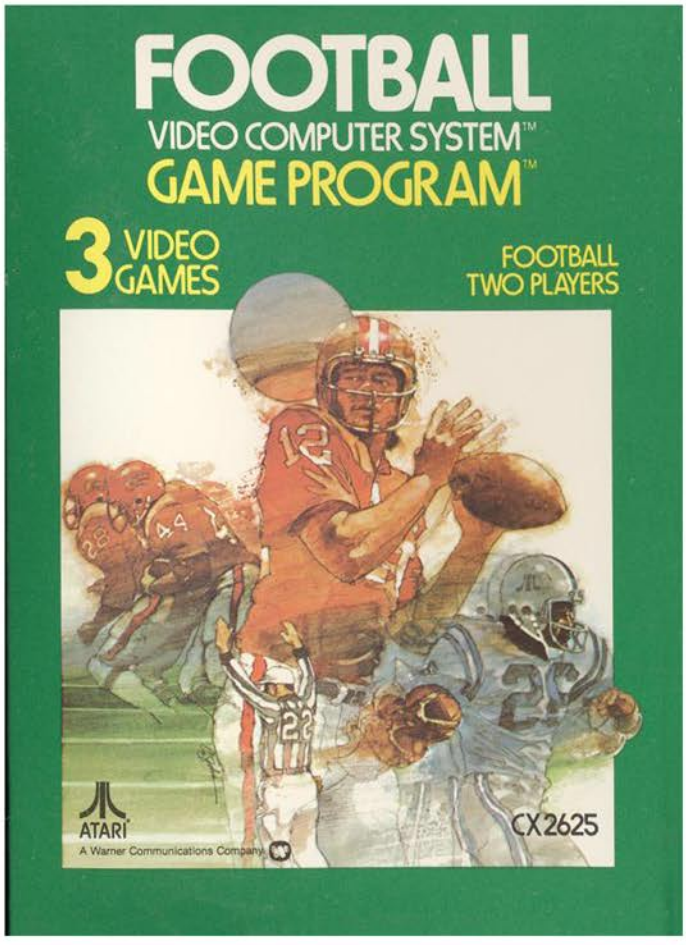
**HATCHING PODS, SPIDER WARRIORS & SHIELDS:** Your primary task is to destroy Warriors. First you need to touch one of the Hatching Pods shown on the map with your Rocket Ship. This causes the Pods to hatch, releasing the Warriors. The young Warriors will try to flee and so you must shoot them before they escape. If you succeed in shooting five Warriors from any hatching, you will absorb enough power to establish a temporary shield which protects you from harm. When the shield is on, you can run

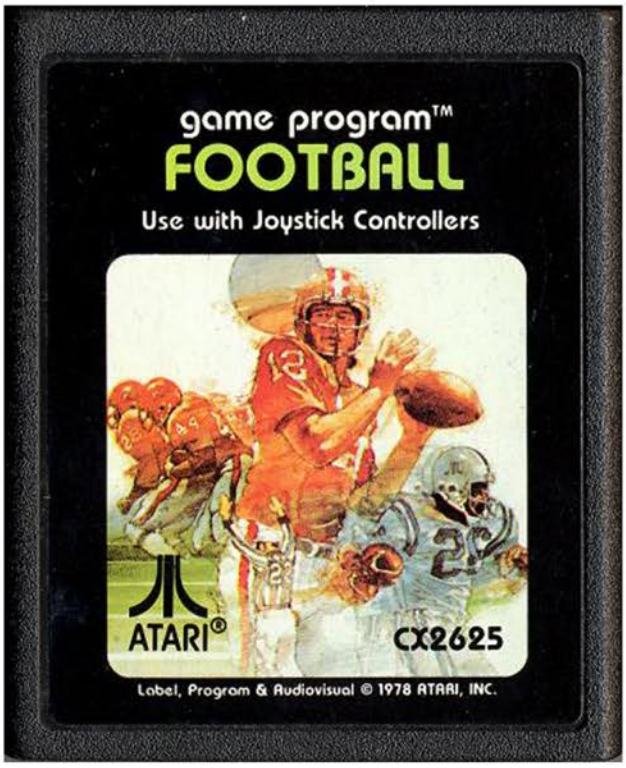
# Football

Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 2
Genre: Sports

Alternate Title: N/A
Model #: CX2625
Rarity: 1
Programmer: Bob Whitehead

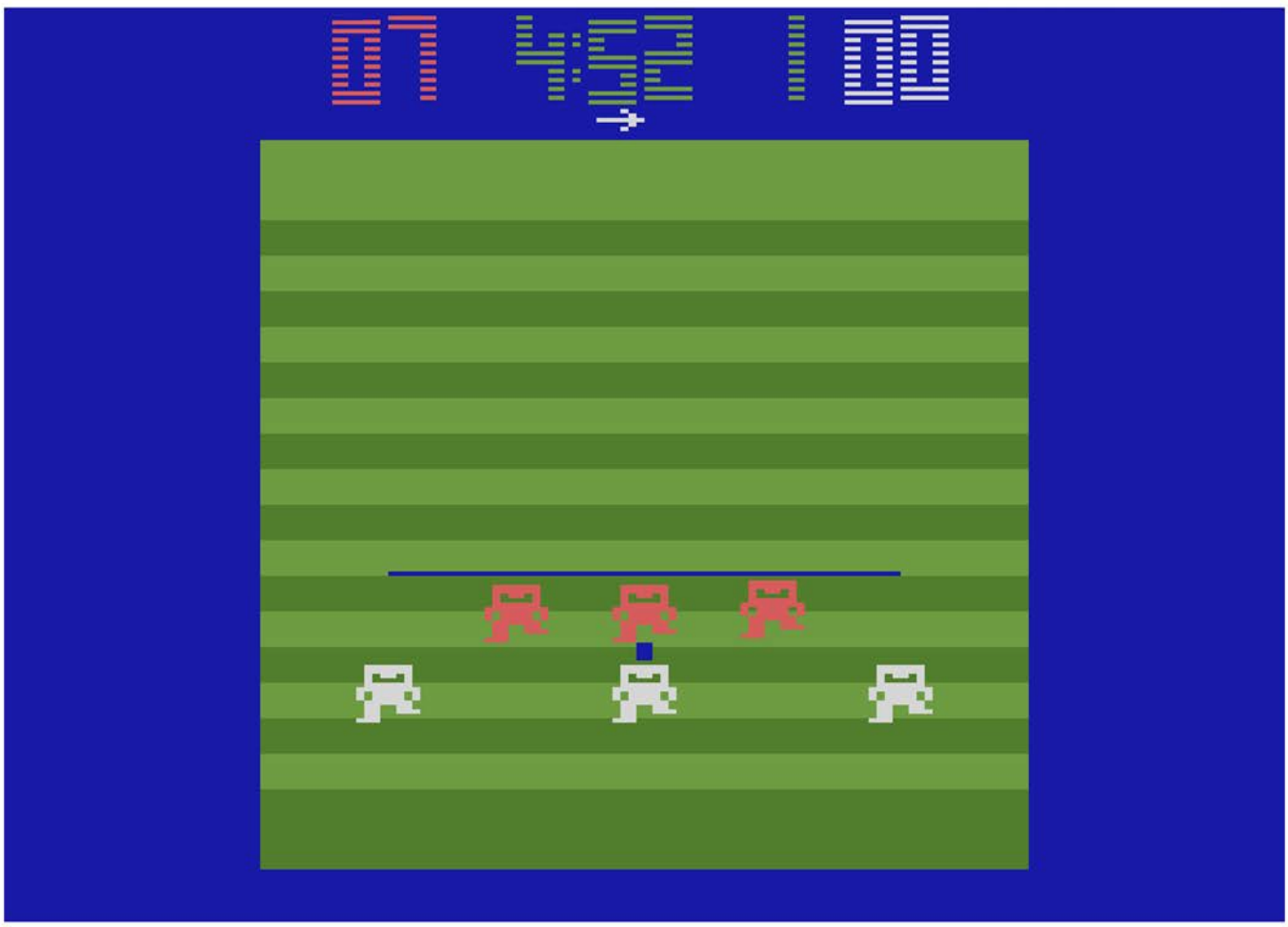
This is more a backyard pick-up game rather than emulating the pros.

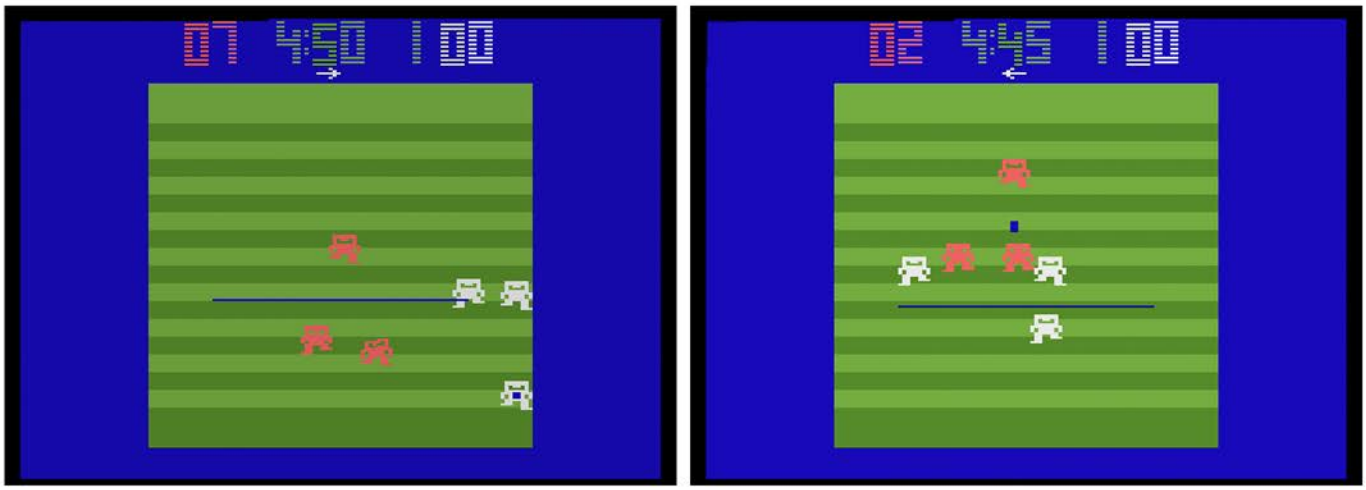


Not only is this the first football game on the 2600, it's one of the earliest games on the entire system. After learning that bit of information it should come as no surprise that it doesn't do a great job of giving an accurate portrayal of football. It ranks somewhere between one of those electric football games and the family backyard Thanksgiving classic.

There are four players to a side, with five different plays to pick from. Well, they aren't so much plays as they are vague suggestions on which direction your players should move. Every down you can either run the ball, pass the ball, or inadvertently punt the ball. Instead of the punt only being available on fourth down, you can send the ball rocketing over to your opponent on any down.

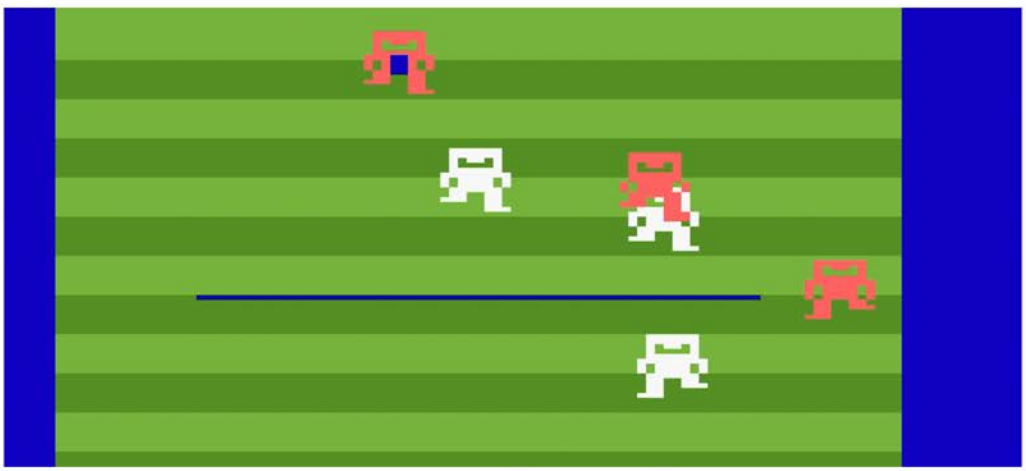


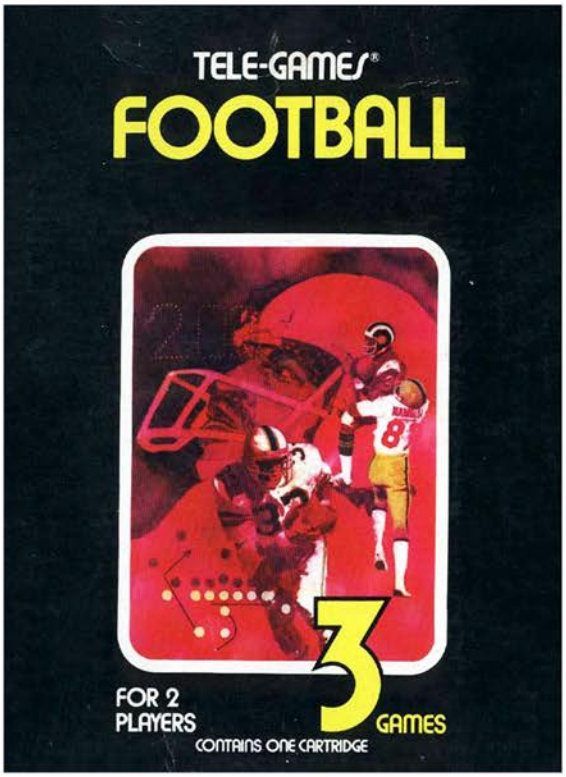


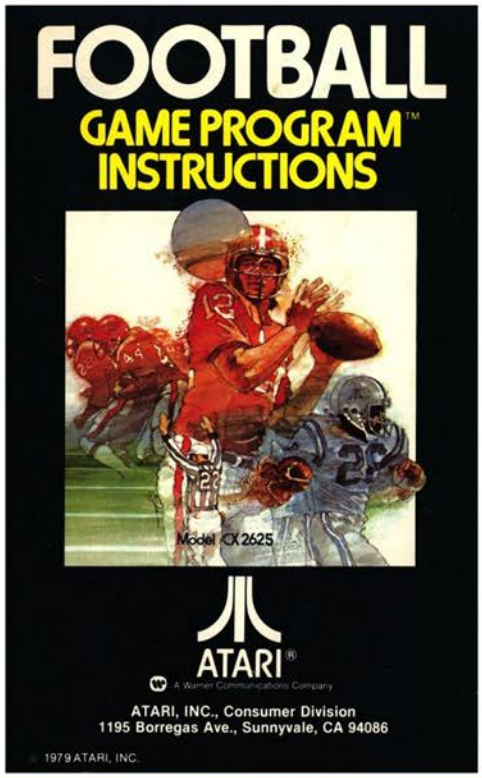
Let's say you hike the ball and you see one of your players running down the sidelines and want to hit him with a pass. If you hit the button without holding down a direction, your quarterback will punt rather than go for the touchdown. Since a punt and a pass are completely indistinguishable from one another, the only way to tell if you messed up is if the ball goes through your receiver or if the other team gets to hike the ball next down. The upside is that if you are able to launch a pass, you can use your telekinetic powers to move it all around during flight. Of course your quarterback moves so quickly and there are so few players on the field that it's often better to just run every down rather than risk a turnover.

The biggest issue with the game isn't the lack of authenticity or the mysterious punting, rather it's the flicker. Some 2600 games have occasional flicker, some have serious flickering problems. Football goes full seizure mode with the level of flickering. From the time the ball is hiked to the time the play is blown dead, it is non-stop flickering.

There are better football games on the 2600, although you should give this version a shot just so you can see what was cutting edge back in 1978.



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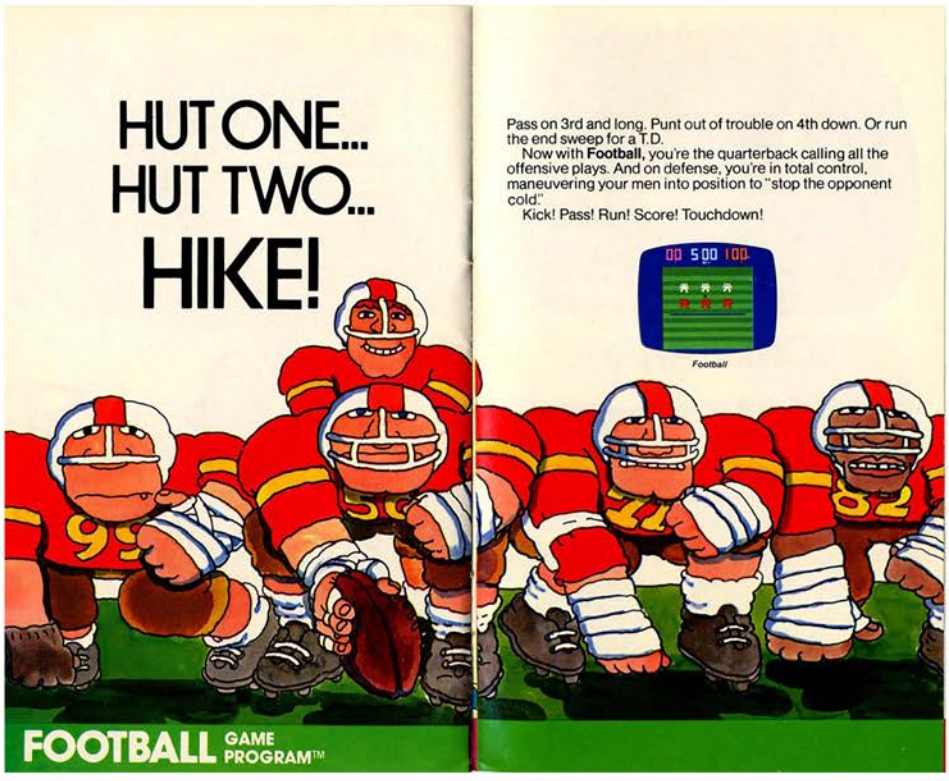


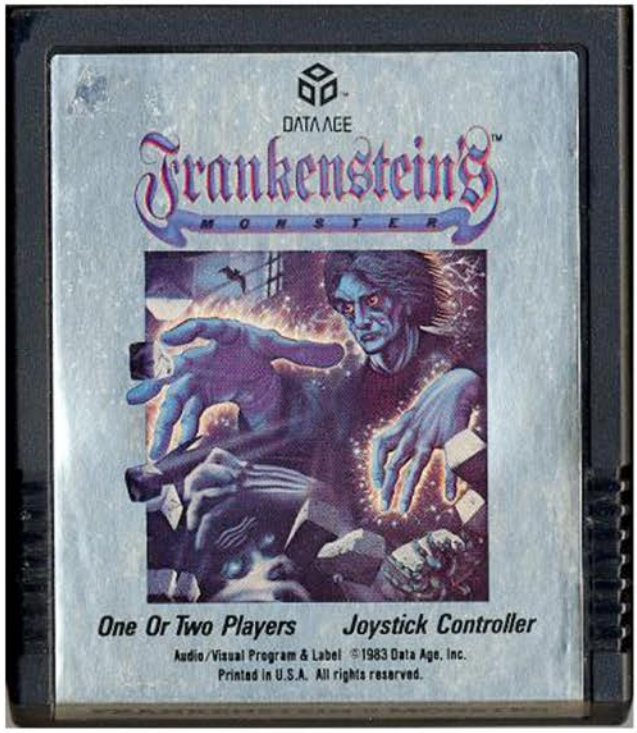

# Football

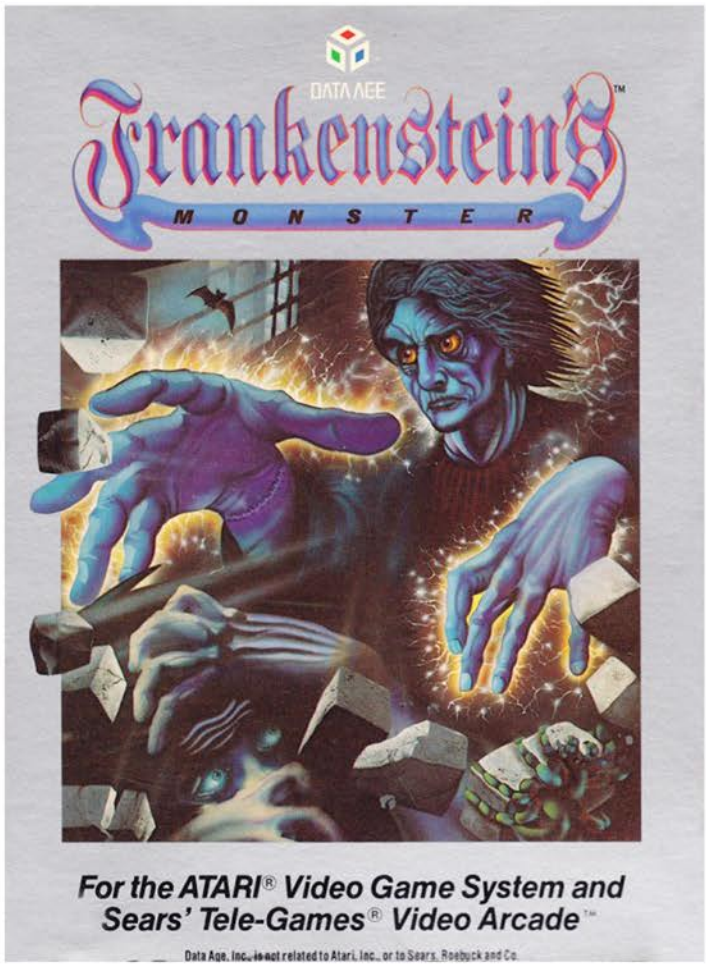
# Frankenstein's Monster

Release Date: 1983
Publisher: Data Age
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 116008
Rarity: 5
Programmer: N/A

This horror themed game is a scary good time.

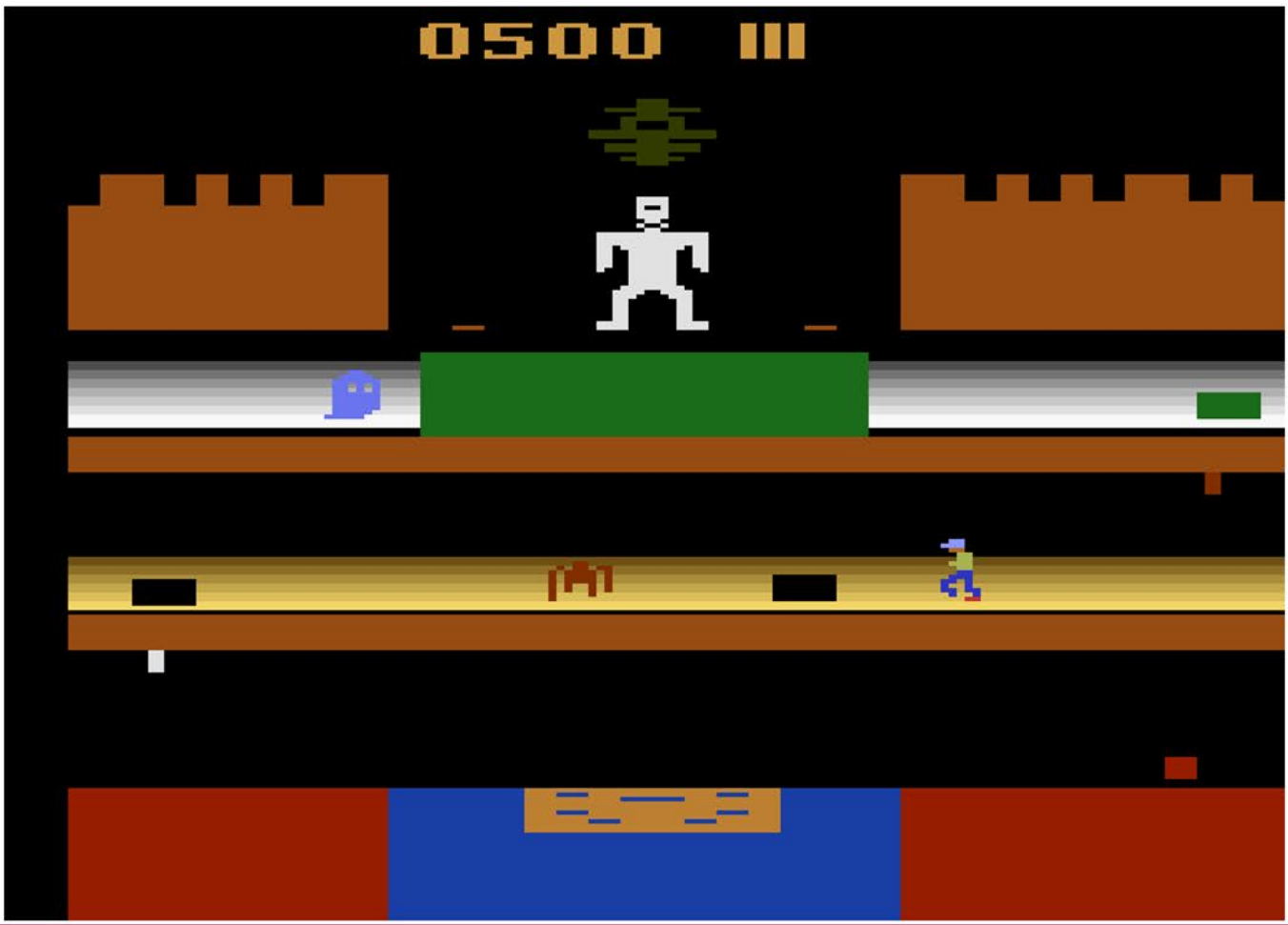


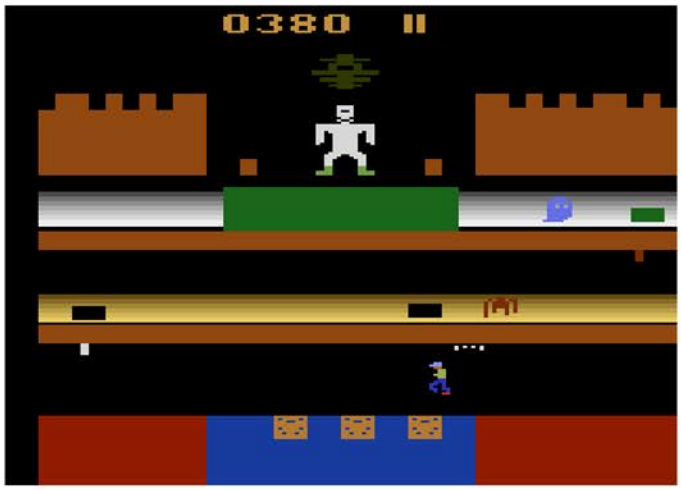



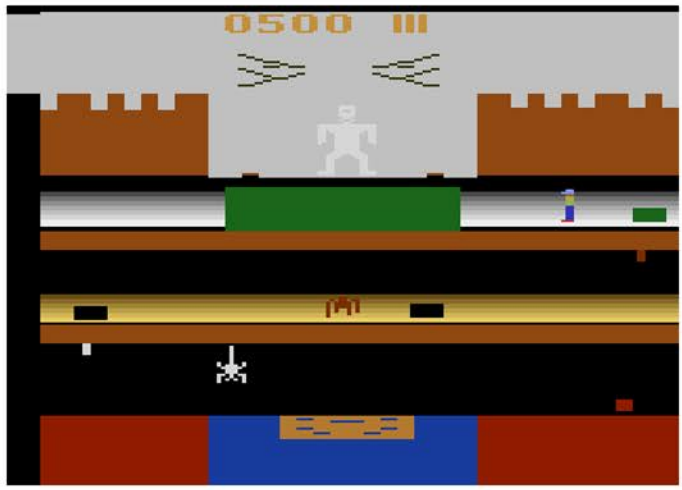
Doctor Frankenstein is at it again, trying to harness the power of lightening to reanimate the dead and unleash an unstoppable monster upon your tiny village. Only you can prevent your home from being destroyed by venturing to the good doctor's castle and walling the creature up before it awakens. One would think you could simply stop the doctor, but that would have been too easy.

There are three levels to the castle, the entrance filled with ghosts, the lower level with giant tarantulas, and the dungeon that is completely tricked out with spiders descending from the ceiling and an acid pit. Say what you will about Dr. Frankenstein, but he is certainly living up to his mad scientist stereotype.

In order to build the wall around the monster you must make your way to the far reaches of the dungeon. This can be accomplished in one of two ways, either by climbing down the ladders and using the floating platforms to cross the pool of acid, or you can be daring and fall through the trap door and hopefully land on the platform that puts you mere inches away from your destination. Regardless of the path you choose, once you pick up the brick you have to lug it all the way back up to the top floor.



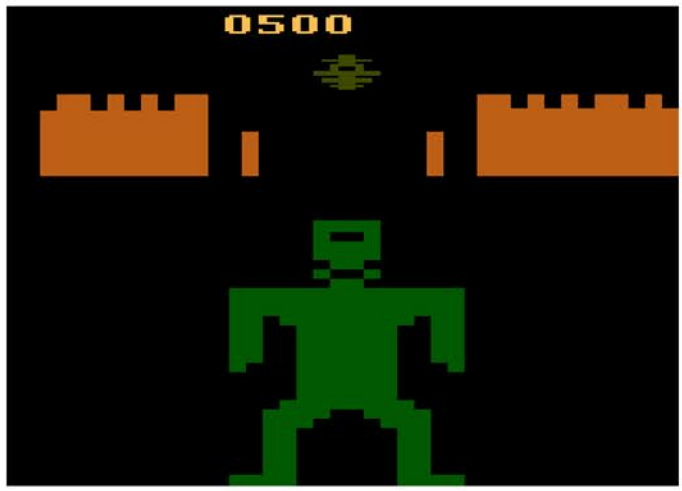


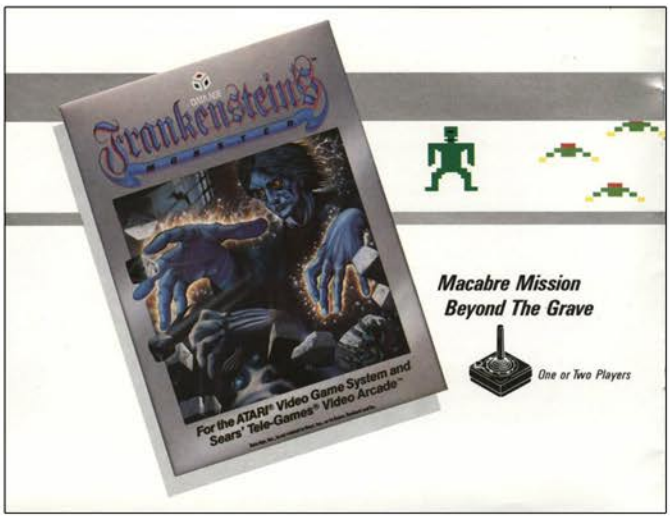



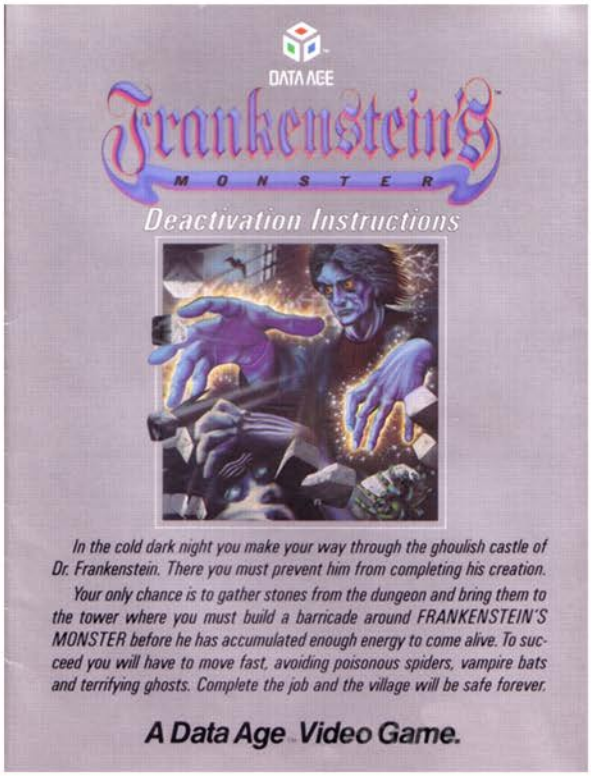

Upon reaching the top you have to fight your way through a never ending swarm of bats before you can engage in some masonry. Once you succeed the level is reset, only this time the enemies are faster and the dreaded acid bath is a bit more difficult to cross. The creatures aren't that much of a threat to you as the worst they can do is slow you down, but the acid pool is an instant death.

While it's important to be careful crossing the dungeon, you can't take your time because the monster is slowly charging up. When his power meter is full, or you die three times, Frankenstein is unleashed upon the world in one of the more amusing game over screens on the system. The big green guy slowly lumbers towards the screen, getting larger and larger before enveloping the everything in green. While it is sad that you perished, at least you can go to your grave knowing a lot of other innocent people will be joining you shortly.

This is a fun, challenging title that should be played by anybody who enjoys the genre. It should be checked out by everyone, at least long enough to commit suicide three times so you can witness the game over screen.



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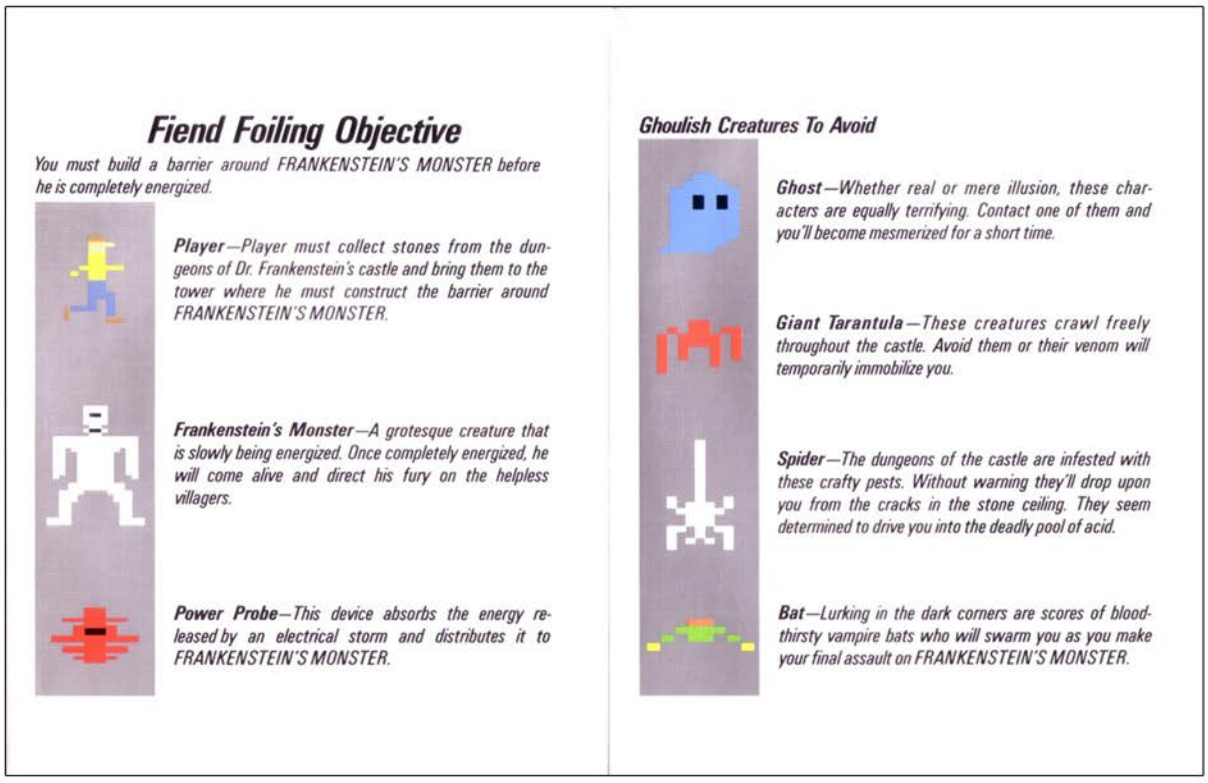


## Fiend Foiling Objective

*You must build a barrier around FRANKENSTEIN'S MONSTER before he is completely energized.*

***Player***—*Player must collect stones from the dungeons of Dr. Frankenstein's castle and bring them to the tower where he must construct the barrier around FRANKENSTEIN'S MONSTER.*

***Frankenstein's Monster***—*A grotesque creature that is slowly being energized. Once completely energized, he will come alive and direct his fury on the helpless villagers.*

***Power Probe***—*This device absorbs the energy released by an electrical storm and distributes it to FRANKENSTEIN'S MONSTER.*

## Ghoulish Creatures To Avoid

***Ghost***—*Whether real or mere illusion, these characters are equally terrifying. Contact one of them and you'll become mesmerized for a short time.*

***Giant Tarantula***—*These creatures crawl freely throughout the castle. Avoid them or their venom will temporarily immobilize you.*

***Spider***—*The dungeons of the castle are infested with these crafty pests. Without warning they'll drop upon you from the cracks in the stone ceiling. They seem determined to drive you into the deadly pool of acid.*

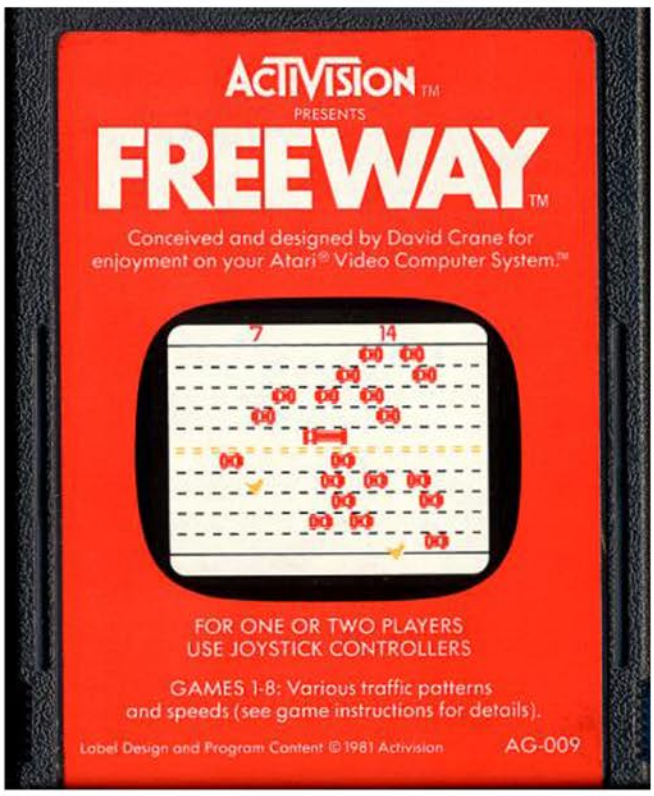
***Bat***—*Lurking in the dark corners are scores of bloodthirsty vampire bats who will swarm you as you make your final assault on FRANKENSTEIN'S MONSTER.*

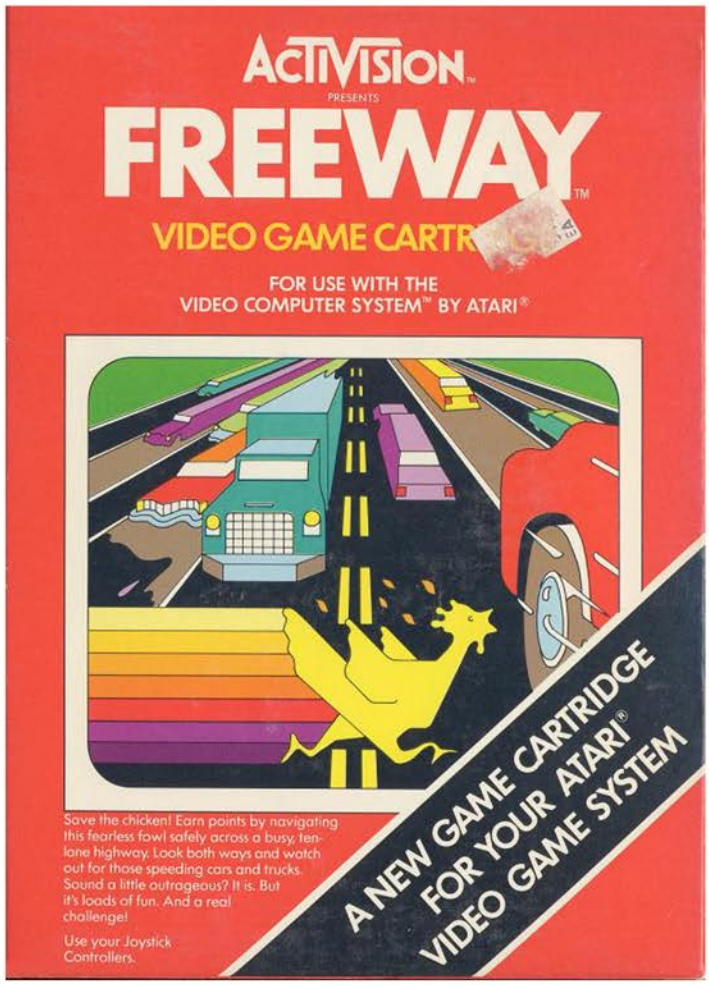
# Freeway

Release Date: 1981
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AG-009
Rarity: 2
Programmer: David Crane

Finally, a game that attempts to answer an age old question. Why did the chicken cross the road?

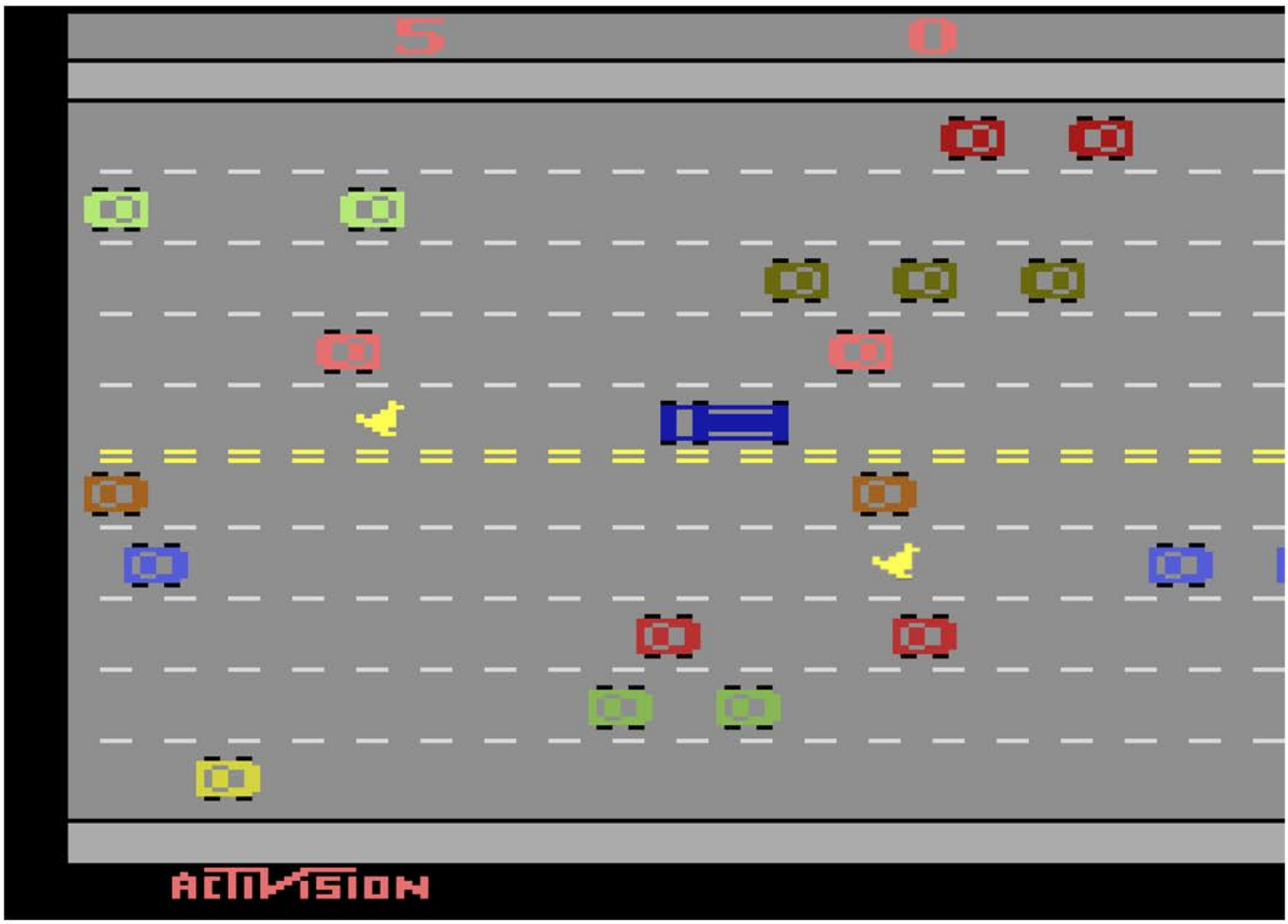


In Freeway you take control of the chicken in question and must guide him across ten lanes of traffic to reach the goal on the other side. Once you reach the other side your chicken disappears and a new one shows up at the bottom of the screen, ready to be guided across the street. Which means, sadly, that the age old question will remain unanswered.

Before you begin the journey you must select which stretch of pavement you want to traverse. There are famous highways from across the country, like Lake Shore Drive in Chicago, the Washington DC Beltway, and the Santa Monica Freeway, all with varying amounts of traffic. For those looking for an extra challenge, the later difficulty levels have traffic that randomly changes speeds, which adds a little variety.

The gameplay is fast paced, however it is really nothing more than a dumbed down version of Frogger. Your feathered friend can move up and down, but not side to side, which can make dodging those speeding vehicles all but impossible in some cases. If you mistime your run and get hit, there is a loud chirp, followed by your bird being knocked back a couple of lanes.

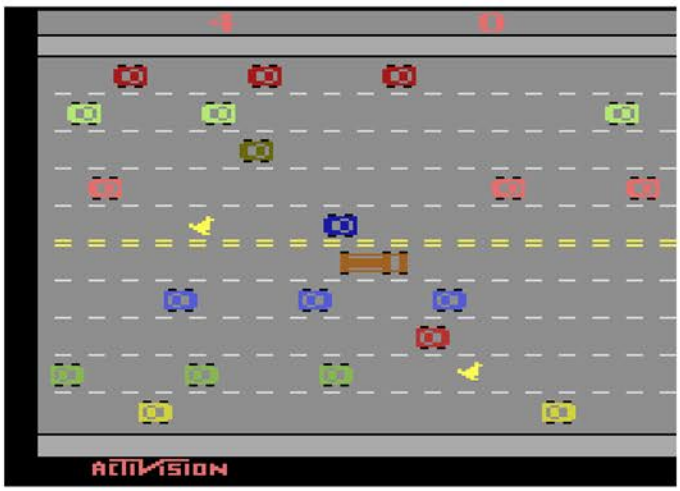


This can set off a chain reaction since you are stunned for a couple of seconds, which gives other drivers a shot at you. It's not out of the question to be in the final lane of traffic, take a few bad hits and end up at the bottom of the screen.

This continues on for two minutes and sixteen seconds, and whoever has the high score wins. There is no AI, so unless you have a friend you will be competing against yourself to set the high score. As you can probably imagine, this gets old fairly quickly.

The original version of Freeway was called Bloody Human Freeway and featured a hapless pedestrian who was attempting to cross the road. Instead of being knocked back when struck by oncoming traffic, he exploded in a pool of crimson goo. This was changed due to the potential outcry from the public for video games being too violent. Which is kind of quaint when you think about it.

This is a solid head to head title, so if you are in need of something for an Atari Battle Royale this isn't a bad way to go. If you are looking for a game with staying power, you should look elsewhere.



ACTION GAMES

ACTIVISION
LASER BLAST
VIDEO GAME CARTRIDGE



Designed by David Crane. Presenting a space shoot-out the likes of which you've never seen or heard before. As Commander of a fleet of intergalactic spacecraft, you come upon some very unfriendly alien types. Get them before they get you and you're awarded points. Brilliant colors and startling sound effects make Laser Blast™ an all-time space video classic.

**Honorable Mention, 1982 Arcade Alley Awards: Best Science Fiction Game.**

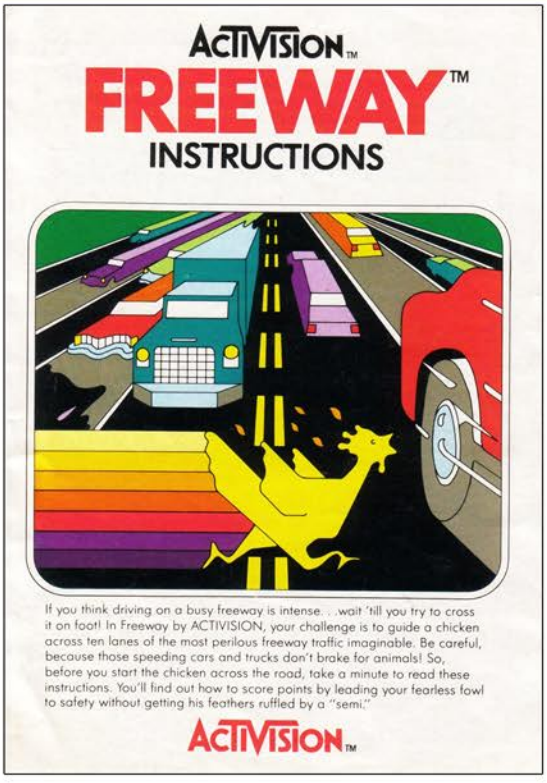
ACTIVISION
FREEWAY
VIDEO GAME CARTRIDGE



Designed by David Crane. You see, there's this chicken. And he decides he wants to cross the road. Familiar story, right? Except, this time the road is a freeway, and it's rush hour! Your task is to guide the poor chicken to the other side of the freeway. Get the picture? And if you get the game, you'll agree there's never been anything like Freeway™ by Activision.

**Honorable Mention, 1982 Arcade Alley Awards: Most Innovative Game.**

Top Left: Catalog Sample
Top Right: Patch (20 Points in Game 3 or 7)
Bottom Left: Manual Cover
Bottom Right: Bloody Human Freeway Death Sample

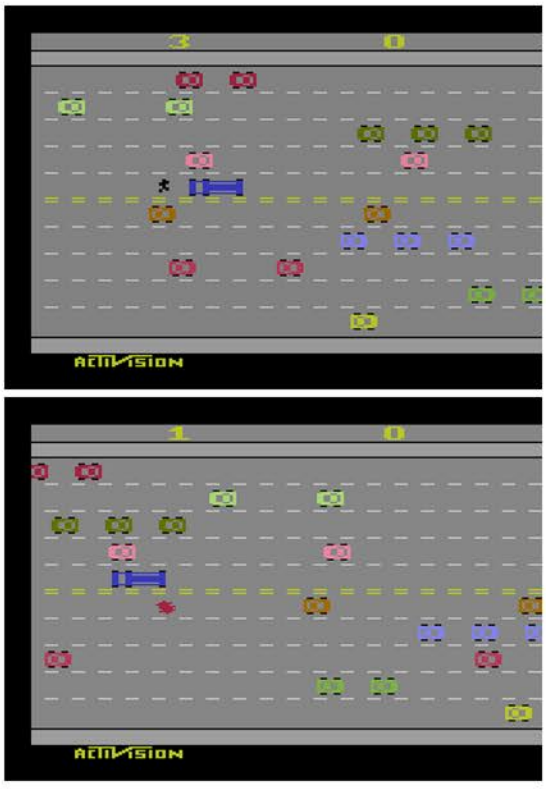


ACTIVISION™
FREEWAY™
INSTRUCTIONS



If you think driving on a busy freeway is intense. . .wait 'till you try to cross it on foot! In Freeway by ACTIVISION, your challenge is to guide a chicken across ten lanes of the most perilous freeway traffic imaginable. Be careful, because those speeding cars and trucks don't brake for animals! So, before you start the chicken across the road, take a minute to read these instructions. You'll find out how to score points by leading your fearless fowl to safety without getting his feathers ruffled by a "semi."

ACTIVISION™



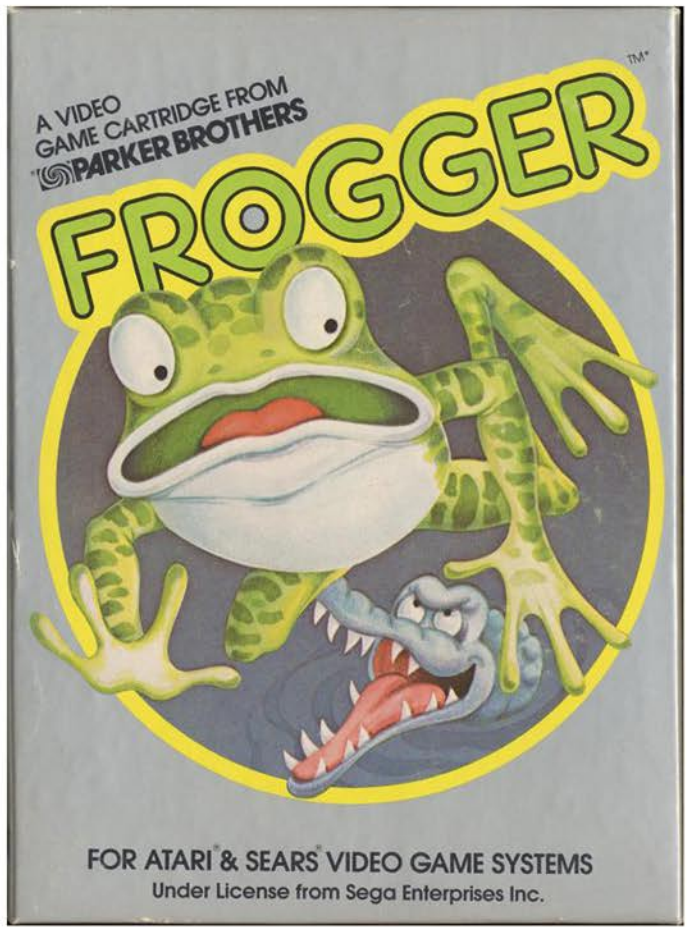

# FREEWAY

# FROGGER

Release Date: 1982
Publisher: Parker Brothers
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: PB5300
Rarity: 1
Programmer: Ed English

Frogger is a spot on, if graphically limited, port of the arcade classic.



Your little frog has a problem. He needs to get home on the far end of the river and it's a long, treacherous journey filled with the potential for death at every turn. Speeding cars, venomous snakes, and hungry alligators stand in the way of your froggy and a peaceful evening on the water front.

The game begins with a lonely amphibian at the bottom of the screen. The bottom half of the screen is the highway and the top half containing the raging river. The goal is to navigate the landscape and land your little buddy in one of the five carved out cubby holes at the top of the screen. The highway can be difficult to navigate since whoever is in charge of city planning thought it would be wise to make every other lane go in opposite directions. Unless you time your move at the perfect moment, expect to be scrambling back, forth and sideways on the asphalt dodging reckless drivers.

If you successfully navigate the roadway, you get a momentary reprieve on the sidewalk before tackling the raging water on the river (unless you have survived a few levels, in which case a snake will be roaming the area). Much like the highway, the river doesn't adhere to conventional norms, as the current has fallen trees and wildlife floating in opposite directions.

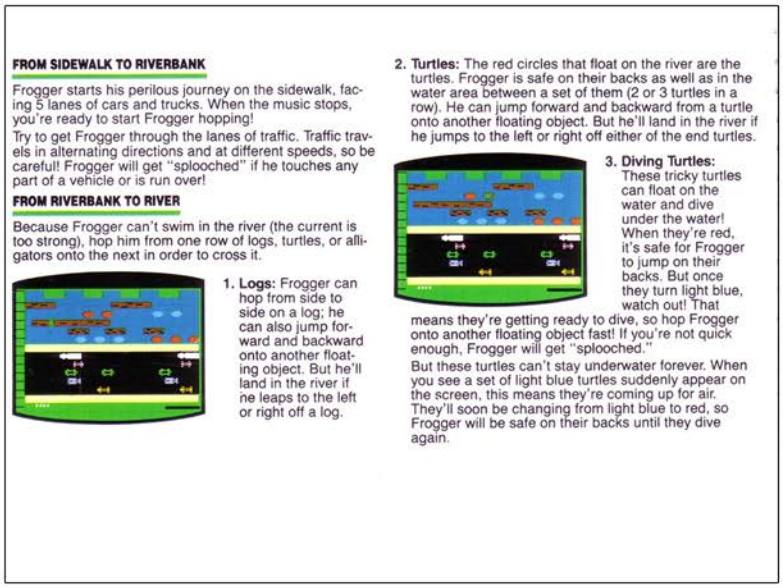
You can hop on the backs of turtles (some of whom submerge at random), floating logs, and if you are feeling especially brave, alligators. Once you work your way to the top of the screen, just wait until you are in front of the home bay and hop in!

The best parts about this port is that the music is surprisingly catchy, although you only hear it when you start a new game or level. The controls are also very tight and precise, which is vital because if they weren't then the game would be virtually unplayable.

Which brings us to the bad. The difficulty ramps up in such a dramatic way that casual players will find it difficult to get much further than the second or third level. Once you get past the first stage the drivers all think they are participating in a NASCAR event, and the currents on the water can vary from "babbling brook" to "raging rapids" from log to log. The river part is especially bad because there is virtually no leeway when it comes to landing in the first open home spot. If you are off by a millimeter your froggy goes splat.

Difficulty issues aside, if you were a fan of the arcade game you should have fun with this one.

Left: Catalog Sample
Below: Manual Cover and Page Sample



**FROM SIDEWALK TO RIVERBANK**

Frogger starts his perilous journey on the sidewalk, facing 5 lanes of cars and trucks. When the music stops, you're ready to start Frogger hopping!

Try to get Frogger through the lanes of traffic. Traffic travels in alternating directions and at different speeds, so be careful! Frogger will get "splooched" if he touches any part of a vehicle or is run over!

**FROM RIVERBANK TO RIVER**

Because Frogger can't swim in the river (the current is too strong), hop him from one row of logs, turtles, or alligators onto the next in order to cross it.

1. **Logs:** Frogger can hop from side to side on a log; he can also jump forward and backward onto another floating object. But he'll land in the river if he leaps to the left or right off a log.

2. **Turtles:** The red circles that float on the river are the turtles. Frogger is safe on their backs as well as in the water area between a set of them (2 or 3 turtles in a row). He can jump forward and backward from a turtle onto another floating object. But he'll land in the river if he jumps to the left or right off either of the end turtles.

3. **Diving Turtles:** These tricky turtles can float on the water and dive under the water! When they're red, it's safe for Frogger to jump on their backs. But once they turn light blue, watch out! That means they're getting ready to dive, so hop Frogger onto another floating object fast! If you're not quick enough, Frogger will get "splooched."

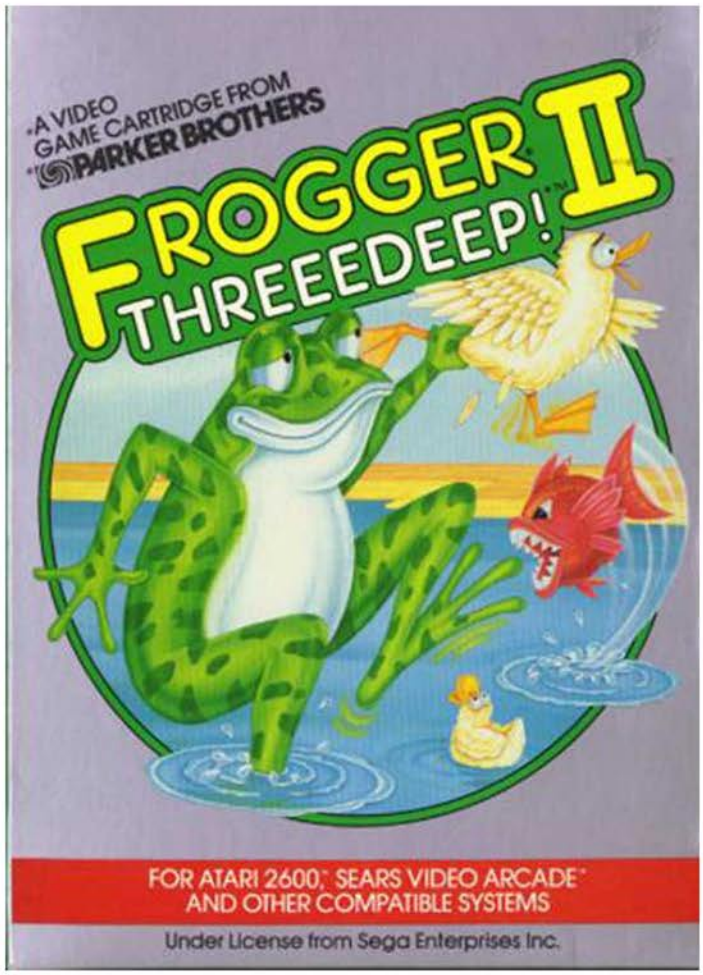
But these turtles can't stay underwater forever. When you see a set of light blue turtles suddenly appear on the screen, this means they're coming up for air. They'll soon be changing from light blue to red, so Frogger will be safe on their backs until they dive again.

# FROGGER II

Release Date: 1984
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: PB5590
Rarity: 6
Programmer: Mark Lesser

This sequel to the arcade classic proves that bigger is not always better.



Once again Frogger finds himself far from home and needs your assistance in getting there. Gone is the treacherous highway and in its place are three levels of a raging river. The first being underneath the water, then on top of the water, and finally on to the cloudy sky above. Just like in the original the goal is to maneuver your amphibian friend through various scrolling obstacles to the home base at the top of the screen. This time around though, there are between one and three on each screen, and for the most part they are moving along with everything else.

The undersea portion is filled with a wide array of deadly objects. Fish and submarines scroll from side to side in varying directions, while Larry the Eel stretches up from the riverbed. Strong currents will also take hold if Frogger remains stationary for more than a moment, forcing a quick reaction to prevent going off screen or slamming into an enemy. At the top of the screen are a trio of home bases. Land in the middle and claim it for your own, but land on the sides and you're off to the top of the river.

The river section is very similar to the river portion of the original in that you must hop on various animals and objects to reach your destination. The logs, turtles and baby ducks are constants, while hippos and whales will occasionally submerge. A tugboat at the top of the screen drags your home base behind it, but can be deadly if you try to become a stowaway on the vessel. The mama duck is both a threat and an ally however. If you are on her baby ducks, she will straight up murder you. However if you jump directly onto her back she'll take flight and give you a lift up to the clouds.

The cloud portion of the game is by far the most frustrating of the three screens. By holding up Frogger bounces higher and higher until he can latch onto a zeppelin and continue your ascent. The bulk of your time on this screen will be waiting on birds and planes to line up so that you can leap to the next level in order to reach your stationary home. The frustration comes in when the patterns don't line up so you have to hop down a few levels and just wait it out. To make things worse, most of the objects on this screen move at a snail's pace.

While this is a solid sequel to the original it feels like a step down. The controls are pretty precise, however some of the collision detection is a bit off, resulting in unnecessary deaths or demotions to a previous screen. There are a ton of moving objects onscreen, however it results in significant flickering. If you were a fan of the original and want some minor variations on that gameplay, this is worth a look. Just expect to spend a fair amount of time fighting currents and patiently waiting for things to line up properly.

Above: Manual Cover

Below: Additional Screenshot

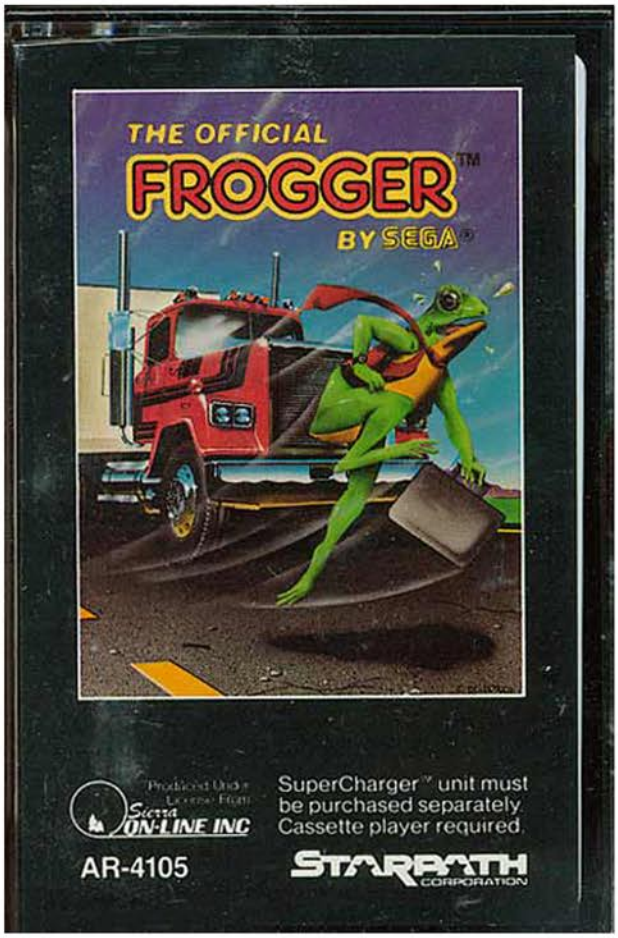
# FROGGER II

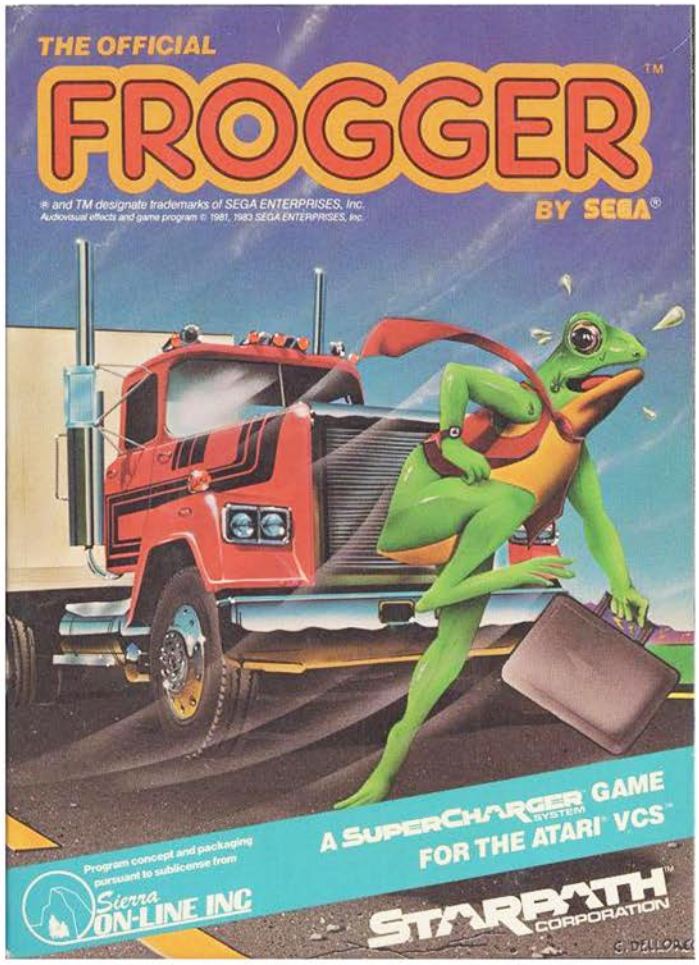
# FROGGER: OFFICIAL

Release Date: 1983
Publisher: Starpath
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AR4105
Rarity: 6
Programmer: Stephen Landrum

This is easily the definitive version of Frogger for the 2600.



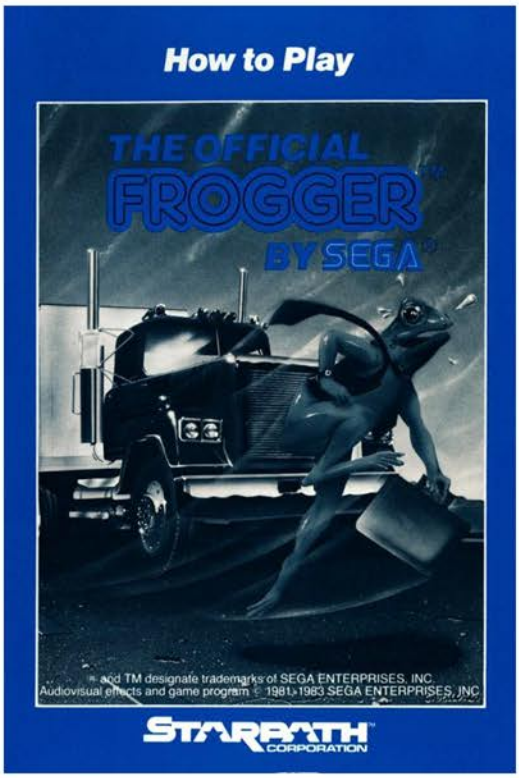



You are Frogger, and the only thing you have in mind is getting home after a stressful day at the office (assuming the cover image if you wearing a neck tie and carrying a briefcase is to be believed). Since nothing can be easy, you'll have to navigate the road and waterway that is filled with dozens of things that can kill you.

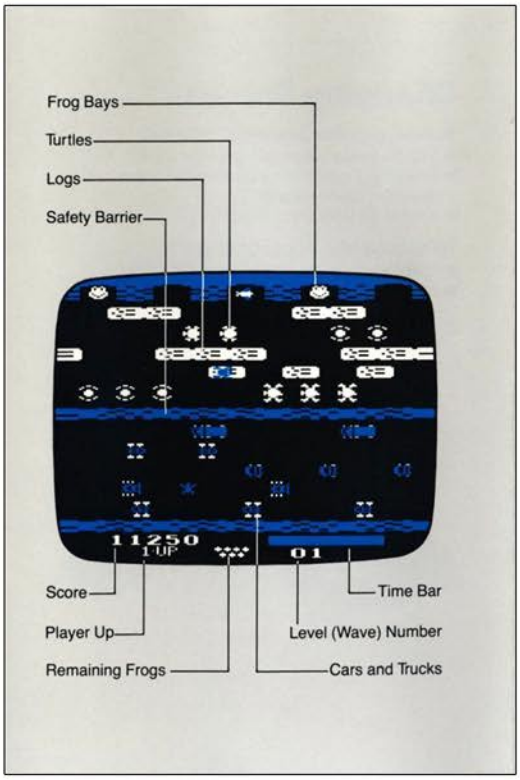
The game begins with Frogger at the bottom of the screen and a row of traffic in front of him. Trucks, bulldozers and sports cars speed across the highway in different directions, increasing in velocity with each successful journey home. Inch your way across the blacktop by hopping back and forth to weave in and out of traffic before reaching the relative safety of the sidewalk. Early on it will be completely safe, but after a couple of stages a hungry snake will be patrolling the way.

Crossing the river is up next, and it involves you hitching a ride on the backs of turtles, logs and even an alligator. Despite sounding easy, there are a number of ways you can find death. Some of the turtles dive under the water, which will result in your untimely demise if you are still riding on its back. The alligator is completely safe provided you are on his back or on his head when the mouth is closed. If he opens it while you're on there, at least you can die knowing that you fed a hungry gator. If you stay on a platform for too long and ride it off screen, get ready to start over at the bottom of the screen.

Everything about this version is superior to the cartridge version. The graphics are spectacular, there is a lot more happening on screen, and the music is fantastic. If you want to play Frogger on the 2600, this is the way to go.



Top Left: Manual Cover
Top Right: Additional Screenshot
Below: Manual Page Samples

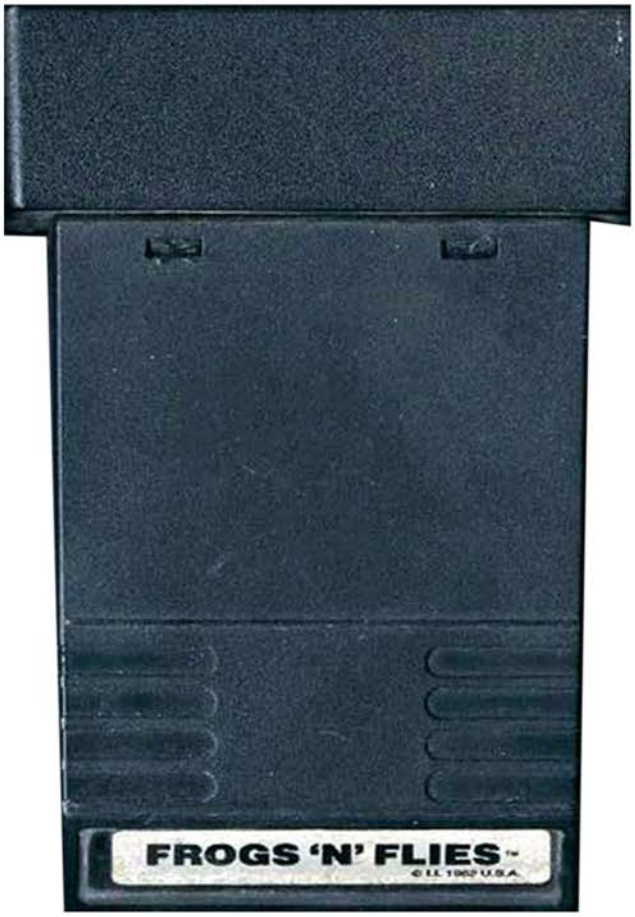


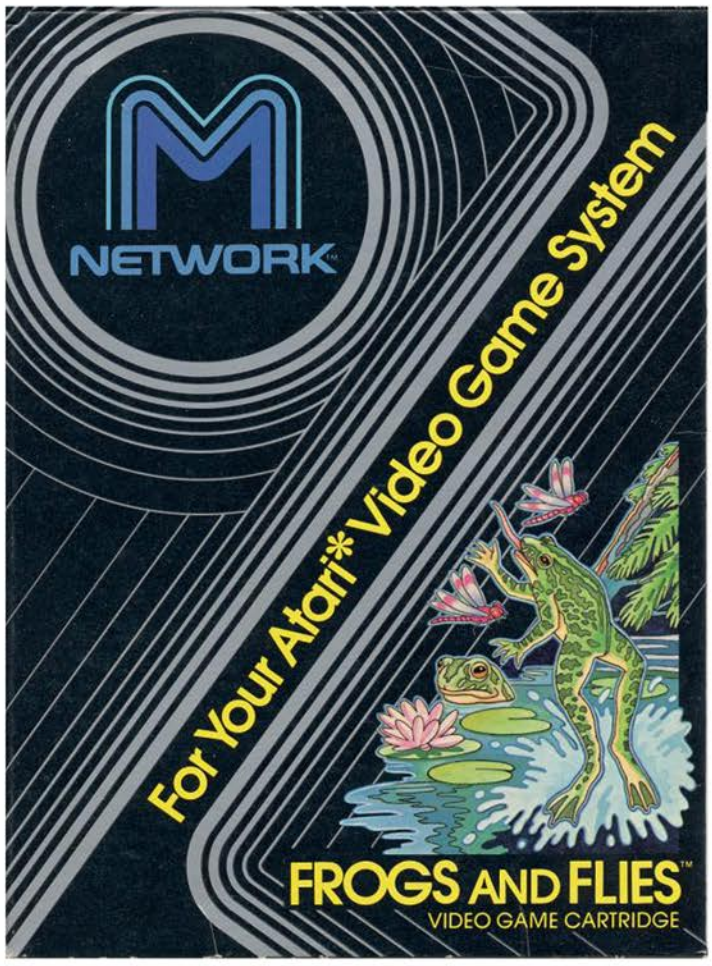
# Frogs and Flies

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: MT5664
Rarity: 2
Programmer: David Rolfe

This laid back title doesn't offer very much, but that's kind of the point.



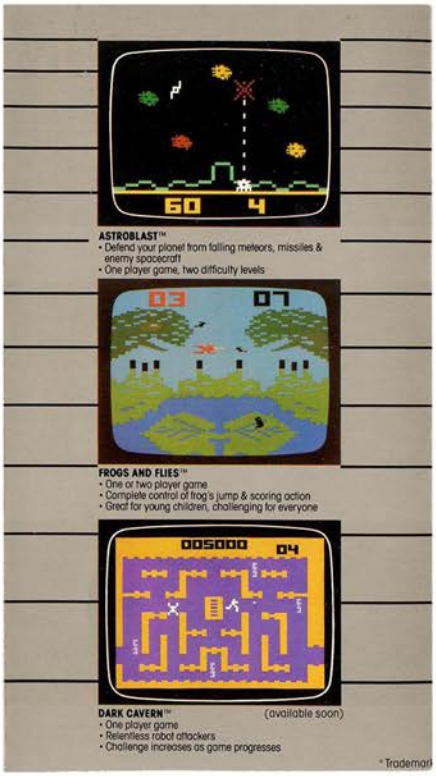
Frogs and Flies puts you in control of a frog who is looking for dinner while having a lazy day down at the pond. Fortunately there is a never-ending buffet of flies just overhead for you to leap up and grab. Unfortunately you aren't alone in your quest for a free meal, so you will be competing for your food against a rival frog.

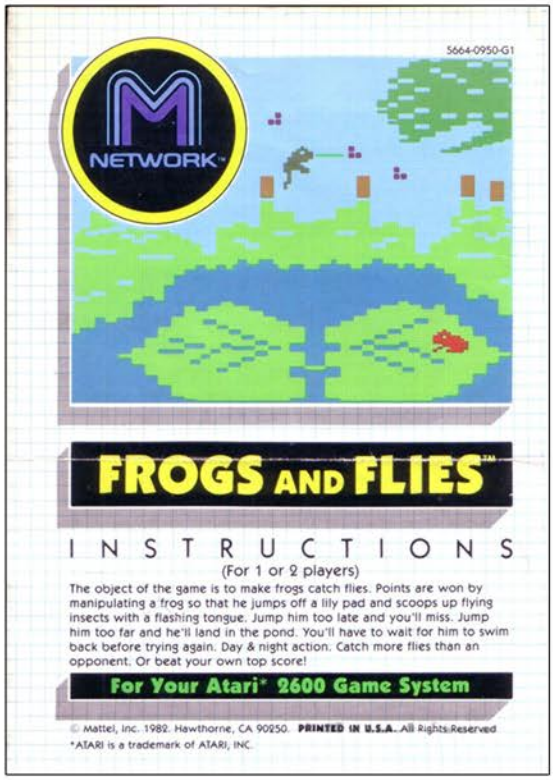
The gameplay is very simple, with your frog jumping back and forth from lily pad to lily pad attempting to catch more flies than your opponent. The game is timed, however instead of a countdown clock, the background changes from morning to afternoon and finally to night. At the end of the game both frogs leap off screen and a firefly shows up, dragging the words "The End" to the center of the screen. It's a very relaxed way to end the game, which is perfect for a laid back trip to the pond.

There are no gameplay variations, however the difficulty setting on the 2600 can completely change how the game is played. In easy mode your frogs leap back and forth in a fixed arc and must alternate lily pads. Hard mode gives you complete control over your frog, giving you the ability to leap in any direction as well as letting you jump as high as you want. That freedom comes at a price though, as if you don't judge your jump properly you will end up in the water, taking your frog out of action for a few moments.

When the game begins it defaults into two player mode, however that changes rather quickly as the computer hates lazy frogs. If you don't touch the controller for fifteen seconds the computer takes over and starts leaping into the air in search of flying treats.

This is by no means a deep game with replay value, however if you are looking for a nice head to head challenge then this is a decent way to go. Just make sure to throw the switches into hard mode!




Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

## THE GAME

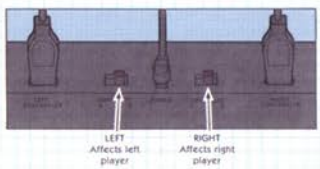
With TV set turned on, SWITCH ON the console and press RESET. Swamp scene will appear. Press the red button on either joystick. As the action starts, different color frogs sit on side-by-side lily pads. Use the joystick to make your frog jump up and catch flies by touching them with his flashing tongue. **Two points for each catch!** Scores in contrasting colors at the top of your screen. As the game continues, Day will gradually turn into NIGHT. Game time lasts about three minutes. At the finish, frogs leap off the screen and a title "THE END" will crawl across the sky.

## THE CONTROLLERS

Use the joystick controllers with this game. Be sure the controller cables are securely plugged into the back of your game console. Each player holds the controller so that the RED BUTTON is to the upper left.

## DIFFICULTY SWITCHES

In the two player game, both players DO NOT have to play at the same difficulty (skill) level. Adults can give little kids a break by selecting the HARDER level.




DIFFICULTY can be changed at any time — before or during a game.

Push SWITCH to position B for the **EASY GAME...**

- Moving the joystick will cause the frog to jump in a fixed arc every time — from one lily pad to the other. Frog will **not** fall in the water in the EASY game.
- In the easy game frog's tongue can be **automatic**. As soon as frog gets close enough tongue will flash out by itself and catch the fly. (However, you can ALSO make the tongue flash with the RED BUTTON.)

Push SWITCH to position A for **HARDER GAME...**

- Joystick will control how frog jumps — high or low, left or right. No fixed arc.
- Red button **must** be pushed to make the frog's tongue flash. Just getting close to the fly won't do it. You must use the red button.

NOTE: If either player is in the EASY game mode (B position), flies will stay in a fairly narrow path at the top of your screen. Flies will be easier to locate & catch. In the HARDER mode (A position) flies will cover a much larger screen area.

Whenever either joystick controller is not used for 15 SECONDS, computer will take over and jump frog **automatically.** Automatically controlled frog will jump every couple of seconds. Tongue flash is also automatic.

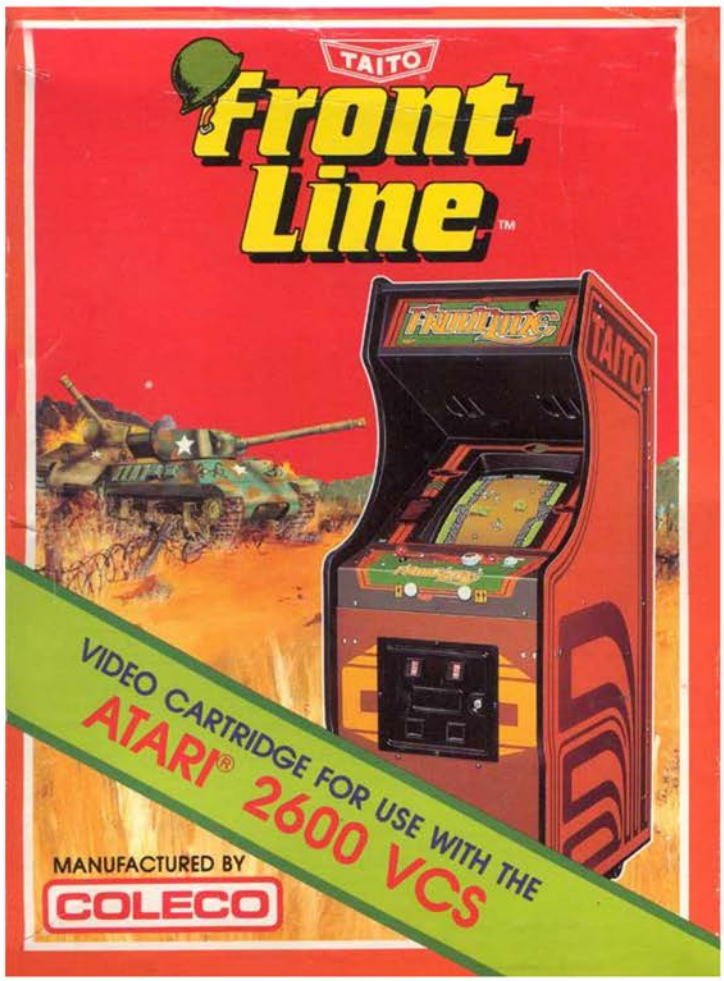
# FROGS AND FLIES

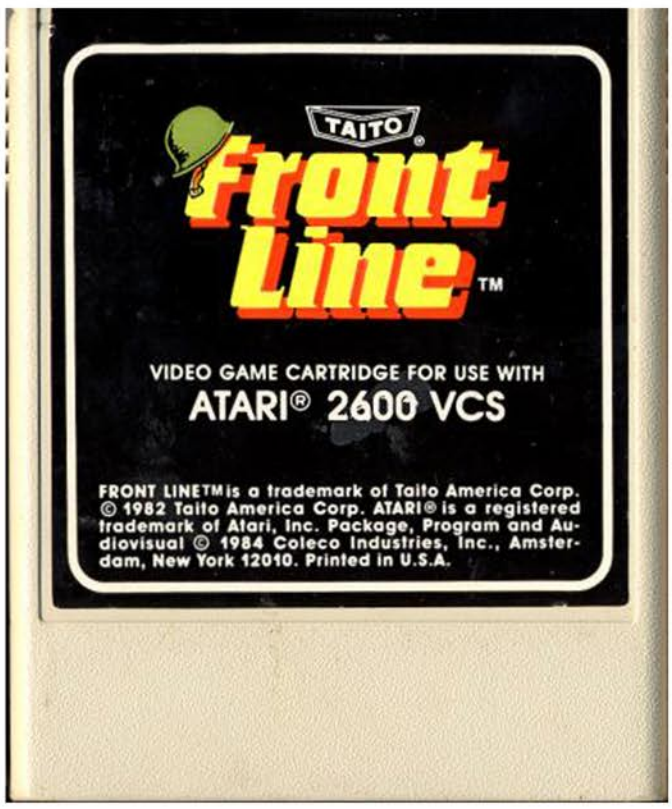
# FRONT LINE

Release Date: 1984
Publisher: Coleco
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 2665
Rarity: 4
Programmer: Ed Temple

In this arcade port you control a lowly soldier that has been sent on mission behind enemy lines to destroy their fortress.

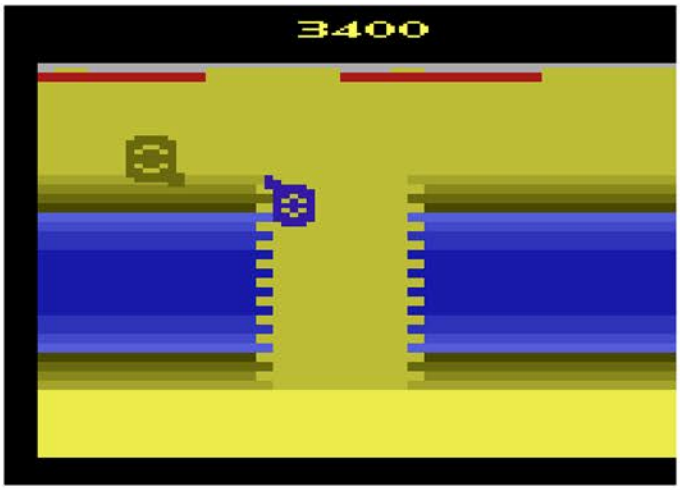


Given that you are being sent in alone armed only with a pistol, either this is a really low priority target, or your superior officers despise you. I'm going with the latter since if you survive you are immediately sent on a more difficult suicide mission.

When the game begins you must fight your way north through the woods, desert, and river while taking on a constant stream of enemies. Thankfully the opposing army is either low on man power or they simply want to give you a fighting chance, since they only appear on screen two or three at a time.

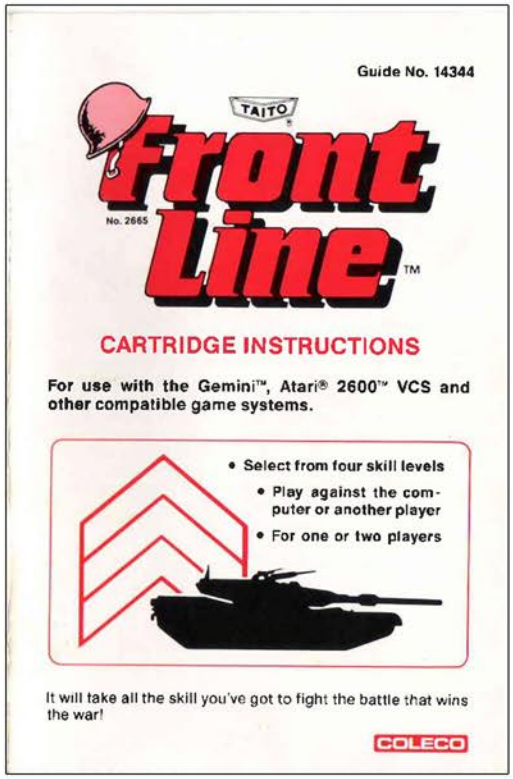
It won't just be enemy soldiers you face off with, as there is an entire battalion of tanks standing in the way of your goal. Luckily your rival has been careless and left an alarming number of tanks unattended for you to commandeer.



These come in two varieties, the heavy tank which fires a large cannon, and the light tank with its machine gun. Given that both weapons hit for the same damage, the light tank is the preferred method of transportation since it is a lot faster.

Each of the terrains acts as a checkpoint and typically has a tank waiting for you, which is a nice feature. Unfortunately that is one of the few positives to be found here. The graphics are atrocious, your soldier is slow and a poor shot, and in order to move the action forward you have to be nearly at the top of the screen which leaves you vulnerable to attack. While it doesn't qualify as a problem, it is amusing that in order to destroy the base you have to get out of your tank and shoot it with your pistol.

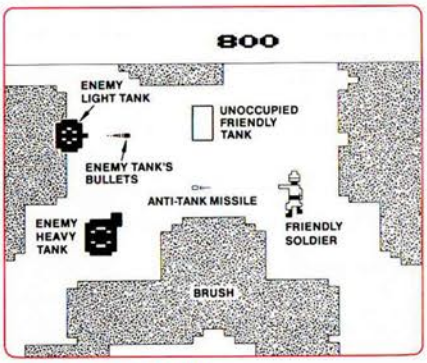
If you are a fan of games like Commando, then Front Line is worth checking out. All others should steer clear.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

## Fight fire with fire.

All is not well when your enemies start to retreat. They'll be back in no time at all—protected by tanks! Keep in mind that lumbering, heavy tanks move very slowly, but light tanks are faster.




## Tanks, I needed that!

You locate an abandoned tank just in time! Hold in the Play/Action Button to jump inside. Now you'll have better weapons to use on the enemy. To leave the tank, simply hold in the button until your soldier jumps out.

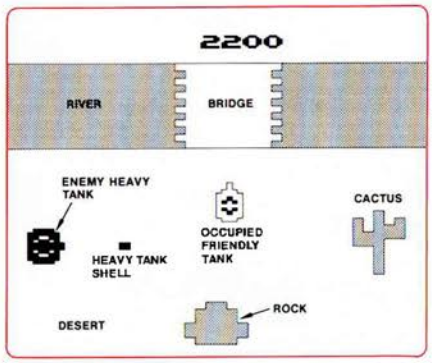
## Bail out!

If your tank is hit, it will shake for a few seconds before it explodes. Briefly press the Play/Action Button to jump out in a hurry.



## The heat is on.

When you finally make it through the tangled brush, you're getting closer to the enemy's fort. But you've still got a long way to go. This time, the battle will be waged over burning desert sands.




## On the rocks

The heat is bad, but those rocks jutting out of the sand are even worse. If you keep at it long enough, you'll be able to pass over them, but you'd be wisest to maneuver around them. And don't even try to shoot through them!

## Cactus tactics

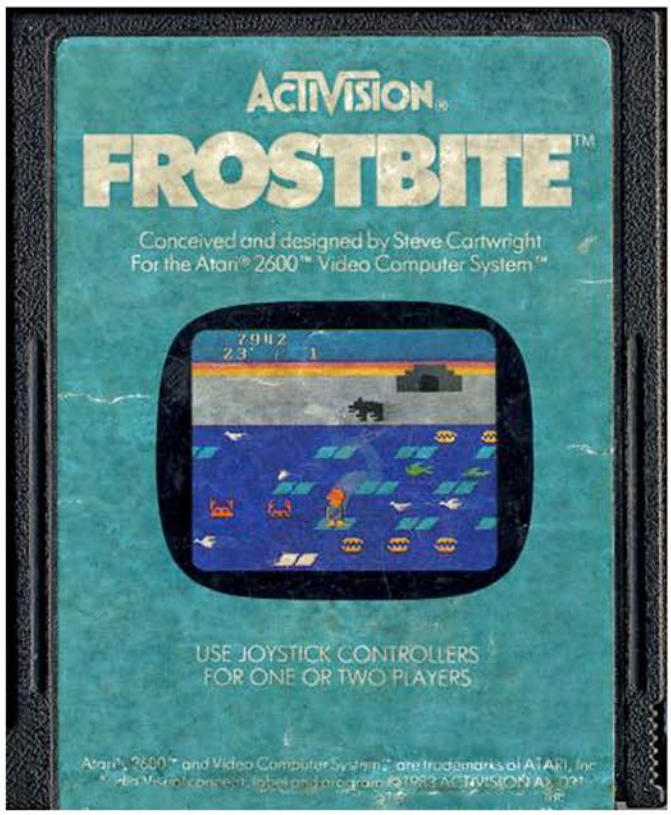
What would a desert be without cactuses? This particular desert has plenty, so watch out. If you run into any (ouch!), you'll have to back out again.

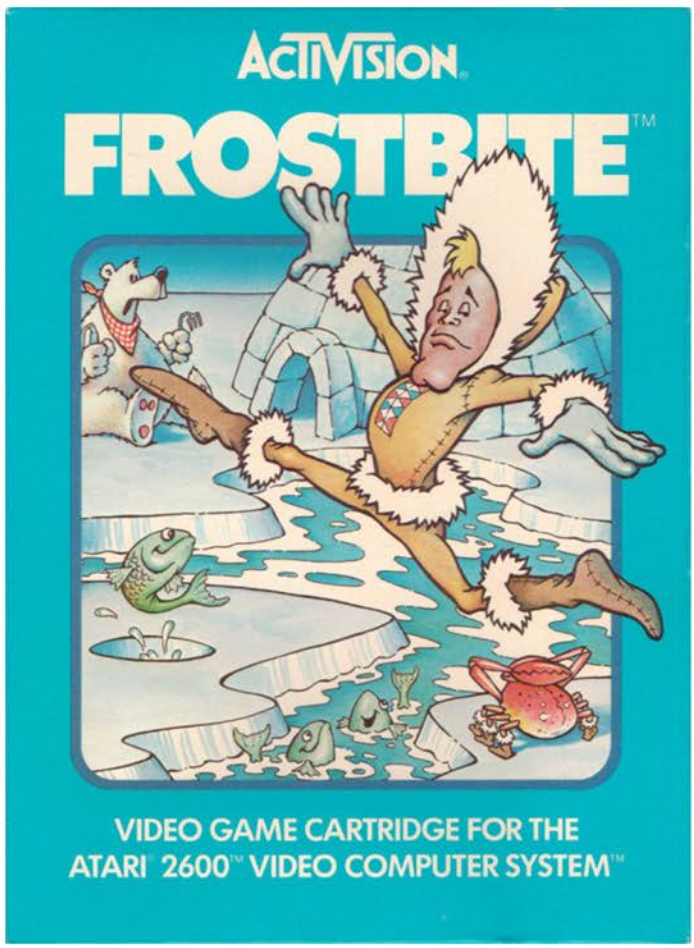
# FROSTBITE

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AX-031
Rarity: 4
Programmer: Steve Cartwright

This game just missed out on being an all-time classic on the 2600.



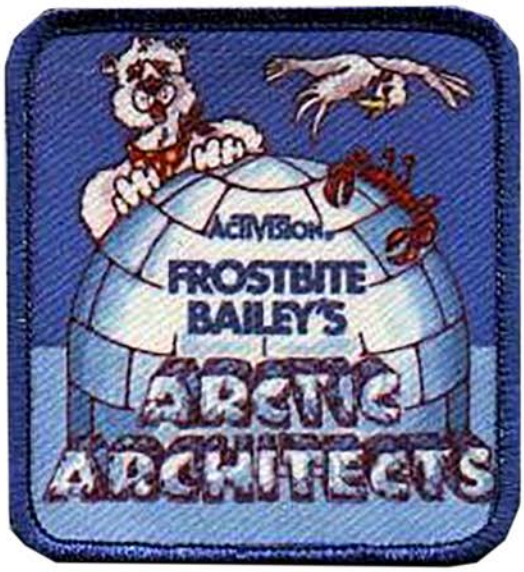
You are Frostbite Bailey, an unfortunate soul who decided it was a fantastic idea to move to the Arctic without having an established dwelling with which to reside in. Due to his shortsightedness, it's up to you to help him build an igloo before the sun sets and he freezes to death. As with most things in life, this is way more difficult than it should be.

The game begins with Mr. Bailey standing on a frozen tundra, facing a group of ice sheets floating in the river. In order to construct his new home he must leap from sheet to sheet, turning them blue in the process while adding a block to the pile. Making this task a bit more dangerous are things like snow geese and king crabs, and in later levels a giant polar bear patrolling the wasteland. When enough blocks have been stomped on, Frostbite must make a mad dash to safety before the temperature drops to zero.

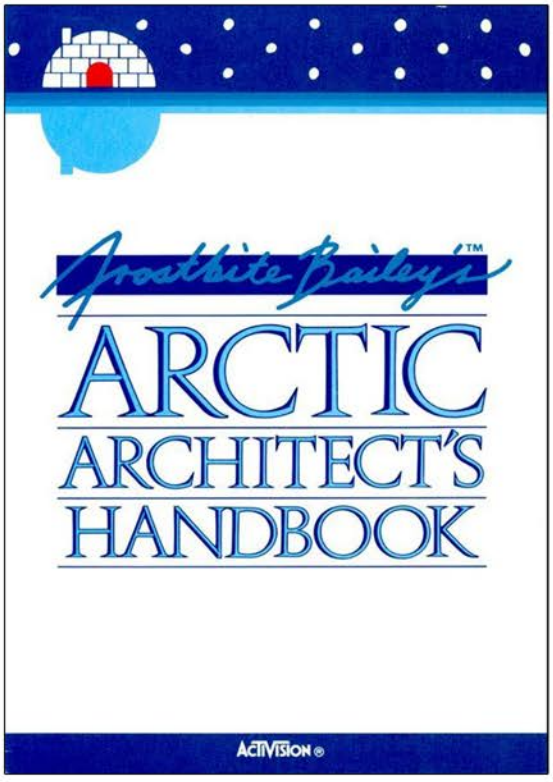
While this sounds like a great setup to a winter themed Q'Bert, the execution leaves a lot to be desired. For starters, even though there are multiple ice patches in each row, if one is touched then they all turn blue. To complicate things further there is no way to move between the patches within a single row, leaving your only movement options as up or down. It is possible to leap at an angle, but more often than not it won't be enough to make a difference. When you factor in the rows moving in opposite directions, pretty much all of your movement will be quick straight down then back up, followed by waiting unit they all line up again.

The problems don't end there unfortunately. The enemies in the water are difficult to avoid and are a one hit death, which limits where you can move even more. When the bear makes his appearance he has a tendency to stay right in front of your igloo, making your landing zone rather tiny since you can't jump him.

With a few tweaks here and there, Frostbite could have been a classic. If you are interested in seeing what might have been it's worth checking out.




Top Left: Catalog Sample
Top Right: Patch
Bottom Left: Manual Cover
Bottom Right: Manual Page Sample



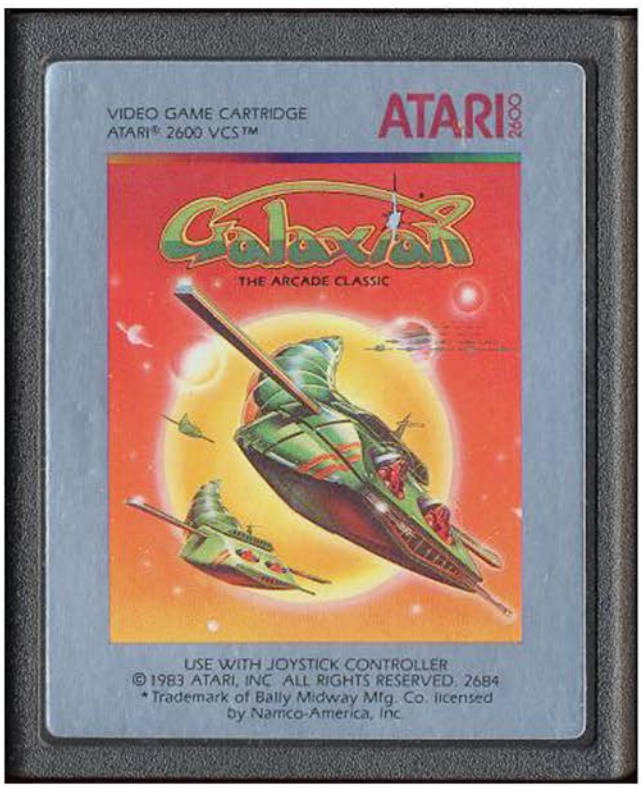
# FROSTBITE

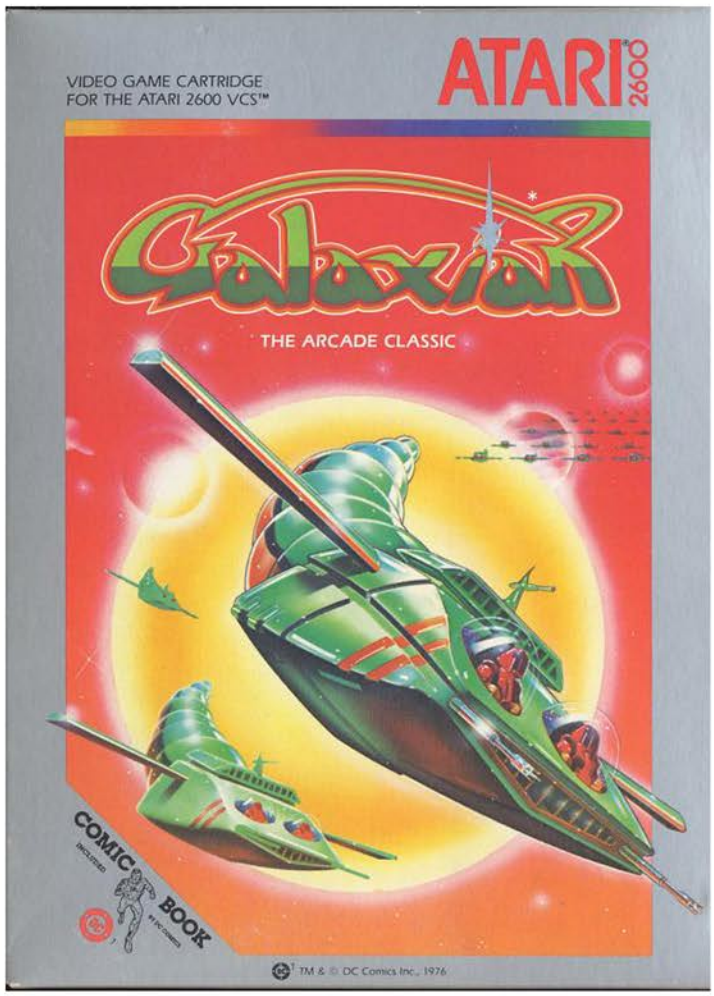
# GALAXIAN

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2684
Rarity: 2
Programmer: Mark Ackerman / Glenn Parker

This port of the arcade classic does an admirable job of capturing the spirit of the original.



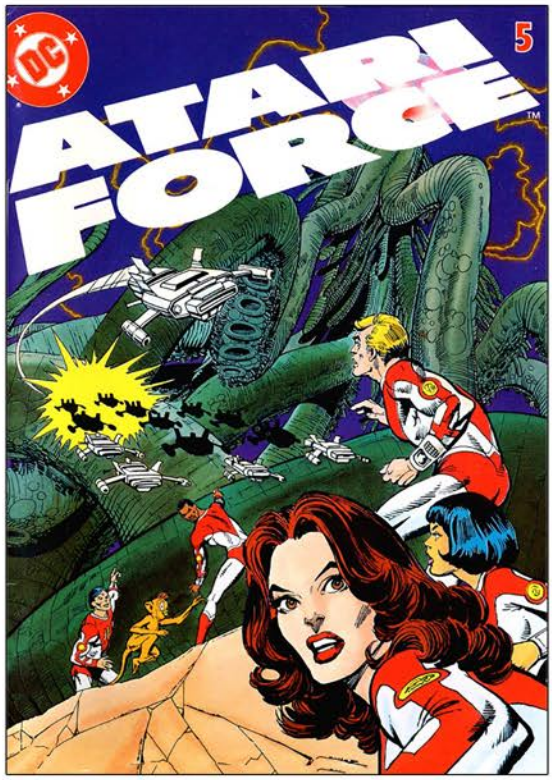
In this spiritual successor to Space Invaders, you are a cadet who is tasked with protecting the universe from the evil Galaxian fleet. Commander Champion has welcomed you aboard a brand new missile laser base, and has instructed you to go forth and single handedly defeat a species that has terrorized countless civilizations for centuries. Unfortunately the manual doesn't specify what you did to Commander Champion to warrant this suicide mission.

The game begins with your ship positioned below six rows of enemy ships. On the lower level there are Drones, followed by Emissaries, Escorts, and finally Flagships. Outside of their color there isn't much difference between them, as they all attack in basically the same way. Randomly they will break formation and dive bomb you, firing off a few shots while trying to go kamikaze on you. Once their run is complete they fly back into formation and wait for another shot at you. The only different attack is by the flagship, who only attacks with their escorts forming a shield in front of them.

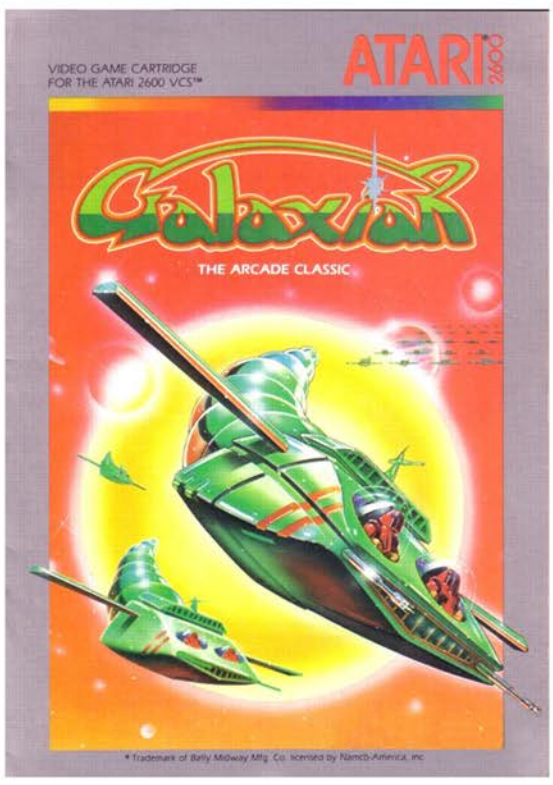
While your enemies have pretty decent movement speed, the same can't be said about your own ship. In addition to the lack of quickness, your vessel is huge when compared to the Galaxian invaders. This poses a bit of a problem since by the third wave there will be multiple bombing runs going on simultaneously, leaving you little chance of surviving the onslaught.

Unfortunately there is little in the way of gameplay varieties here. There are nine skill levels that slowly ramp up the difficulty, with the highest setting resulting in an all out assault from the fleet.

If you are a fan of the arcade game, or looking for the next evolutionary step from Space Invaders, this is worth a look.



Top Left: Atari Force Pack-in Comic
Top Right: Title Screen
Bottom Left: Catalog Sample
Bottom Right: Manual Cover

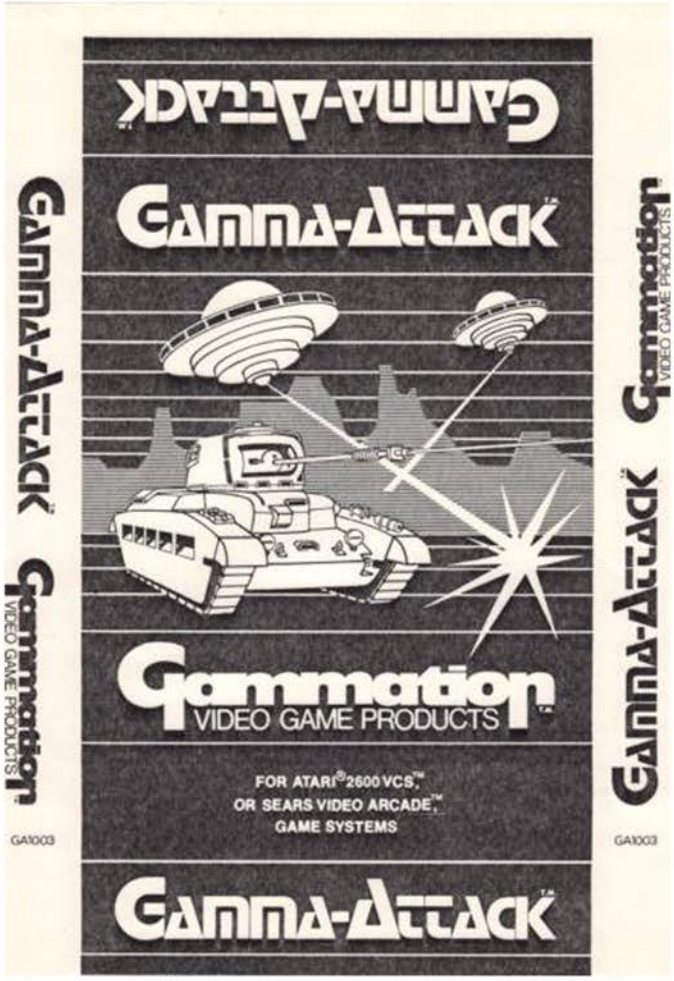


# Gamma Attack

Release Date: 1983
Publisher: Gammation
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: GA1003
Rarity: 10
Programmer: Robert L Esken Jr.

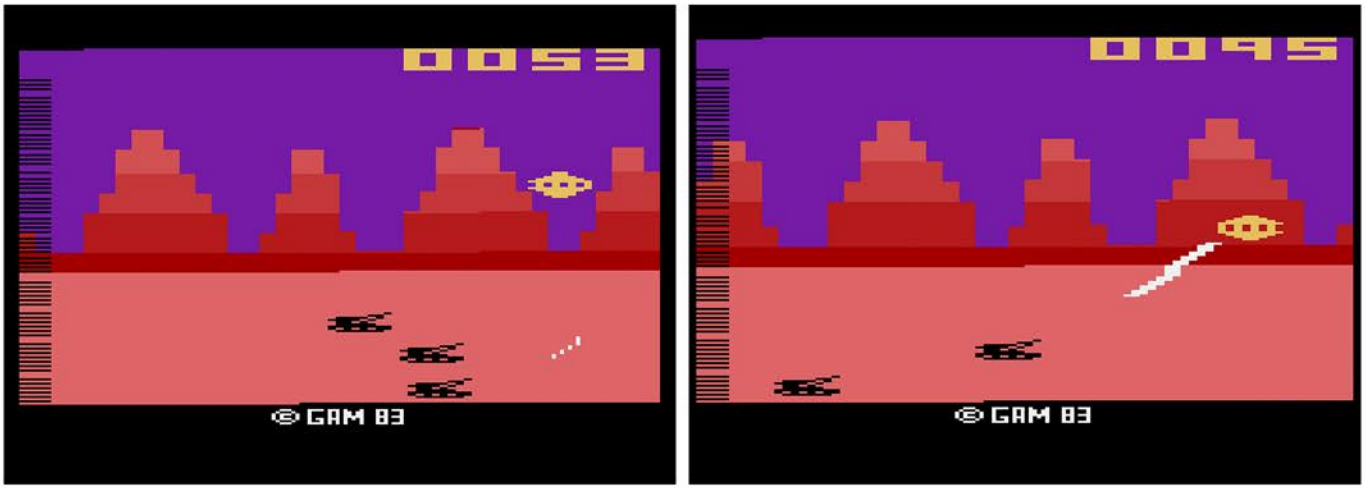
This incredibly rare title is probably best left in obscurity.



You are in command of the Gamma ship, which has been dispatched to one of your planet's outposts to destroy the invading Vegan army. At their disposal are a never ending supply of tanks, while all you have is a flying saucer with which to blast them into atoms.

The game begins with your spacecraft hovering at the right side of the screen. Soon after numerous tanks will fill the bottom portion of the screen and the battle begins. You can only shoot diagonally, which takes a bit of getting used to. Once you do however it becomes very easy to place your shots while staying out of the way of enemy fire.

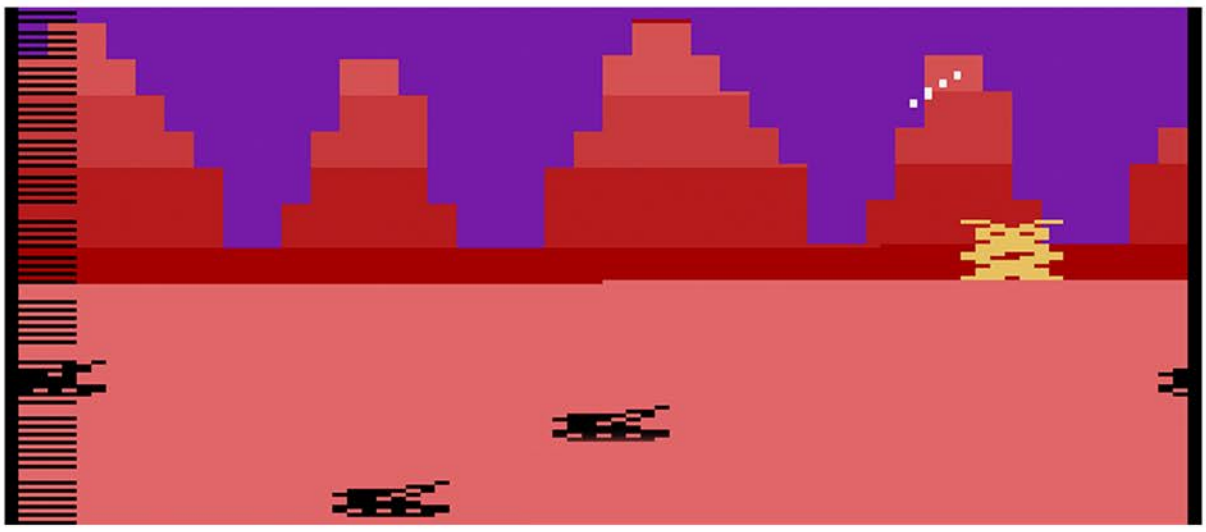
The tank squads come in smaller groups, usually about four. They will wraparound the screen, which isn't a huge deal since they can only really hit you if they are dead center due to their shot trajectory. Your movement controls where the screen is, so you can pop off one of your lightening fast shots before retreating to safety. After a while however they will become tired of losing and go full speed ahead, roaring across the screen and delivering blows.

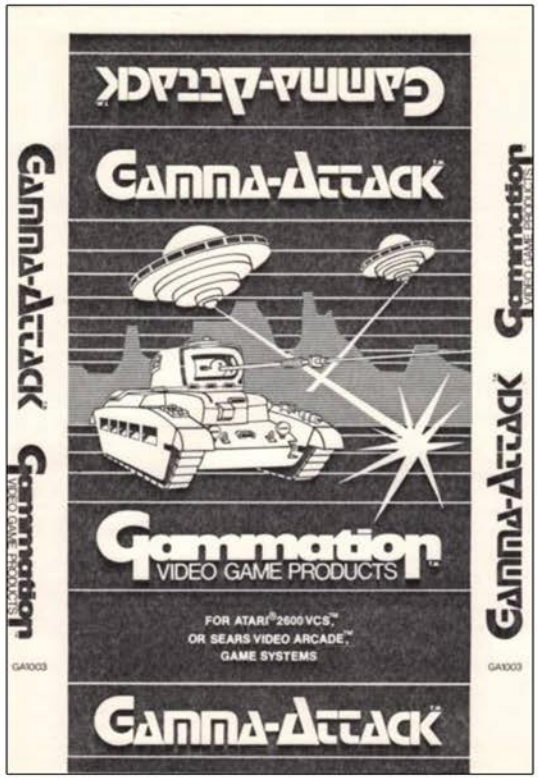



When your saucer is hit, it will drop a little in the sky, having a new maximum height. After you sustain several direct hits, your craft will disintegrate, leaving your alien pilot Gammy all alone on the surface of the planet, forever doomed to wander it alone.

The controls work OK in that you have pretty good movement with your UFO, however the rest of the game is a mess. The enemy tanks constantly flicker, and the background looks like a rave every time you land a direct hit. After a while the game has decided it has had enough of you fighting back, and just sends tons of fast moving tanks your way.

According to the manual, there are two additional levels other than the main attack screen. One of them being the underground enemy fortress and the other taking place inside the enemy mother ship. However as of 2019, nobody has been able to figure out how to access these levels, assuming they actually exist. Given how terrible the game is with it's blocky graphics, horrible gameplay, and seizure inducing flashing, it could be a while before anybody is brave enough to find out.






Top Left: Ad
Top Right: Manual Cover
Bottom Left: Manual Page Sample
Bottom Right: Additional Screenshot

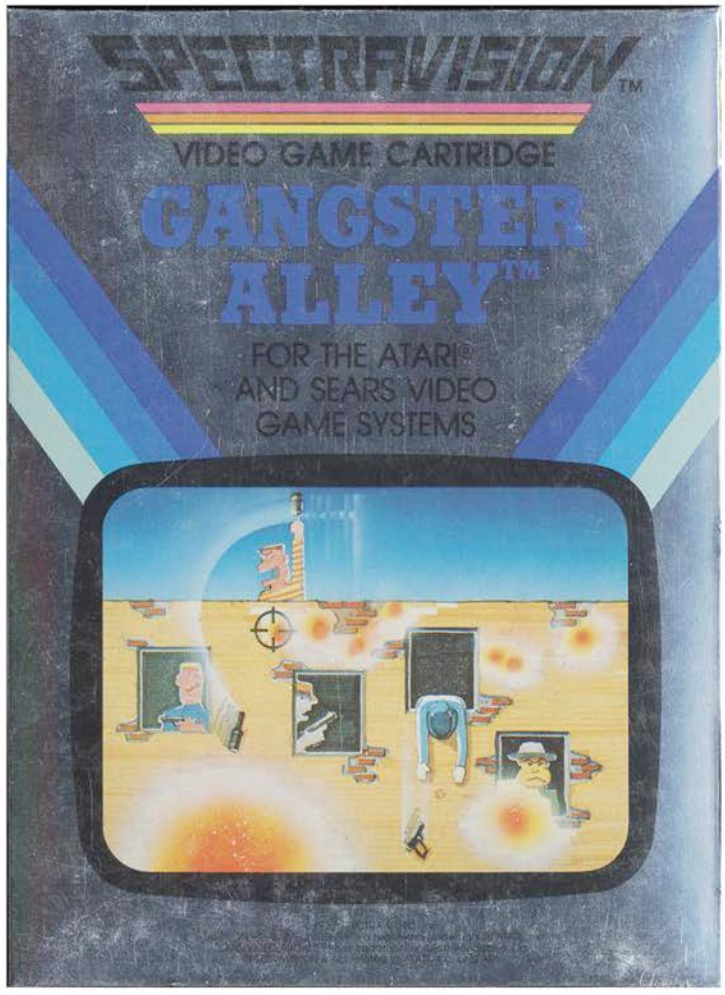
# Gamma Attack

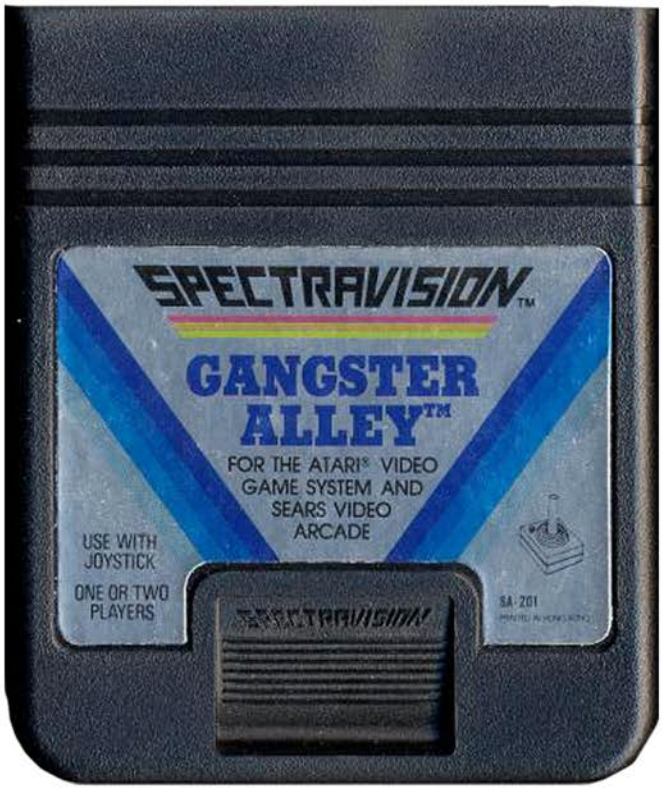
# Gangster Alley

Release Date: 1982
Publisher: Spectravision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: Task Force
Model #: SA-201
Rarity: 4
Programmer: N/A

This fast paced shooter is one of the better games in the genre on the 2600.



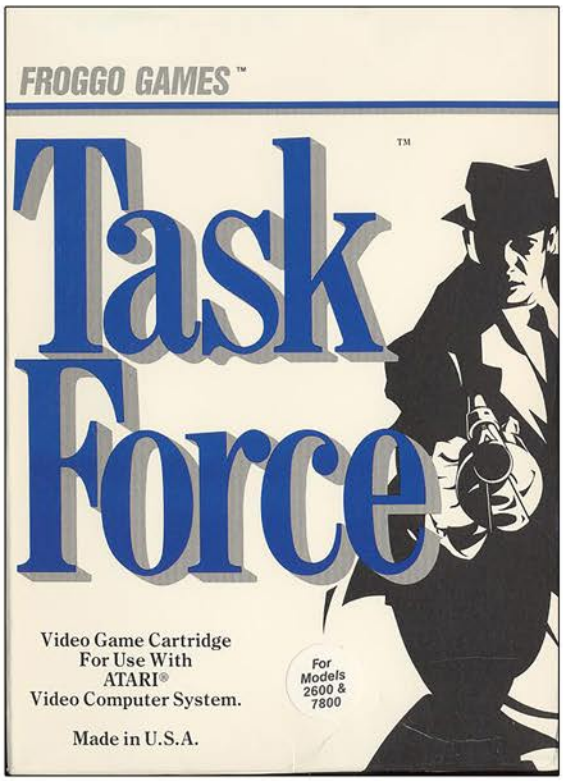
You are a member of an elite squad known as the Spectravision Bureau of Investigation, and your job, should you choose to accept it, is to grab your rifle and hunt down the five most wanted criminals that have evaded capture for far too long. Four of these bad guys (Lefty, Scar Face, Mugsy, and Shifty) have taken refuge in an apartment building, along with a single mother and her son as a hostage. The fifth member of their brigade is a maniac who runs across the rooftop with a live grenade, ready to kill everyone.

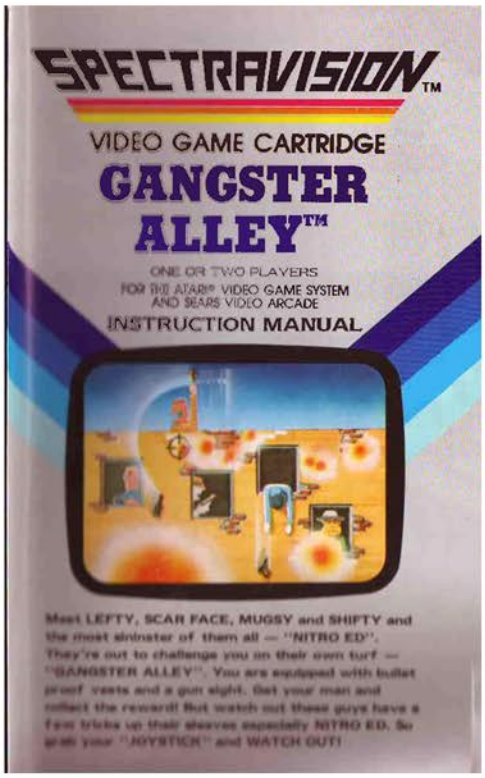
When the game begins there will be a random assortment of windows spread out across the building. Slowly everyone inside (killers and innocents alike) will peek their heads out, giving you a chance to send a round through their forehead. Should you take out one of the undesirables, you will get a few dollars in your pocket. However if you get too trigger happy and send Billy or his Mom to an early grave it's going to cost you. No, not your badge, just a thousand bucks. You should keep this in mind because you get an extra bullet proof vest every time you cross a five thousand point threshold, so if your score drops down below that you will get another vest when you hit the plateau again. Nothing like a little extra incentive to punish a kid for his curiosity.

The first few levels are the same, with the windows randomly spawning during the daylight hours, however the difficulty ramps up once the sun goes down. When the nighttime stage begins you won't be able to see anything except the darkened side of the building. When you fire a shot the lights in the apartments brighten, giving you a brief moment to aim and take down your would be assassins. You must be careful though, since you have a limited supply of ammunition.

You begin with three extra lives which are represented by your bullet proof vests, and if you leave one of the kidnappers unattended for too long they will take a shot at you. The same can't be said about the madman on the roof, Nitro Ed. When his arm goes up to present his grenade to the world, you have mere seconds before it will be coming your way. If that happens you might as well toss the controller down because it's game over, regardless of how many vests you have in reserve. What follows is quite possibly the creepiest taunting ever witnessed in a video game, with Nitro Ed's head getting bigger and bigger as he laughs at your misfortune. To make this worse, the only way to stop it is to hit reset on your console.

The only other thing of note is that the controls are tight and the gameplay is fast paced. If you are fan of Hogan's Alley and want to play the spiritual predecessor, this is worth checking out.




Top Left: Froggo Games Release Box
Top Right: Manual Cover
Below: Catalog Samples

# Gangster Alley

# The Atari 2600 Encyclopedia Volume 3

Gas Hog
To
Miner 2049er II

Derek Slaton

# The Atari 2600 Encyclopedia
# Volume 3

## Gas Hog
## To
## Miner 2049er 2

By: Derek Slaton

© 2019

# Volume 3 Game List

Gas Hog
Gauntlet
Ghost Manor
Ghostbusters
G.I. Joe
Glacier Patrol
Glib
Golf
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Gorf
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Gravitar
Great Escape
Gremlins
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Kangaroo
Karate
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Kool-Aid Man
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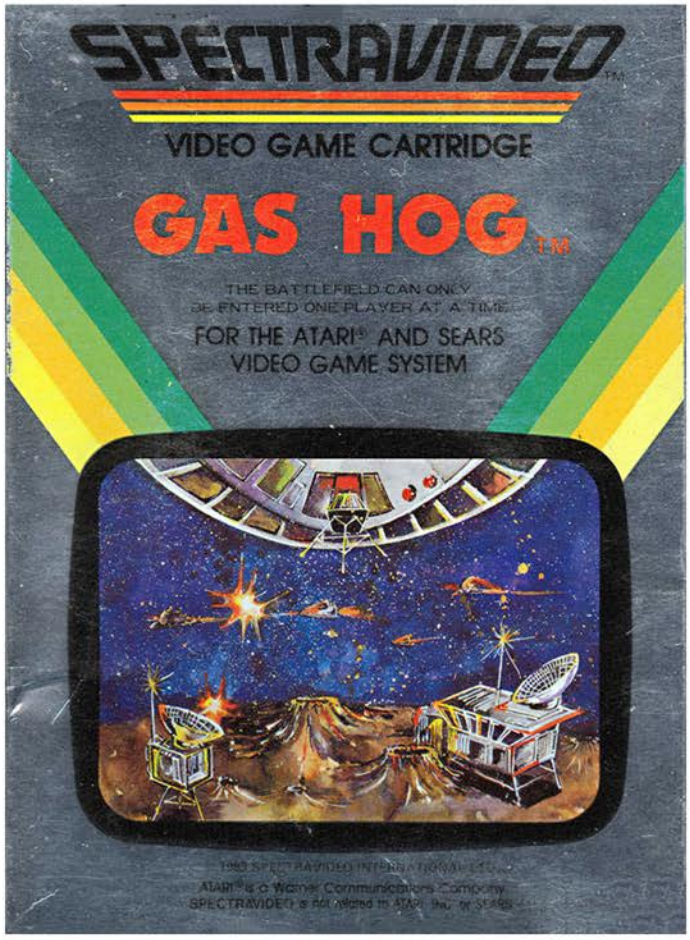
Master Builder
Masters of the Universe
Math Gran Prix
Maze Craze
Mega Force
Mega Mania
Midnight Magic
Millipede
Miner 2049er
Miner 2049er II

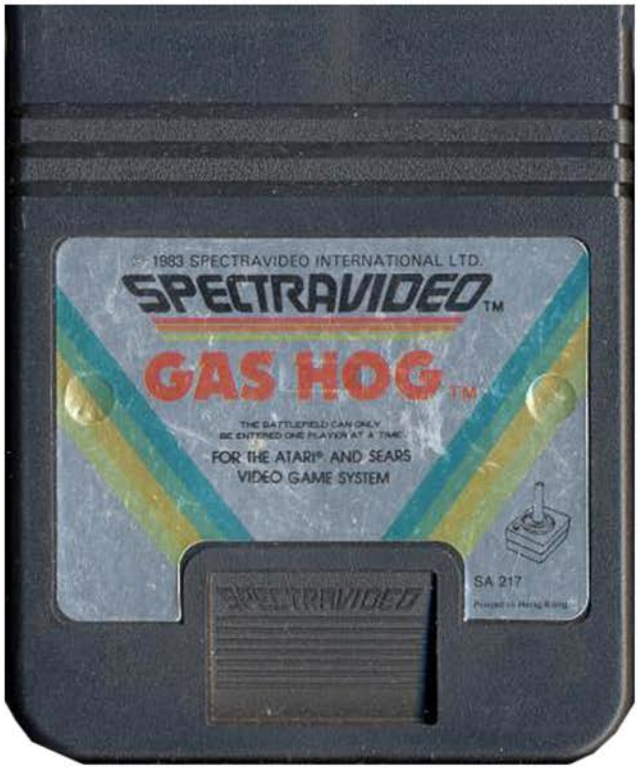
# Gas Hog

Release Date: 1983
Publisher: Spectravision
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: SA-217
Rarity: 8
Programmer: Mark Turmell

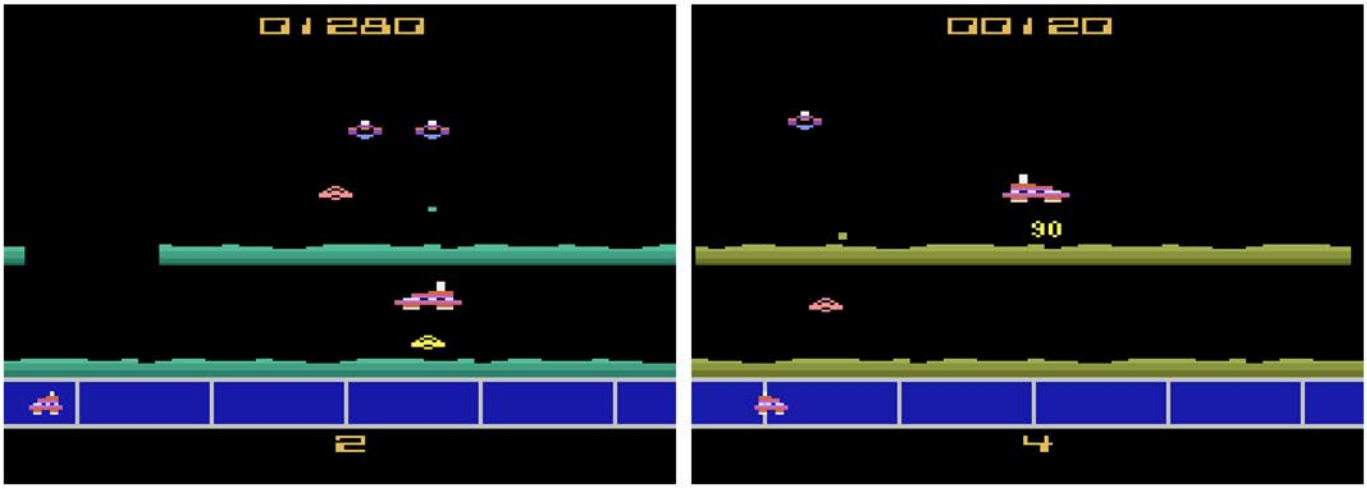
This shooter simply runs out of gas before getting entertaining.



Hop behind the wheel of an intergalactic laser canon equipped hot rod, and scream across the tundra on a quest to burn as much fuel as possible while gunning ships that may or may not be your enemy. Your vehicle also comes equipped with a springy suspension, which allows you to leap over enemies and holes alike. Ironically the one feature this Gas Hog doesn't have is a fuel gauge, which makes like incredibly difficult.

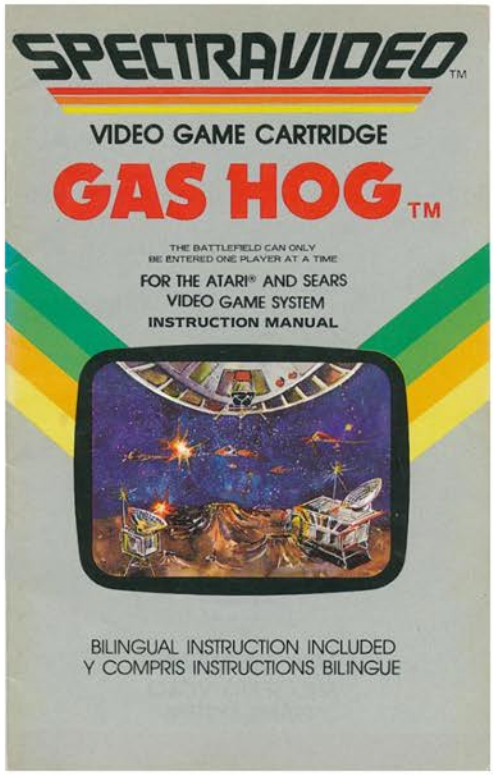
The main goal of the game, outside of wasting fuel, is to get your vehicle across the entire play field, that is represented by the radar across the bottom of the screen. Every time you cross over one of the white lines it will trigger more enemies to get in your way. With the exception of the flying saucers overhead that drop bombs at you, everything else kills you by ramming you.



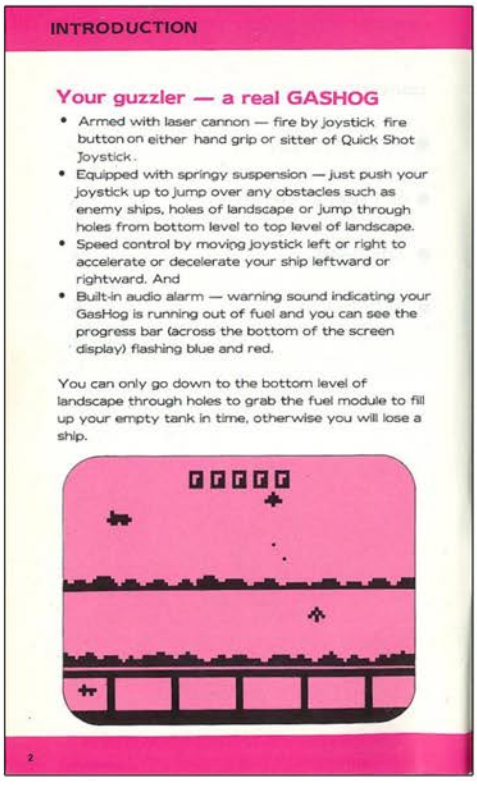

When you are on the top portion of the screen you move from left to right, and can speed up or slow down by pushing in the appropriate direction. Your car has incredible control, even when jumping, which is vital when trying to dodge an enemy while trying to avoid falling in the random holes. If you do fall through the ground you will reverse course and drive right to left until you can make your way back up. While this is inconvenient it is necessary since the only fuel pods in the game are located underground.

Without a doubt, the fuel management is the most infuriating portion of the game. You burn through gas quickly, and the car comes with a loud annoying alarm when you are getting close to empty. The problem is that there isn't a way for you tell how long you have before you hit E, which as you can imagine makes managing your fuel level next to impossible. To make things a little more difficult, the fuel pods randomly show up, so you can backtrack through an entire quadrant before you have the opportunity to snag one. Taking all of this into account, the only hope you have of making it to the end is to put the pedal to the metal and pray that you don't run out of lives before you get there.

Even without the problems this is still a pretty lackluster game. There are better examples of the vehicular combat genre on the 2600.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



INTRODUCTION

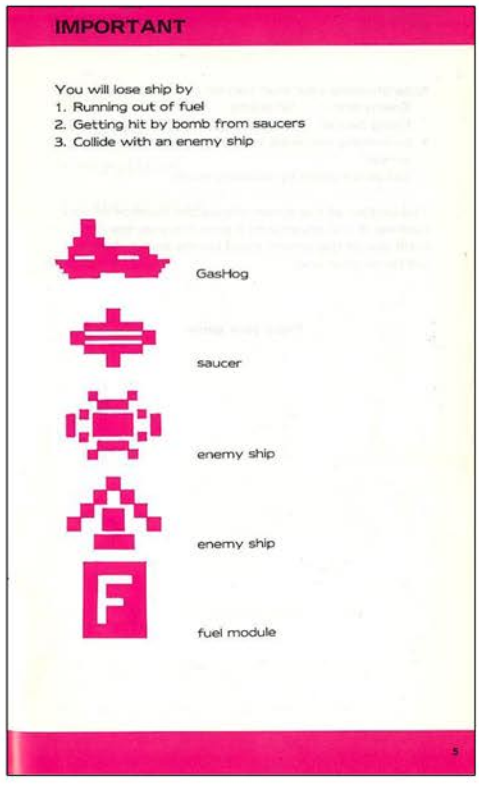
**Your guzzler — a real GASHOG**

- Armed with laser cannon — fire by joystick fire button on either hand grip or sitter of Quick Shot Joystick.
- Equipped with springy suspension — just push your joystick up to jump over any obstacles such as enemy ships, holes of landscape or jump through holes from bottom level to top level of landscape.
- Speed control by moving joystick left or right to accelerate or decelerate your ship leftward or rightward. And
- Built-in audio alarm — warning sound indicating your GasHog is running out of fuel and you can see the progress bar (across the bottom of the screen display) flashing blue and red.

You can only go down to the bottom level of landscape through holes to grab the fuel module to fill up your empty tank in time, otherwise you will lose a ship.



2



IMPORTANT

You will lose ship by
1. Running out of fuel
2. Getting hit by bomb from saucers
3. Collide with an enemy ship

GasHog

saucer

enemy ship

enemy ship

F

fuel module

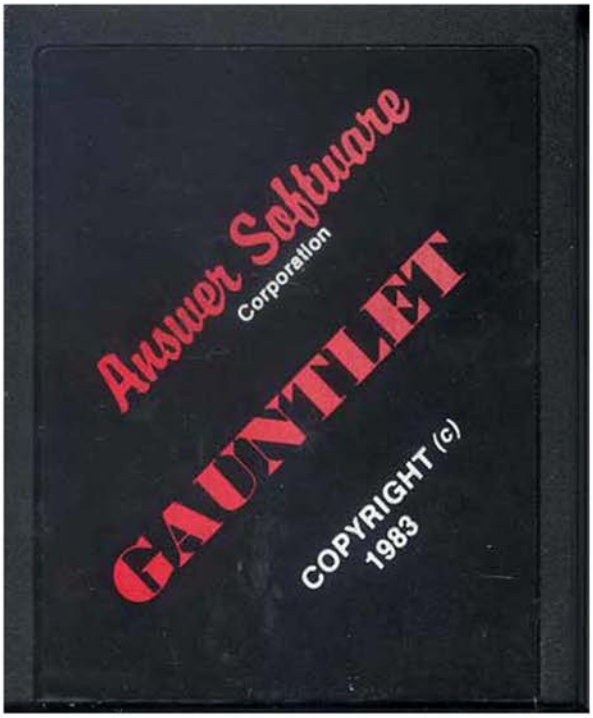
5

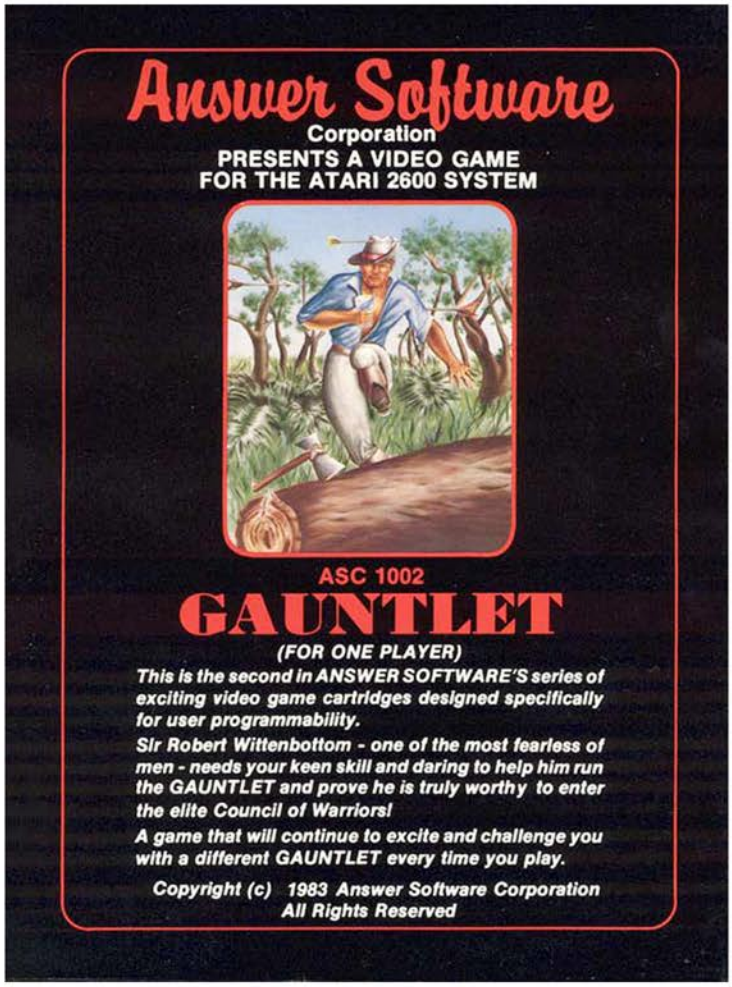
# GAUNTLET

Release Date: 1983
Publisher: Answer Software
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 1002
Rarity: 10
Programmer: N/A

This rare title has some fun but difficult arcade gameplay.

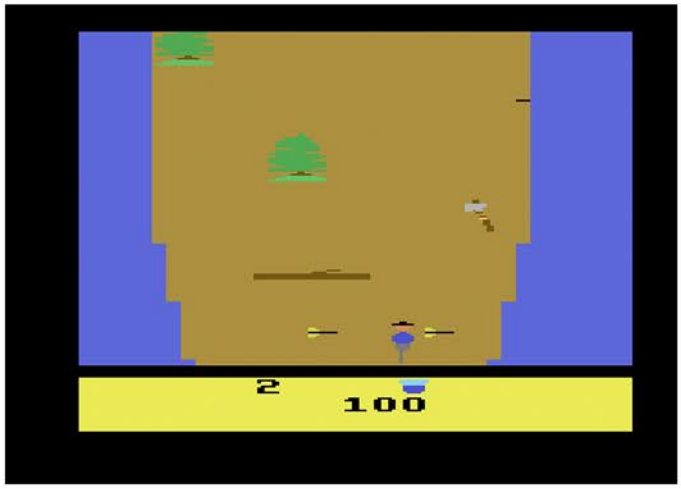


You are Sir Robert Wittenbottom, a danger seeking adventurer who has discovered a long lost civilization on an island. Rather than kill you on the spot like the interloper you are, they decided to test your mettle to see if you are worthy of being in their council of warriors.

At the start of the game you are at the bottom of the gauntlet, an ever changing obstacle course filled with danger. In your hands are three glasses of water, which is meant to be used to extinguish flames that are spaced out within the gauntlet. Every time you take a hit, you spill a little bit out, so if you want to be on that warrior council you have to run with care.

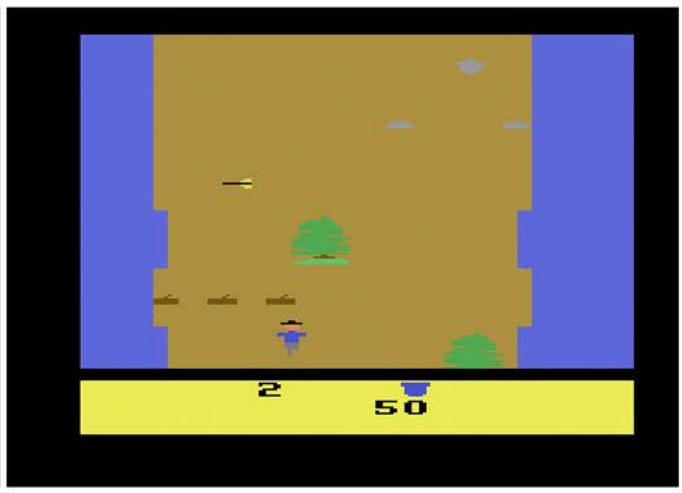
There are lots of things that will steal that precious H2O from you, but never fear because you do have the skills to avoid them. You can leap over rocks and logs, and you can slide under the flying arrors, stones and tomahawks.

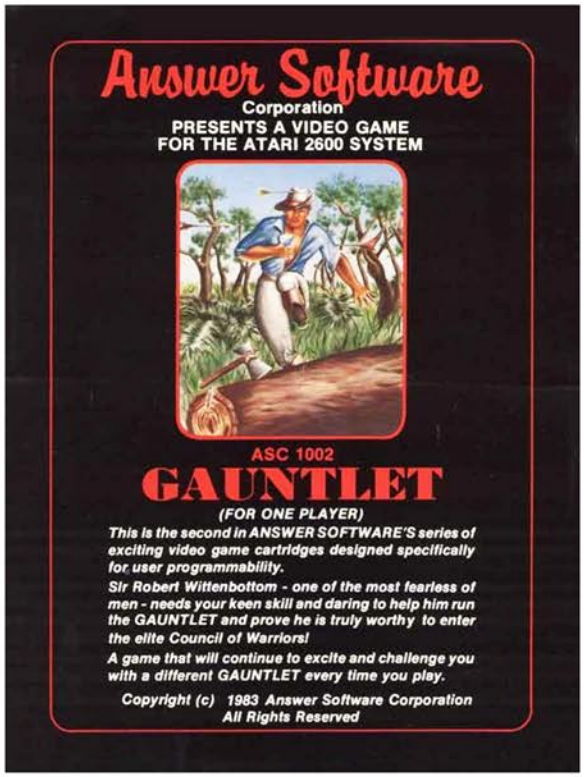


There are a lot of trees in your path that must be avoided, and for some extra credit you can share some of your water with thirsty old men who are sitting in the middle of the course. If you manage to put out one of the ceremonial fires you'll be rewarded with points and a full glass of water.

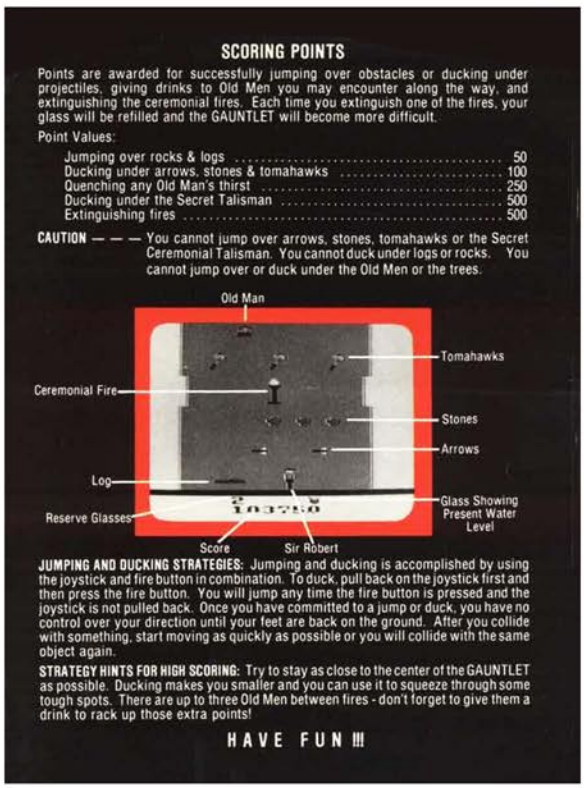
The controls give you a lot of movement options between the jumps and slides, however it is going to take some effort to get used to it. You can't jump very far, so you'll have to leap just before you run into something. The slide is a little more complex as you can lean part of the way back or end up flat on the ground by holding it for too long. In the early going it's easy to mistime it and smack right into an obstacle. A few games in however and you'll be parkouring around the course like a teenager with no regard for knee joints.

Once you survive the control learning curve, this is a fun and challenging game. If you love arcade style gameplay, or just want to raid an ancient civilization, this should be on your list.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



## SCORING POINTS

Points are awarded for successfully jumping over obstacles or ducking under projectiles, giving drinks to Old Men you may encounter along the way, and extinguishing the ceremonial fires. Each time you extinguish one of the fires, your glass will be refilled and the GAUNTLET will become more difficult.

Point Values:

| | |
|---|---|
| Jumping over rocks & logs | 50 |
| Ducking under arrows, stones & tomahawks | 100 |
| Quenching any Old Man's thirst | 250 |
| Ducking under the Secret Talisman | 500 |
| Extinguishing fires | 500 |

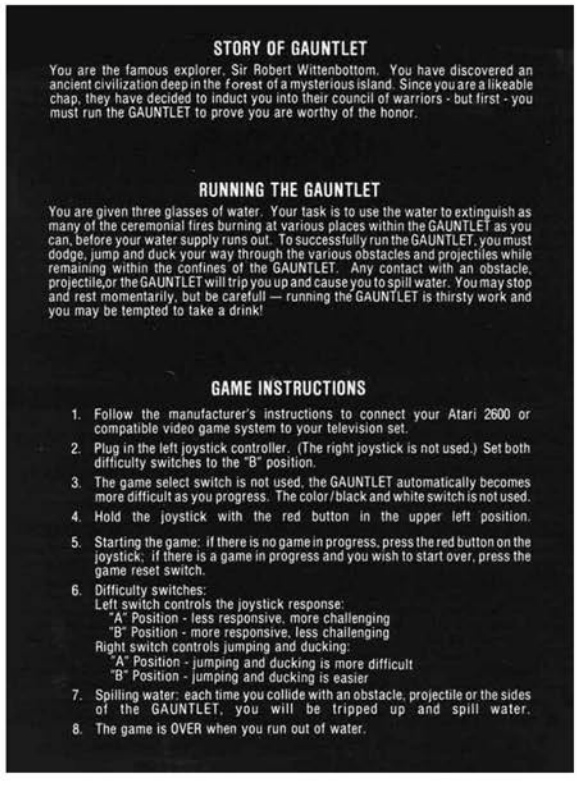
**CAUTION** — — — You cannot jump over arrows, stones, tomahawks or the Secret Ceremonial Talisman. You cannot duck under logs or rocks. You cannot jump over or duck under the Old Men or the trees.



**JUMPING AND DUCKING STRATEGIES:** Jumping and ducking is accomplished by using the joystick and fire button in combination. To duck, pull back on the joystick first and then press the fire button. You will jump any time the fire button is pressed and the joystick is not pulled back. Once you have committed to a jump or duck, you have no control over your direction until your feet are back on the ground. After you collide with something, start moving as quickly as possible or you will collide with the same object again.

**STRATEGY HINTS FOR HIGH SCORING:** Try to stay as close to the center of the GAUNTLET as possible. Ducking makes you smaller and you can use it to squeeze through some tough spots. There are up to three Old Men between fires - don't forget to give them a drink to rack up those extra points!

HAVE FUN !!!



## STORY OF GAUNTLET

You are the famous explorer, Sir Robert Wittenbottom. You have discovered an ancient civilization deep in the forest of a mysterious island. Since you are a likeable chap, they have decided to induct you into their council of warriors - but first - you must run the GAUNTLET to prove you are worthy of the honor.

## RUNNING THE GAUNTLET

You are given three glasses of water. Your task is to use the water to extinguish as many of the ceremonial fires burning at various places within the GAUNTLET as you can, before your water supply runs out. To successfully run the GAUNTLET, you must dodge, jump and duck your way through the various obstacles and projectiles while remaining within the confines of the GAUNTLET. Any contact with an obstacle, projectile,or the GAUNTLET will trip you up and cause you to spill water. You may stop and rest momentarily, but be carefull — running the GAUNTLET is thirsty work and you may be tempted to take a drink!

## GAME INSTRUCTIONS

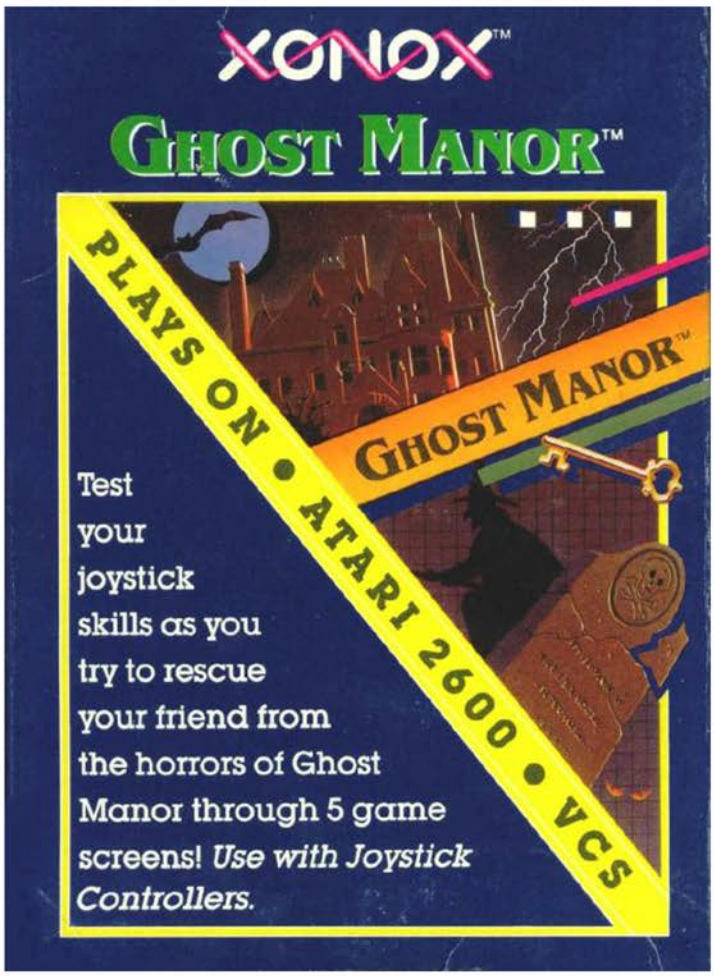
1. Follow the manufacturer's instructions to connect your Atari 2600 or compatible video game system to your television set.
2. Plug in the left joystick controller. (The right joystick is not used.) Set both difficulty switches to the "B" position.
3. The game select switch is not used, the GAUNTLET automatically becomes more difficult as you progress. The color/black and white switch is not used.
4. Hold the joystick with the red button in the upper left position.
5. Starting the game: if there is no game in progress, press the red button on the joystick; if there is a game in progress and you wish to start over, press the game reset switch.
6. Difficulty switches:
   Left switch controls the joystick response:
   "A" Position - less responsive, more challenging
   "B" Position - more responsive, less challenging
   Right switch controls jumping and ducking:
   "A" Position - jumping and ducking is more difficult
   "B" Position - jumping and ducking is easier
7. Spilling water: each time you collide with an obstacle, projectile or the sides of the GAUNTLET, you will be tripped up and spill water.
8. The game is OVER when you run out of water.

# Ghost Manor

Release Date: 1983
Publisher: Xonox
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 99002
Rarity: 6
Programmer: N/A

This robust title is arguably the first example of Survival Horror.

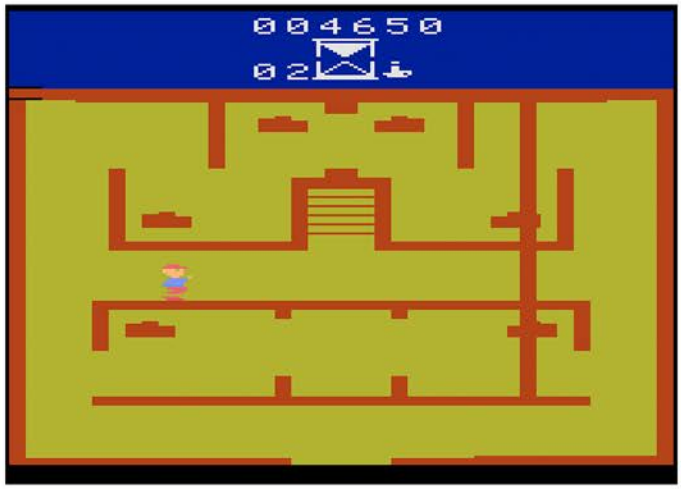


This robust title is arguably the first example of Survival Horror.

Your lover has been kidnapped by Dracula, and it's up to you to save them. After selecting whether you want to be the boyfriend or girlfriend, embark on a five stage quest to rescue your significant other from certain death.

The game begins with you in the graveyard where you must collect spears, which is accomplished by playing tag with either a rainbow ghost or a dancing skeleton. As they run around the headstones, you must remain in moving contact with them to rack up the weaponry. Once you have accumulated your limit of spears, it's off to screen two.

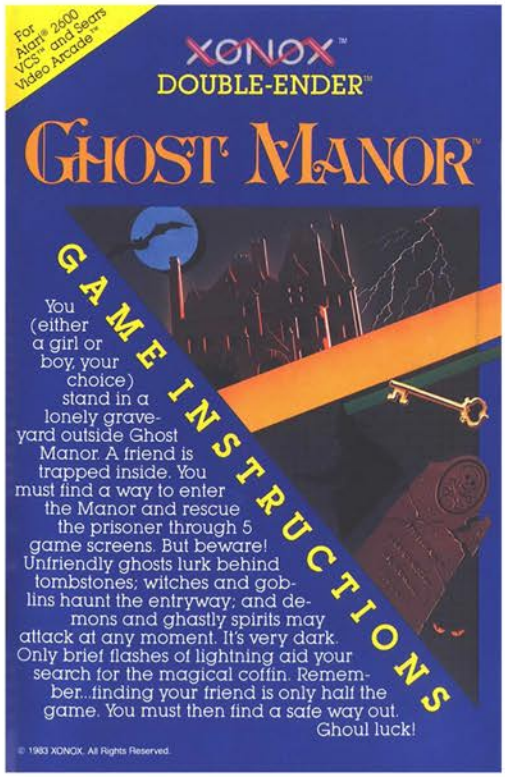
At the castle entrance there are bats, skulls and the black knight rushing back and forth across the screen. The good news is, none of them can hurt you. The bad news is, the giant axe swinging mummy can and will cut you in half. You must avoid being bisected while taking down all of the other enemies, which finally makes the mummy vulnerable. Land a direct shot and you're off to the interior. Run out of spears however and the mummy will make you a victim.




The third and fourth floors have you searching through caskets for crosses so you can battle Dracula. This is made more difficult by a constantly moving death wall that will crush you at the slightest touch. Once you have successfully located your weapon, run up the stairs to the next floor.

The final level is the penthouse prison where Dracula and your lover are located. Dracula will pursue you vigorously, even going through walls. Your crosses give you the ability to repel the vampire and force him up into one of the two prisons at the top corners of the screen. If you successfully trap him, you and your significant other will be off to enjoy the rest of your days.

While the challenge is pretty significant, since one touch by anything will end your game, this is a very fun and varied title. The music is spooky, the graphics are fantastic, and with four different difficulty levels that effect everything from spear counts to mummy speed to whether or not the coffin rooms are illuminated by something other than lightening. If you enjoy horror games or arcade style games, this should be on your list.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

## 5. Difficulty SWITCHES:

There are 4 difficulty levels. Set the switches before you start to play. Once the game has begun the difficulty setting is locked in place.

| Difficulty Level | Left Switch | Right Switch |
|---|---|---|
| 1 - easy | B - novice | B - novice |
| 2 - medium | A - expert | B - novice |
| 3 - hard | B - novice | A - expert |
| 4 - hardest | A - expert | A - expert |

Difficulty switch settings have the following effects on each play screen:

**Screen 1**
a) "Rainbow Ghost" or "Bones" tag partner
b) Number of shots needed to advance to next screen:
25 shots for easy
20 shots for medium
15 shots for hard
10 shots for hardest

**Screen 2**
a) Speed of evil chopping mummy
Slowest speed for easy
Fastest speed for hardest

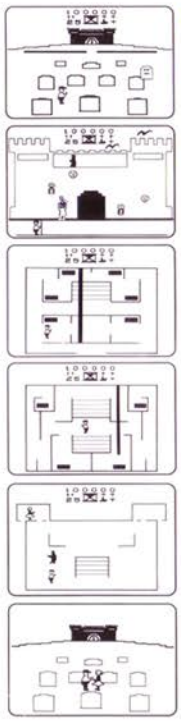
**Screens 3&4**
a) Right difficulty switch lights LAMP if in B-novice position
b) Left difficulty switch sets speed of MOVING WALL

**Screen 5**
a) Speed of Dracula chasing you.

### Summary of Difficulty selections:

| Difficulty | Character | Shots needed | Mummy Speed | Lamp | Moving Wall Speed |
|---|---|---|---|---|---|
| EASY | Play tag with RAINBOW GHOST | 25 | slowest | light | slow |
| MEDIUM | Play tag with BONES | 20 | slow | light | fast |
| HARD | Play tag with RAINBOW GHOST | 15 | fast | dark | slow |
| HARDEST | Play tag with BONES | 10 | very fast | dark | fast |

Note: To owners of Sears Telegames® Video Arcade.™ difficulty is called "skill".



## Game Layout:

There are FIVE play screens in the game:

1. GRAVEYARD — screen 1
At beginning of the game tombstones rise from the dead. You play tag with the friendly RAINBOW GHOST or BONES the SKELETON to collect spears to shoot in the next screen.

2. THE GATE IN FRONT OF GHOST MANOR CASTLE — screen 2
Many flying spooks guard the castle entrance, and their leader, the evil CHOPPING MUMMY tries to stop you. Shoot the spooks by hurling your spears at them. Kill the mummy after the guards are eliminated.

3. 1st FLOOR INSIDE THE CASTLE — screen 3
Lightning flashes in the night — your only visible guide unless you have the lamp lighted. A maze of corridors and rooms with caskets awaits you. Touch the casket just right to find an extra cross and treasure points. BEWARE touching the stationary walls — they are electrified and can stun you. Watch out for the moving wall — it can crush you to death. Stairs lead to the next floor.

4. 2nd FLOOR INSIDE THE CASTLE — screen 4
More elaborate mazes with more caskets. Collect treasure points and another cross from the caskets, but watch your time — and the moving wall! Stairs lead to next floor.

5. PRISON ATOP THE CASTLE — screen 5
Here is the prison holding your friend, and the sinister guard DRACULA! You must imprison DRACULA to free your friend by using the crosses to repel DRACULA. BEWARE he follows your every move! Rescue your friend and get to safety down the stairs — before time runs out!

6. CONCLUSION — back to the graveyard.
As dawn breaks you will be returned to the graveyard. If victorious a merry melody plays and you rejoice with your friend. If you lost, both of you are doomed to descend into the ground with the tombstones!

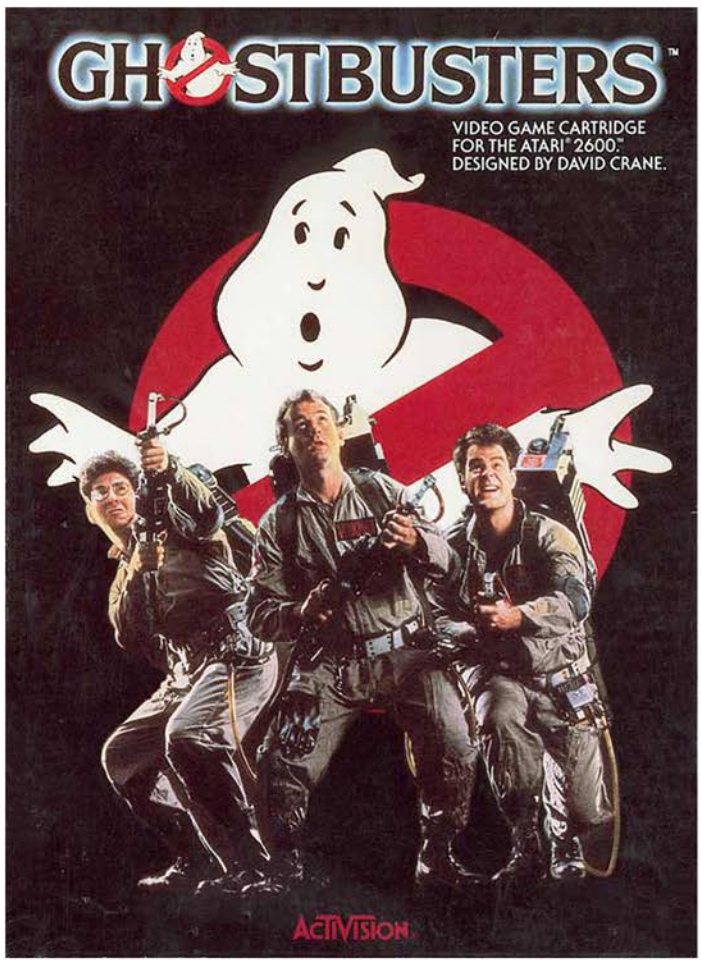
# GHOST MANOR

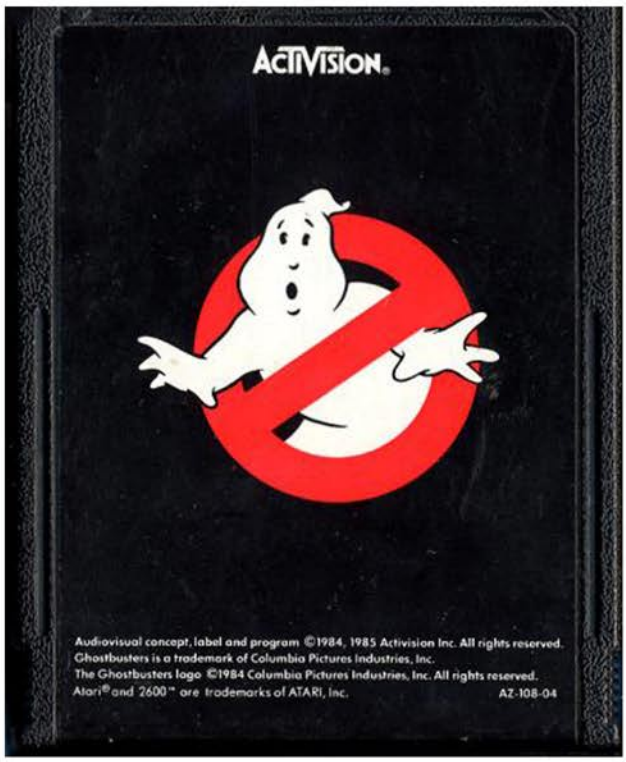
# GHOSTBUSTERS

Release Date: 1985
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: AZ-108
Rarity: 4
Programmer: Dan Kitchen

This sub-par game based on the popular movie is a slog to get through.



You are the world famous Ghostbusters, and it's up to you to prevent the city from being destroyed by Zuul and the Stay Puft Marshmallow man. This is accomplished by completing the same menial task over and over and over again.

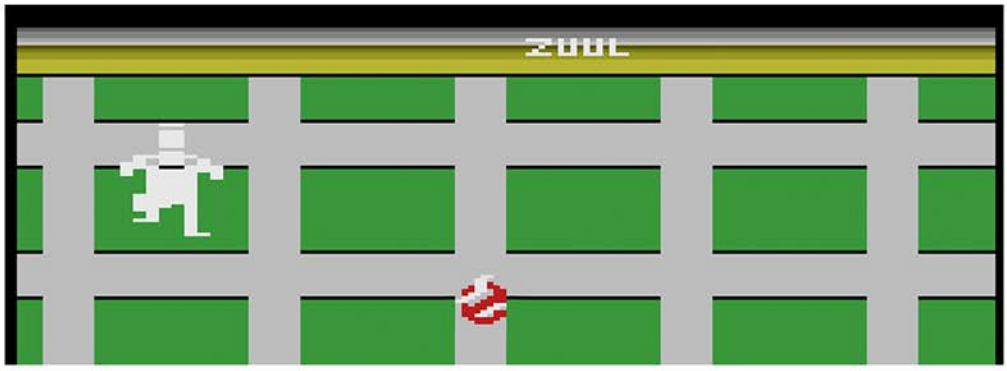
The game begins with you on the shopping screen, with four potential items to purchase. There is an Image Intensifier that makes the ghosts easier to see, some Bait that prevents the Marshmallow Man from destroying a building, a Ghost Vacuum that will collect ghosts while you drive, and finally the Traps, which are a must purchase as trapping ghosts is the only way to make money.

Once leaving the store you'll be taken to the city map, where a few ghosts will be flying towards the top of the screen, and there will be a single building somewhere blinking red. This is an indication that they are under assault from a ghost. Simply move the cursor over to it, hit the button, then sit back and watch as your giant oversized car drives up to it.

On the ghost battle screen you can place your trap wherever you like it before positioning your Ghostbuster. After calling your buddy over to help, the two of you shoot out your proton streams in an attempt to corral the ghost somewhere over your trap. When it looks like he's there, hit the button to catch him. If you are successful you get $800. Miss and one of your Ghostbusters will get slimed, which if this happens too many times you'll have to retreat to Ghostbuster headquarters to heal up.

As you are ghost hunting, the PK meter continues to rise, and will eventually top out at 9999. Your mission is to collect ten thousand dollars before that happens. If you are successful then you'll get an opportunity to try and sneak past a hopping mad Marshmallow Man to get bonus money. Get two across and you'll be greeted with the lamest victory screen ever, with your two Ghostbusters crossing their streams. If you don't have ten thousand dollars by the time the PK meter is full, then it's game over.

The biggest sin this game commits is that it simply isn't fun. Attempting to catch ghosts is both frustrating and tedious, and there is a certain sense of unfairness when the Marshmallow Man randomly appears and destroys a building, which empties out your bank account unless he goes for the bait you lay out for him. If you are looking for entertaining arcade fare, there are far better options out there.



**TITLE MATCH PRO WRESTLING**
***Sizzling Savagery that Never Stops***
This is it. The Title Match. And everyone's out to win. There's Skin Head, Mad Dog, Big Chief and Mr. Mean. And they're all out to prove that they're the toughest.

And how about you? How far can you get in this grueling competition? Play a friend. Or play the computer. And find out just who's the ultimate Ring Warrior.
AZ-041
Item #BWAD . . . . . $22.95

**SKATEBOARDIN'**
***A Radical Adventure on Wheels***
Get ready for some radical moves, dude!

The crowd'll freak out as you blast by on your blazin' board . . . darting and slicing through the tubes and over the last killer ramp to win the "Worldwide Skateboard Champion" Trophy.

This is it. So jump on your board and get psyched for a totally intense cruise! Sure, you're awesome – but do you have the timing? And the guts? Conquering all 30 obstacles will be the ultimate challenge. AZ-042
Item #BWAE . . . . . $22.95

**GHOSTBUSTERS**
***Hey, Anybody Seen a Ghost?***
Matter of fact, yes. Zillions of ghosts are winging their way to Spook Central right now. And only you can avert a disaster of biblical proportions.

Save the city by getting to the top of the Temple of Zuul. But first, you've got to catch those ghosts. And confront the ominous Marshmallow Man!

You've got Laser Stream Throwers, ectomobiles and lots of other ghost-catching gear. So come on. Show 'em how they do it downtown. AZ-108
Item #BVAB . . . . . $22.95

AG-946-103

**HEY, ANYBODY SEEN A GHOST?**

Matter of fact, yes. Many, many ghosts are right now winging their way to the infamous spook central. And only you can avert a disaster of biblical proportions. To accomplish this, you must catch many ghosts, earn more money than you originally started with and sidestep constant danger. Now go ahead. Show 'em how they do it downtown.

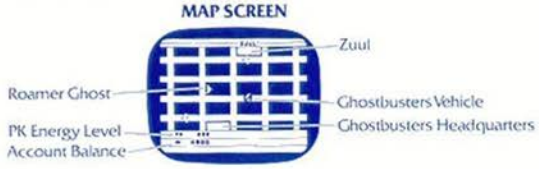
**Instructions for the Atari® 2600™**

ACTIVISION®

Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

Once you have purchased all of the equipment you want, move the left difficulty switch. (If it was previously set to 'A,' then move it to 'B.' If it was previously set to 'B,' then move it to 'A.') You will now see the map screen.

**MAP SCREEN**




On the map of the city, Zuul's horrible temple (spook central) can be found at the top of the screen. The Ghostbusters symbol (representing your vehicle) marks your location. Any city block that is flashing red indicates the presence of a slimer in a building.

- Guide your vehicle directly ABOVE or BELOW a red flashing city block by moving the joystick in the appropriate directions. Time is of the essence, so choose your route carefully! Freeze all roamers (ghosts heading for Zuul) by simply touching one of them.
- To get to the building directly ABOVE the street you're on, just press the red button. To get to the building directly BELOW the street you're on, pull back on the joystick and press the button.

NOTE: Ghostbusters Headquarters is the second complete block from the left on the bottom row. When it's flashing yellow, you must go there immediately. In fact, you can't go anywhere else! Once there, you will automatically get new equipment and men.

**THE STREETS**

You must have purchased the vacuum to capture roamers on the streets. Steer the vehicle towards passing roamers (if you had frozen any on the map) and press the button to vacuum them up. This keeps them from getting to the Temple of Zuul. The city's PK energy reading jumps 100 points for each roamer that gets to Zuul.

- If you're fast enough, you'll bait the Marshmallow Man and earn $2,000. He'll appear on the screen, but will quickly run off.
- If you're not fast enough, the Marshmallow Man will stomp on one of your blocks, and you'll lose $4,000.

**FINISHED – OR NOT?**

The game ends in one of two ways:

1. The city's PK energy level reaches 9999, and you do NOT have at least $10,000. The game will instantly go into demonstration mode. The amount of money you ended up with will remain on the screen for approximately three minutes. To start over, press GAME RESET. You will begin again, starting with $5000.
2. The city's PK energy level reaches 9999, and you DO have at least $10,000. You will have the opportunity to continue playing with your accumulated earnings.

   But, first, you must try to sneak two out of three of your ghostbusters safely past the jumping Marshmallow Man by going between his legs.

   If successful, you'll have conquered Zuul – for now. You'll see two ghostbusters crossing their streams. And, you'll receive a $2,000 BONUS. If you do NOT sneak two ghostbusters past the Marshmallow Man, you can still go on to the next round of the game.

   Either way, just switch GAME SELECT or GAME RESET to go to the selection screen. You will start the new round with your accumulated earnings from the last round.

   After you have again chosen your supplies and equipment, switch the left difficulty switch as you did at the beginning of the first round.

   To continue on to subsequent rounds, you will have to accumulate at least another $10,000 in each round. If you don't make at least $10,000 more, you'll have to start the game over from the beginning. This will be true for all rounds following the first one.

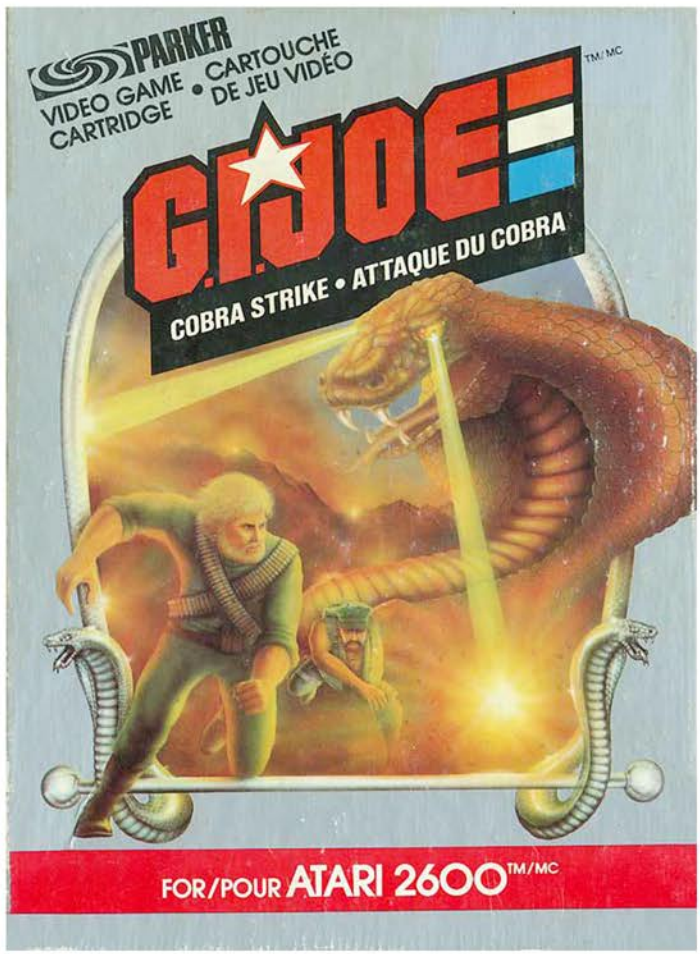
   NOTE: The $2,000 BONUS for sneaking two ghostbusters past the Marshmallow Man will automatically be applied to your $10,000 goal in the next round. So you'll only have to earn an additional $8,000.

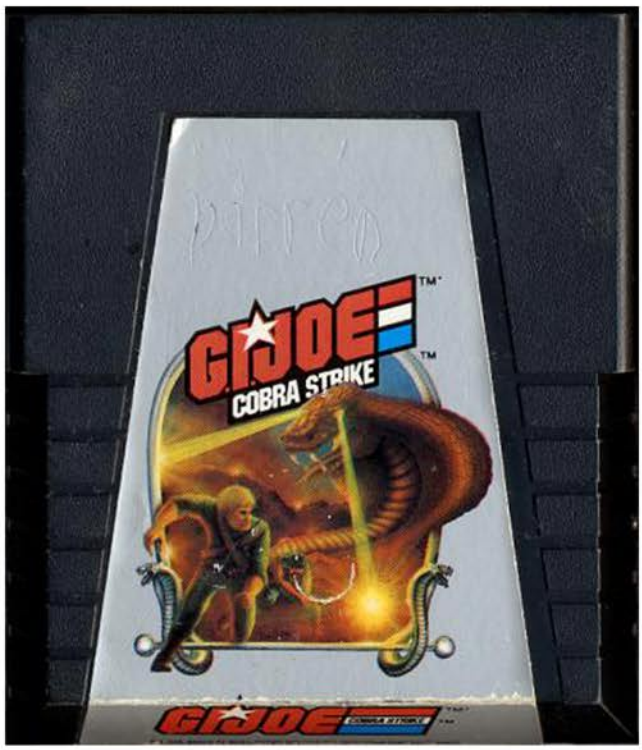
# G.I. Joe

Release Date: 1983
Publisher: Parker Brothers
Controller: Paddles
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: PB5920
Rarity: 4
Programmer: John Emerson

One of the most iconic franchises from the 1980s is coming to the 2600! Well, sort of.



G.I Joe, the real American hero is in need of your assistance. Their arch nemesis Cobra has created a gigantic killer snake and set it loose upon the Joes and their new recruits. Since all of the high ranking troops like Duke, Snakes Eyes and Scarlett can't be bothered to help out the newly trained forces, it's up to you to protect them while fighting the out of the ordinary threat.

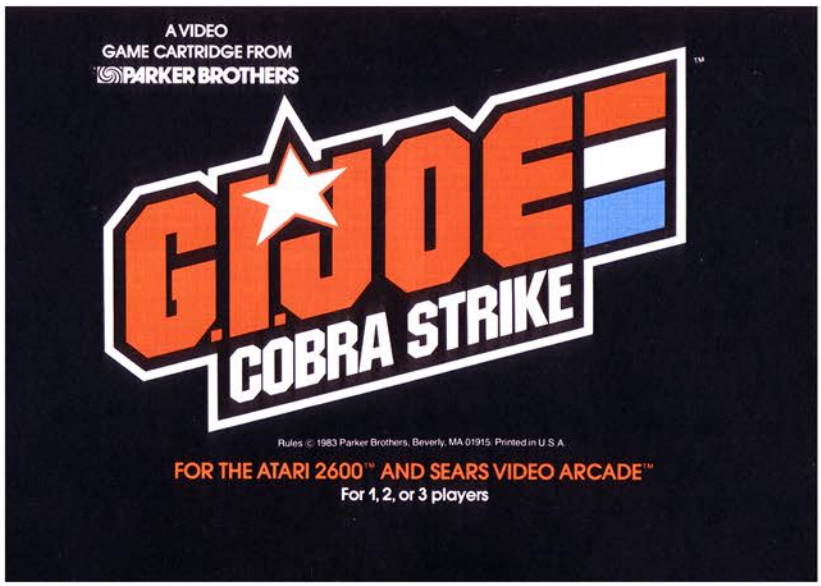
The single player game has you in control of a tiny shield that doubles as the aiming device for the anti-snake turrets. The giant cobra slithers back and forth, occasionally firing out venom from his fangs and lasers from the eyes. If you are unable to block the projectiles and they strike a recruit, they are vaporized and taken to Cobra headquarters where one can only assume what nefarious things will be done to them.

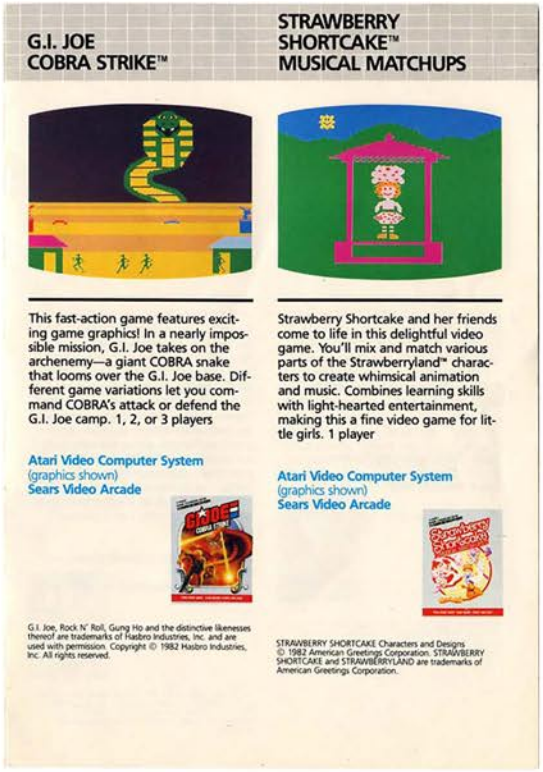
Cobra's assault lasts until four of the newly minted Joes have been destroyed, giving you a limited amount of time to shoot missiles into the snake's forehead. It's impossible to destroy the reptile, although the game is nice enough to keep track of how many times you score a hit. Granted this is easier said than done thanks to the fact that aiming is problematic.

The position of your shield coupled with the direction you were last traveling  determines the angle of the shot, and it only lasts as long as you are holding down the fire button.  To make things more infuriating, when there is a missile on screen your shield is immobile.  This forces you to make a choice, deliver a decently aimed shot and expose your troops to danger, or focus on protection and hope you get lucky.

While the game is playable alone, the real fun begins when you bring along a friend or two.  With a friend you can join forces against Cobra, or your friend can stab you in the back and face off against you.  The three player game is by far the preferred way to play, since one person will control the shield and one controls the gun as their former friend attempts to destroy their troops as Cobra.

As far as licensed titles go, there are definitely worse ones out there if you are flying solo.  However if you have two friends ready to do battle it is worth checking out.



**G.I. JOE COBRA STRIKE™**

This fast-action game features exciting game graphics! In a nearly impossible mission, G.I. Joe takes on the archenemy—a giant COBRA snake that looms over the G.I. Joe base. Different game variations let you command COBRA's attack or defend the G.I. Joe camp. 1, 2, or 3 players

Atari Video Computer System
(graphics shown)
Sears Video Arcade

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**STRAWBERRY SHORTCAKE™ MUSICAL MATCHUPS**

Strawberry Shortcake and her friends come to life in this delightful video game. You'll mix and match various parts of the Strawberryland™ characters to create whimsical animation and music. Combines learning skills with light-hearted entertainment, making this a fine video game for little girls. 1 player

Atari Video Computer System
(graphics shown)
Sears Video Arcade

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Above: Manual Cover
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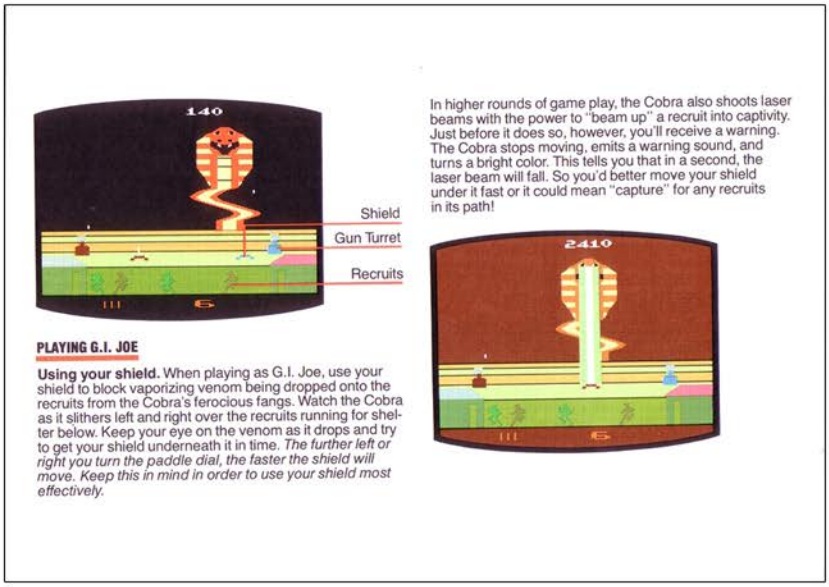
Below: Manual Page Sample




**PLAYING G.I. JOE**

**Using your shield.** When playing as G.I. Joe, use your shield to block vaporizing venom being dropped onto the recruits from the Cobra's ferocious fangs. Watch the Cobra as it slithers left and right over the recruits running for shelter below. Keep your eye on the venom as it drops and try to get your shield underneath it in time. *The further left or right you turn the paddle dial, the faster the shield will move. Keep this in mind in order to use your shield most effectively.*

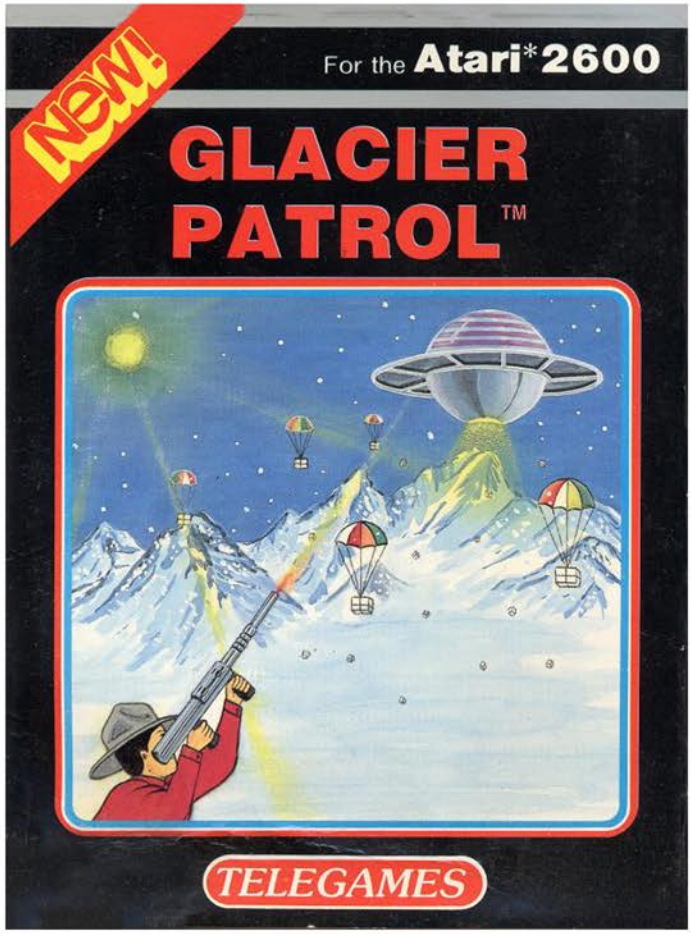
In higher rounds of game play, the Cobra also shoots laser beams with the power to "beam up" a recruit into captivity. Just before it does so, however, you'll receive a warning. The Cobra stops moving, emits a warning sound, and turns a bright color. This tells you that in a second, the laser beam will fall. So you'd better move your shield under it fast or it could mean "capture" for any recruits in its path!

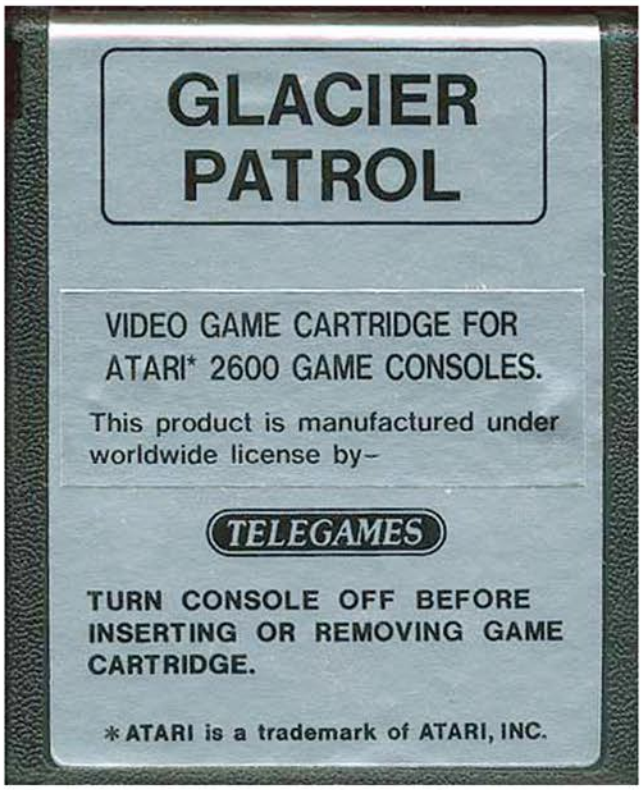
# Glacier Patrol

Release Date: 1983
Publisher: Telegames
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 5667 A106
Rarity: 8
Programmer: Ed Salvo

This slow moving shooter takes its name literally.



You are a lowly guard that has apparently drawn the short straw for assignments because you have been stationed at Camp Freedom, which is at the North Pole. What you would assume to be a cushy, albeit frozen, position soon becomes an all-night defense from an alien invasion.

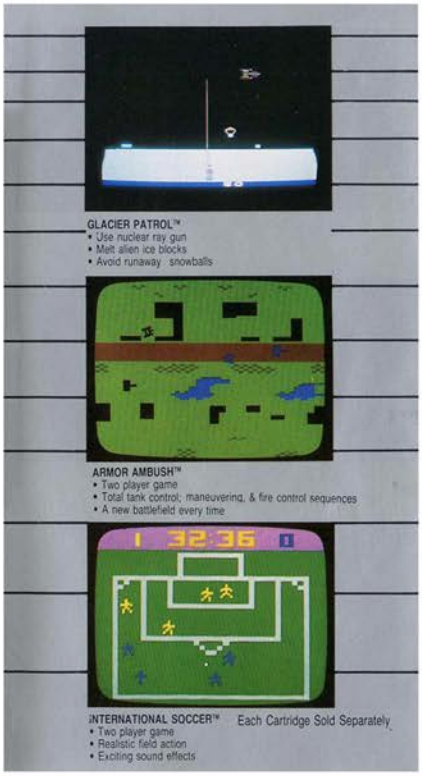
When the sun goes down an Aquafreeze craft appears in the sky, poised for world domination. Before their ships can land, a safe zone must be created to prevent them from being shot down. Instead of doing the logical thing and launching an assault on our defenses, they opt to create a shield out of ice blocks that are parachuted in from the lead vessel.

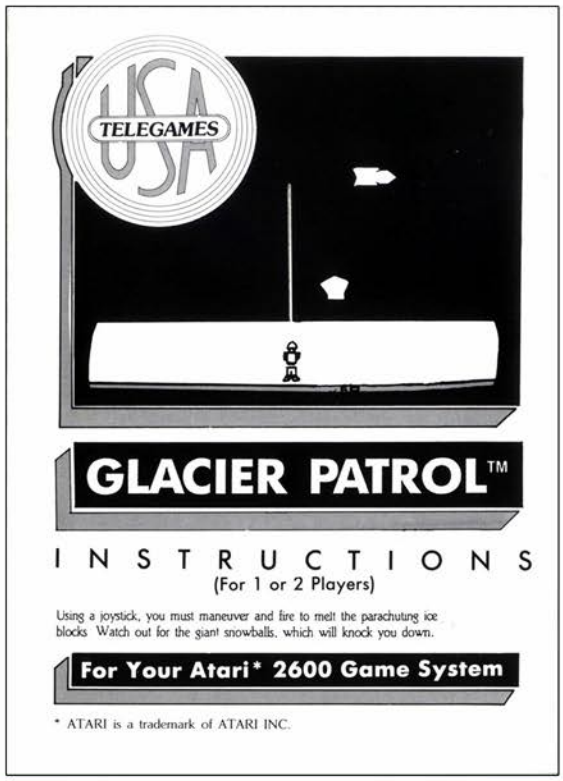
Your unnamed guard that is now the only thing standing in the way of the end of the Earth is armed with a laser rifle that can melt the blocks before they reach the ground. When a cube is released he must run underneath it, aim, and fire, then wait patiently while another block is loaded onto the bay doors and released. Thanks to you being fleet on your feet and the ice taking its sweet time to reach the ground, you can make it clear across the screen before it lands.

Should the blocks reach the ground they will take root, making them impossible to remove with your laser. This won't be much of a problem since the only two reasons they will touch down is if you really bad at aiming, or if the giant snowball that occasionally rolls by knocks you down for a moment. Never fear though, because when your score hits ten thousand points, the sun rises and melts all the ice.

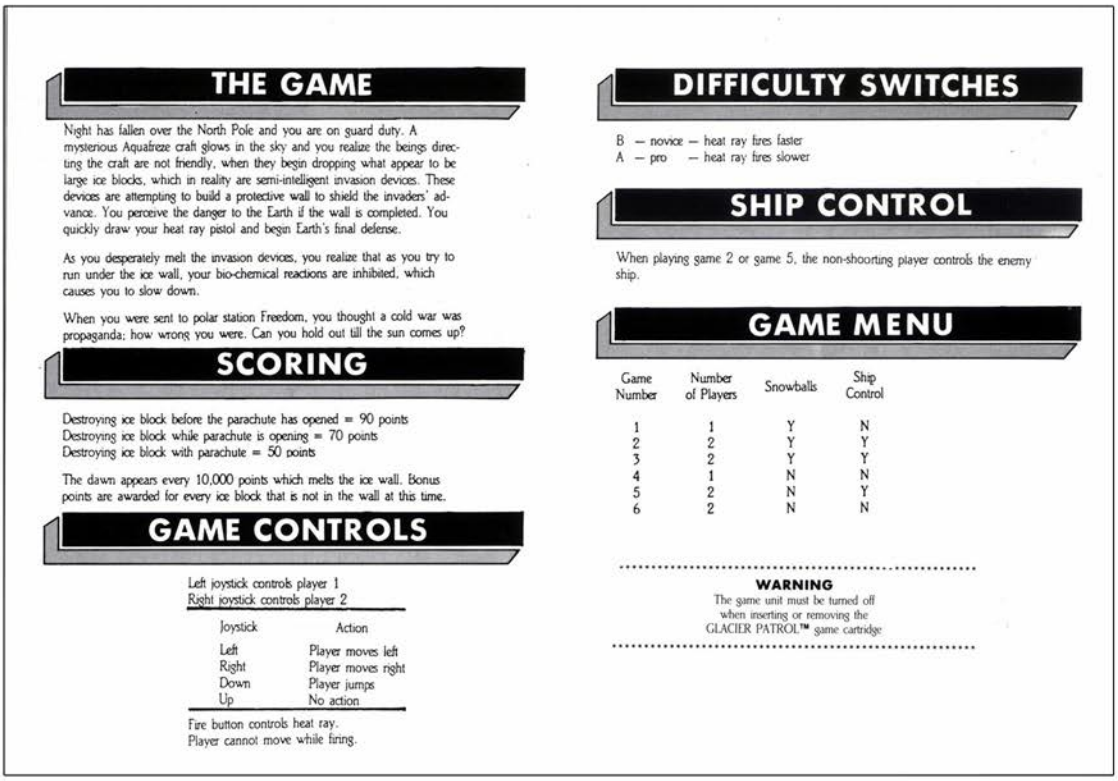
So let's recap the alien invasion plan, shall we? They have developed technology that allows them to travel across the galaxy, yet the only weapon they have is a barrage of giant ice cubs that completely melt away when the sun comes up, forcing them to start rebuilding from scratch. One has to wonder if this is an actual invasion or if it's bored alien teenagers trolling some poor guy at the North Pole.

Glacier Patrol moves at a glacial pace, totally lacks any challenge or entertainment value. If you are in the mood to shoot something there are many better options on the 2600.




Top Left: Catalog Sample
Top Right: Manual Cover (USA Games Release)
Below: Manual Page Samples



## THE GAME

Night has fallen over the North Pole and you are on guard duty. A mysterious Aquafreze craft glows in the sky and you realize the beings directing the craft are not friendly, when they begin dropping what appear to be large ice blocks, which in reality are semi-intelligent invasion devices. These devices are attempting to build a protective wall to shield the invaders' advance. You perceive the danger to the Earth if the wall is completed. You quickly draw your heat ray pistol and begin Earth's final defense.

As you desperately melt the invasion devices, you realize that as you try to run under the ice wall, your bio-chemical reactions are inhibited, which causes you to slow down.

When you were sent to polar station Freedom, you thought a cold war was propaganda; how wrong you were. Can you hold out till the sun comes up?

## SCORING

Destroying ice block before the parachute has opened = 90 points
Destroying ice block while parachute is opening = 70 points
Destroying ice block with parachute = 50 points

The dawn appears every 10,000 points which melts the ice wall. Bonus points are awarded for every ice block that is not in the wall at this time.

## GAME CONTROLS

Left joystick controls player 1
Right joystick controls player 2

| Joystick | Action |
|---|---|
| Left | Player moves left |
| Right | Player moves right |
| Down | Player jumps |
| Up | No action |

Fire button controls heat ray.
Player cannot move while firing.

## DIFFICULTY SWITCHES

B – novice – heat ray fires faster
A – pro – heat ray fires slower

## SHIP CONTROL

When playing game 2 or game 5, the non-shooting player controls the enemy ship.

## GAME MENU

| Game Number | Number of Players | Snowballs | Ship Control |
|---|---|---|---|
| 1 | 1 | Y | N |
| 2 | 2 | Y | Y |
| 3 | 2 | Y | Y |
| 4 | 1 | N | N |
| 5 | 2 | N | Y |
| 6 | 2 | N | N |

**WARNING**
The game unit must be turned off when inserting or removing the GLACIER PATROL™ game cartridge

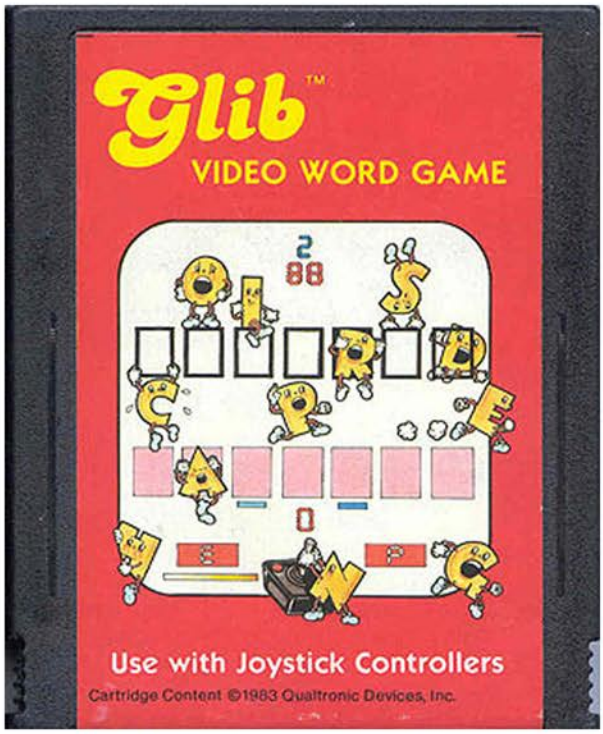
# GLACIER PATROL

# GLIB

Release Date: 1983
Publisher: Seichow & Righter
Controller: Joystick
Players: 1 - 2
Genre: Word Game

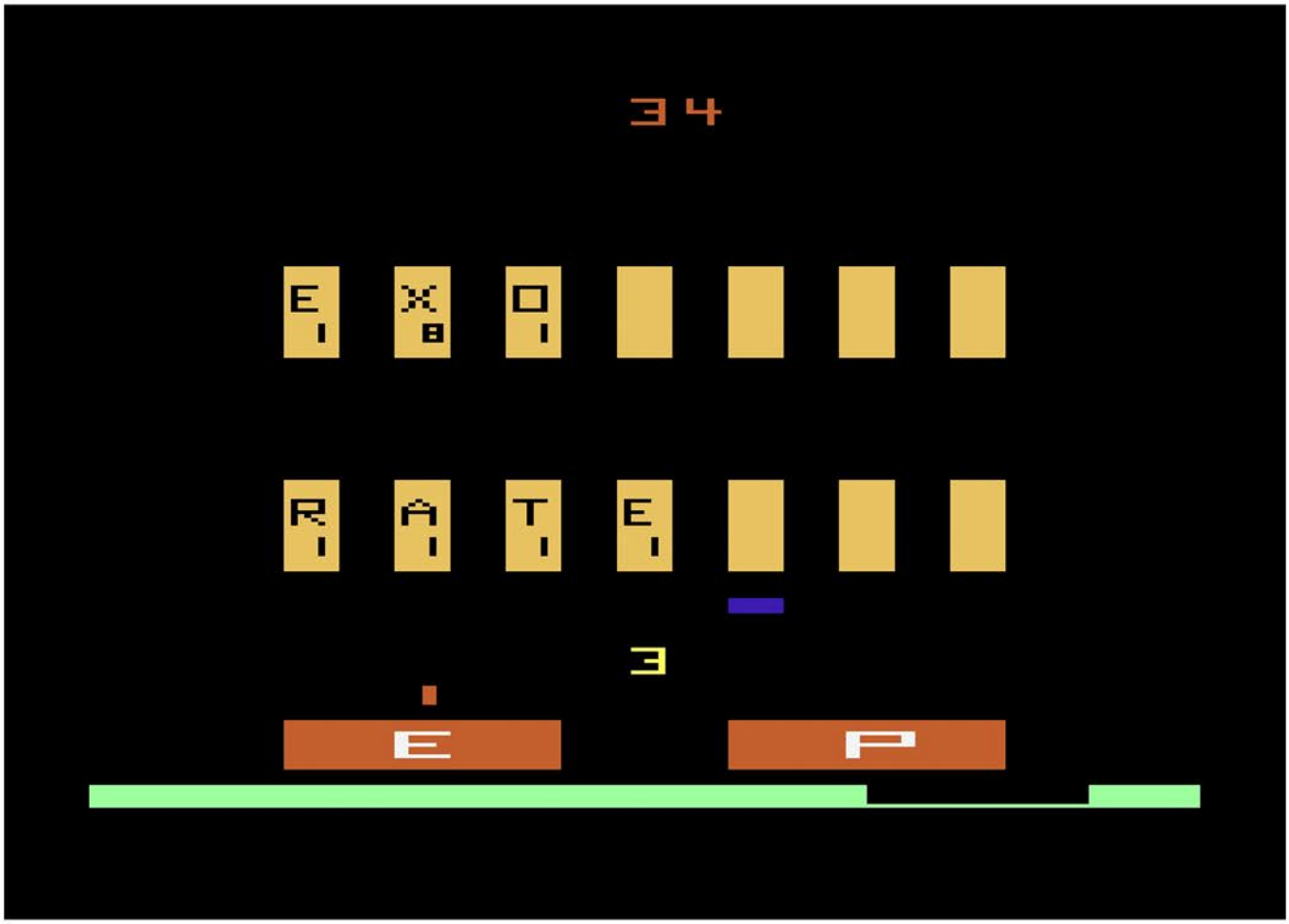
Alternate Title: N/A
Model #: 87
Rarity: 9
Programmer: N/A

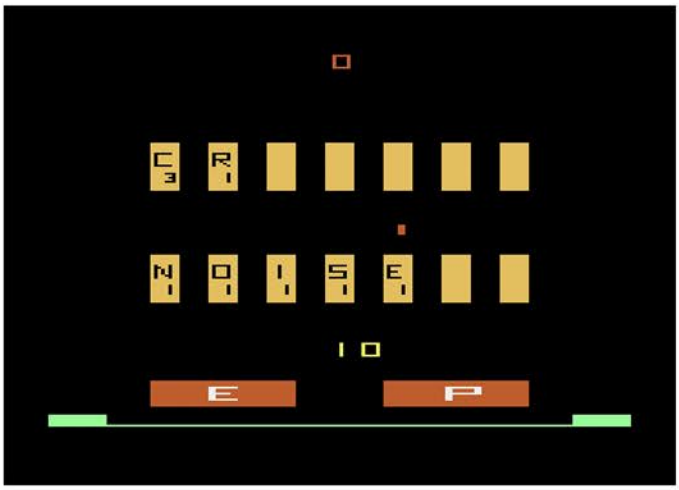
This is a relatively fun word game, provided you are into that sort of thing.

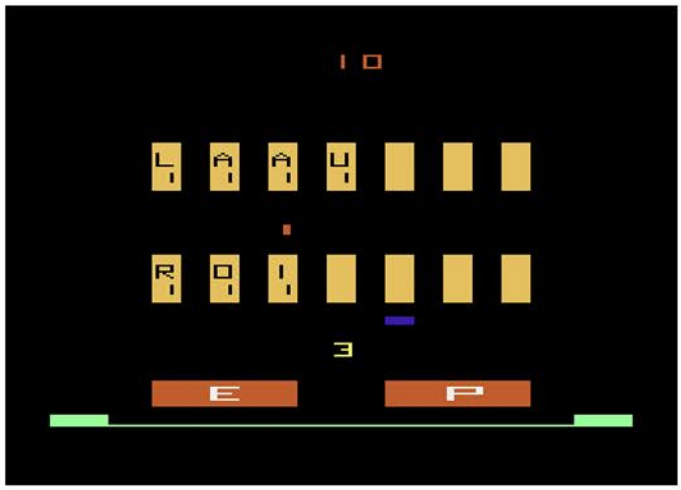


From the creators of Scrabble comes Glib, a randomized word building game where you compete to score the most points possible by spelling. Just like in the popular board game, each letter has a point value attached to it, with the more difficult letters like Q and X being worth more.

The game begins with six letters randomly appearing on the upper rack, with the seventh letter being placed on the lower rack. From here you must select letters off the top and move them to the bottom to spell out the longest word possible, while being forced to use the automatically placed letter. Once you are pleased with the word you created, hit enter and collect the points. If you are unable to spell a word there is a pass option, which will take you to the next random set. There are ninety-eight letters in the game that it will cycle through, which make up fourteen turns (or seven for a two player game).



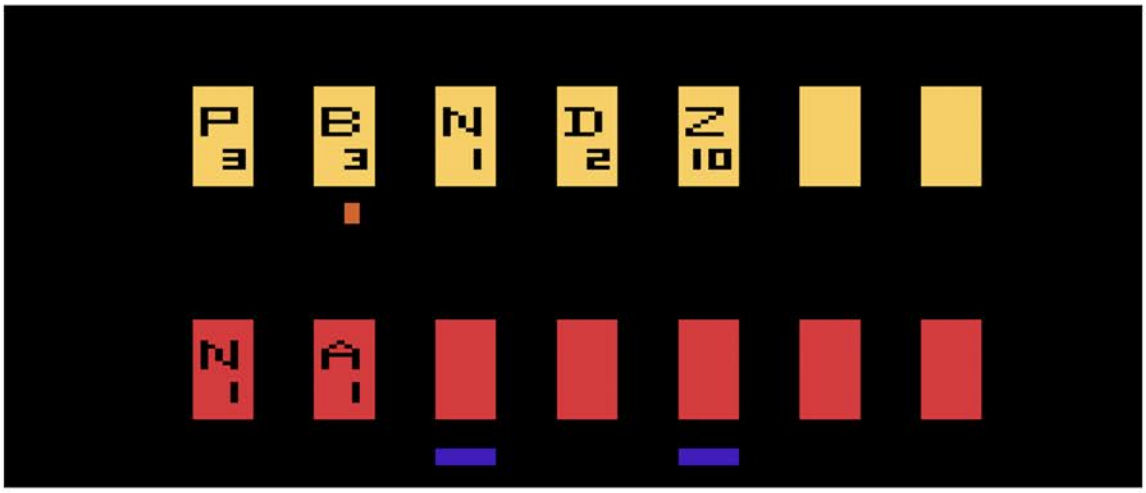


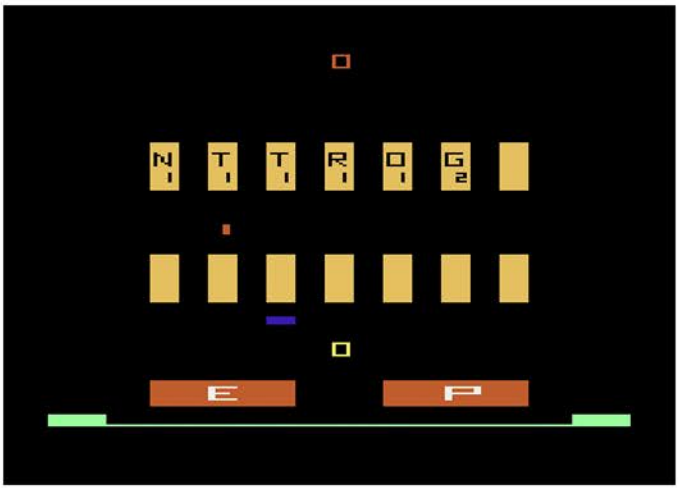


There are five different game types as well as five different speed options. The timer can be set from twenty-six seconds all the way up to infinity, with a randomized option for those who like to live dangerously.

The five different game types offer a little variety to the way you play. Billboard is the basic mode, with new sets of letters being shown on each turn. The Skill Builder will only replace the letters that are used on a given word, while Times Up forces you to create as many words as possible from the same seven letters given at the start. Encore has the letters parading across the screen, forcing you to act quickly to grab and place the letter before it moves off screen, and Over The Edge is the same as Encore except once the letters are off screen they are gone for good, whereas in Encore they repeat.

While the average player may not want to spend their video game time attempting to spell random words, fans of word games will have a fun time here. Having ninety-nine letters allows for near limitless combinations, the controls are responsive, and with a competitive two player mode you can battle a friend to see who the best speller is. If you are fan of this type of game, it's worth checking out.





Above: Manual Cover
Left: Additional Screenshot
Below: Manual Page Sample

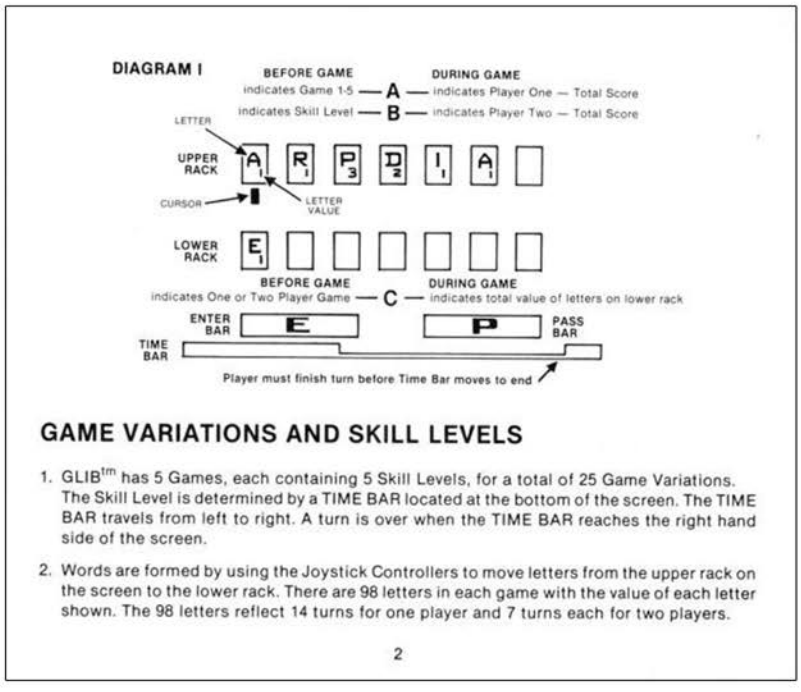


DIAGRAM I

BEFORE GAME — indicates Game 1-5 — A — DURING GAME — indicates Player One — Total Score
indicates Skill Level — B — indicates Player Two — Total Score

LETTER
UPPER RACK
CURSOR
LETTER VALUE
LOWER RACK

BEFORE GAME — indicates One or Two Player Game — C — DURING GAME — indicates total value of letters on lower rack

ENTER BAR
PASS BAR
TIME BAR
Player must finish turn before Time Bar moves to end

## GAME VARIATIONS AND SKILL LEVELS

1. GLIB™ has 5 Games, each containing 5 Skill Levels, for a total of 25 Game Variations. The Skill Level is determined by a TIME BAR located at the bottom of the screen. The TIME BAR travels from left to right. A turn is over when the TIME BAR reaches the right hand side of the screen.
2. Words are formed by using the Joystick Controllers to move letters from the upper rack on the screen to the lower rack. There are 98 letters in each game with the value of each letter shown. The 98 letters reflect 14 turns for one player and 7 turns each for two players.

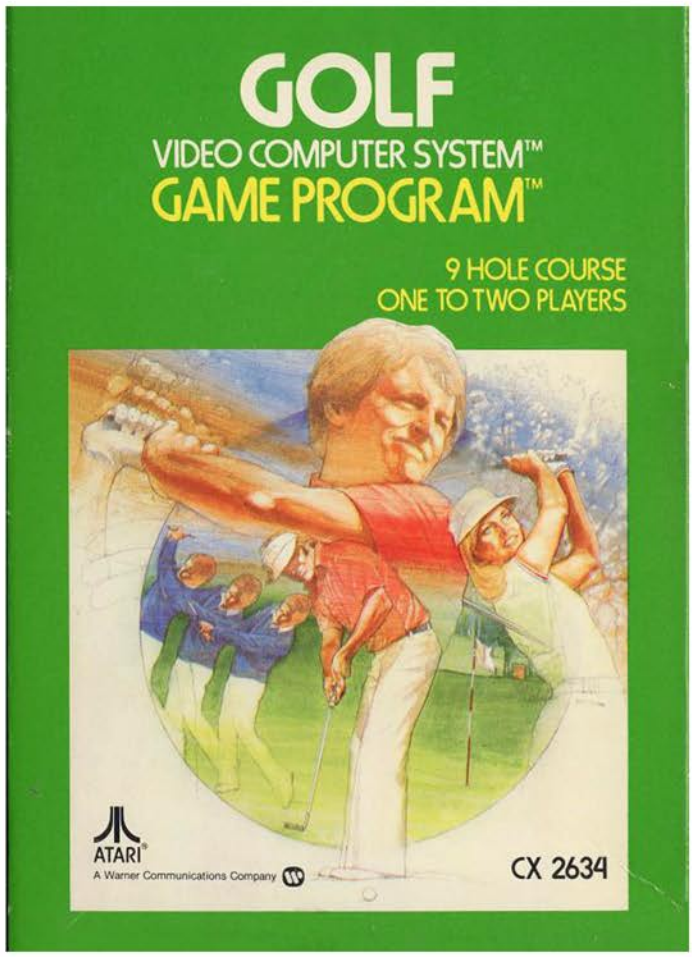
2

# GOLF

Release Date: 1980
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

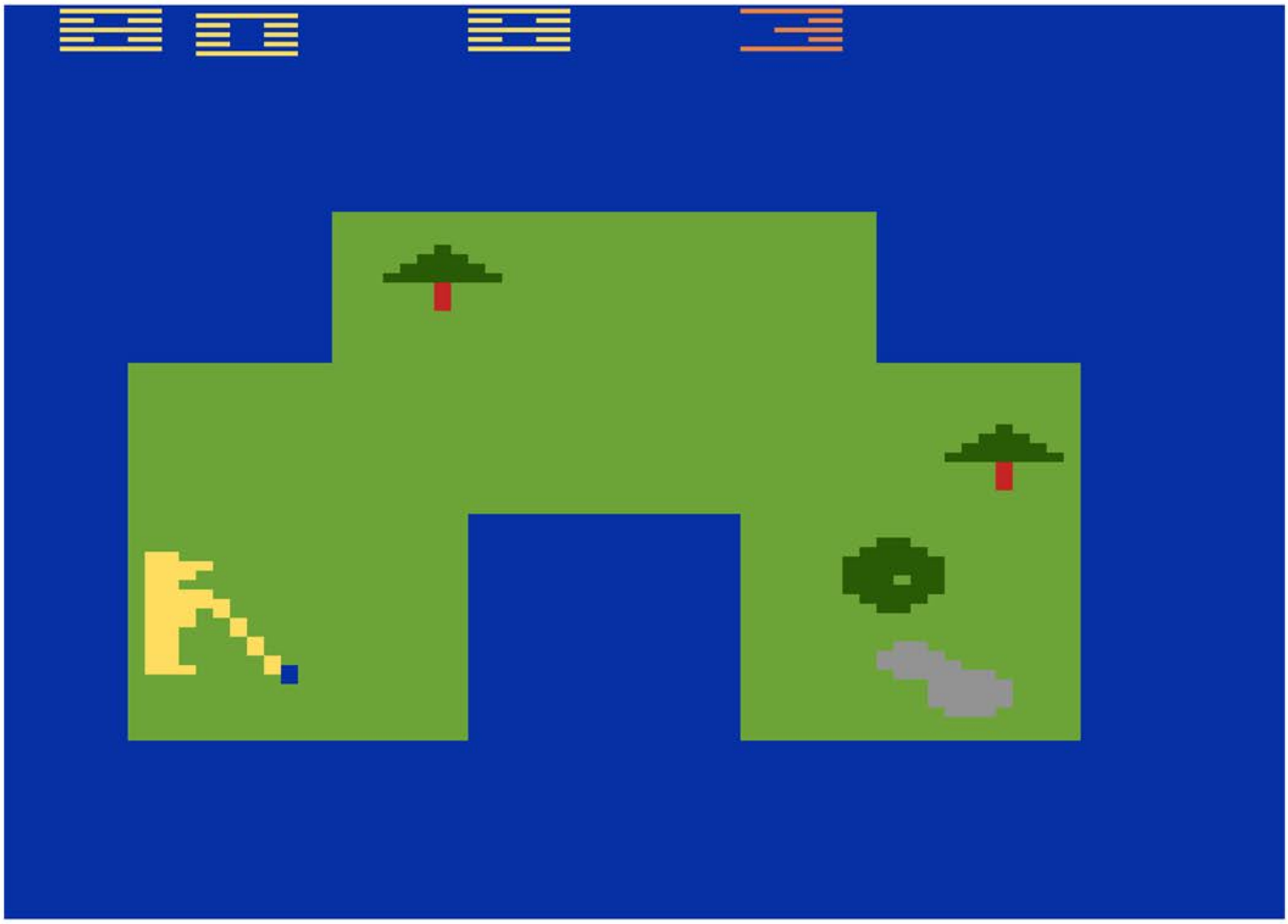
Alternate Title: N/A
Model #: CX2634
Rarity: 2
Programmer: Tom Rudadahl

Step on the links, pick up a club, and play a round of golf like you have never played before.



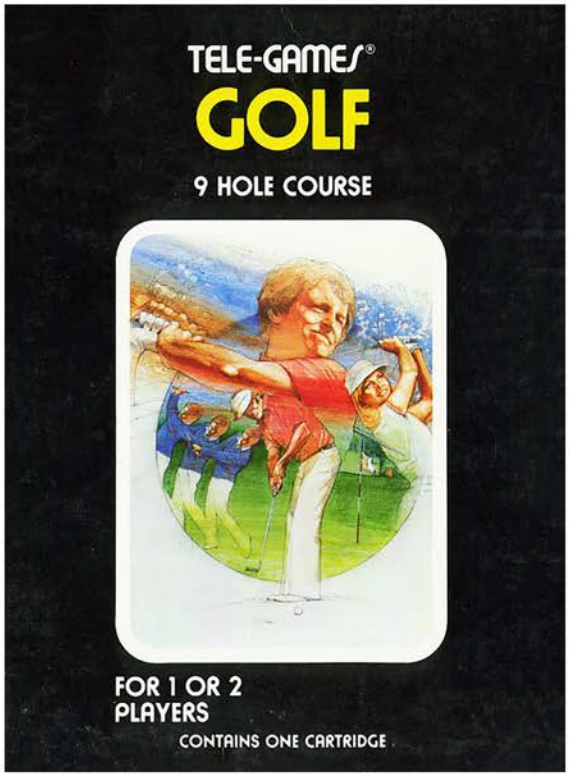
You will use your 9-iron to pull off backwards shots, use your cleats to kick the ball towards the green, and consider it a victory if you get back to the clubhouse with a swing count under a hundred.

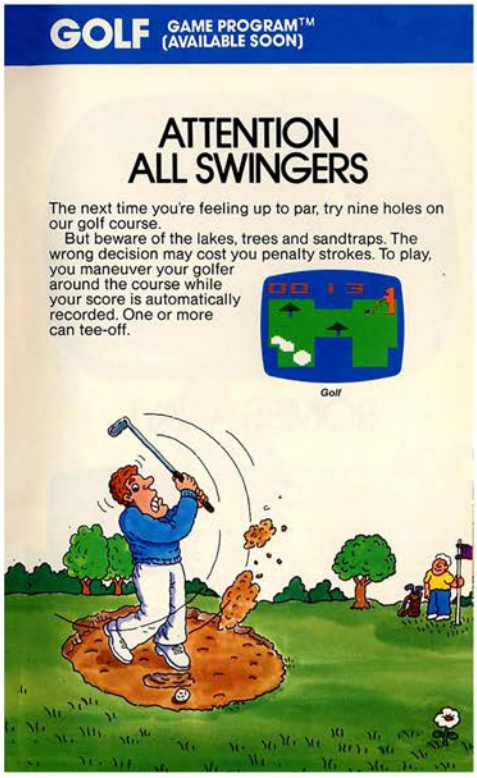
There are nine holes with a total of thirty-six par, with a nice selection of par threes, fours, and fives. When the golfer steps into the tee box, it's vital that you take a few steps back and do some practice swings. Once there is a basic understanding of how the club moves, it's time to line up your shot. Since the ball will travel at whatever angle and direction the club hits it, you will have to get creative in order to make it to the green.



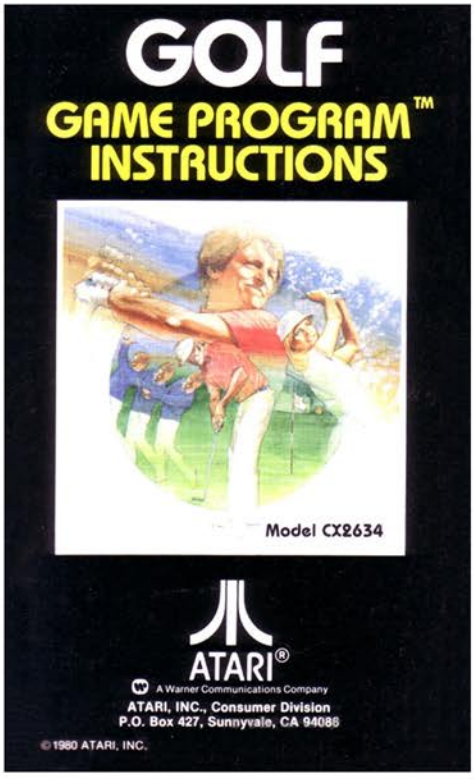
On a basic hole the first shot will be pretty standard looking, however after that the only way to make it to the green is to position the golfer below the ball and facing away from the pin, and swing the club above his head to send it in the proper direction.  This will continue until the ball reaches the green.  Now it's time to putt, which is done in the same way, only with a little more finesse.

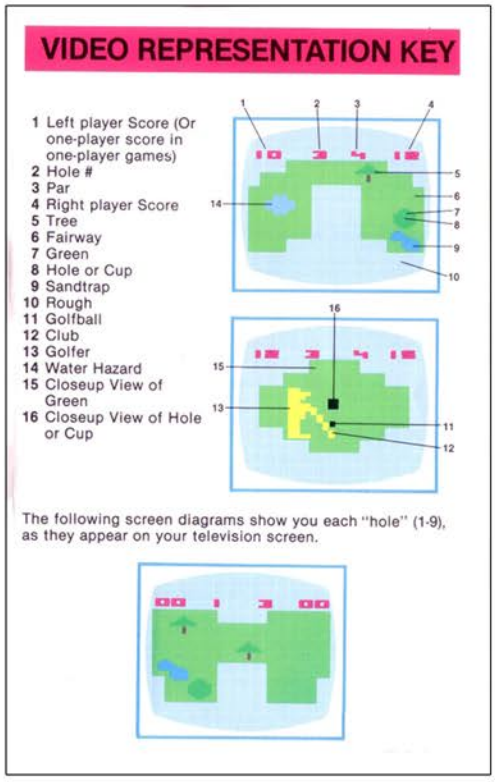
Despite the system limitations, the designers still included sand traps, water hazards and trees to make your journey to the pin difficult.  While this isn't a realistic representation of the sport, it's still worth a play as it has its own weird charm and challenge to it.




Top Left: Sears Tele-Games Box
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



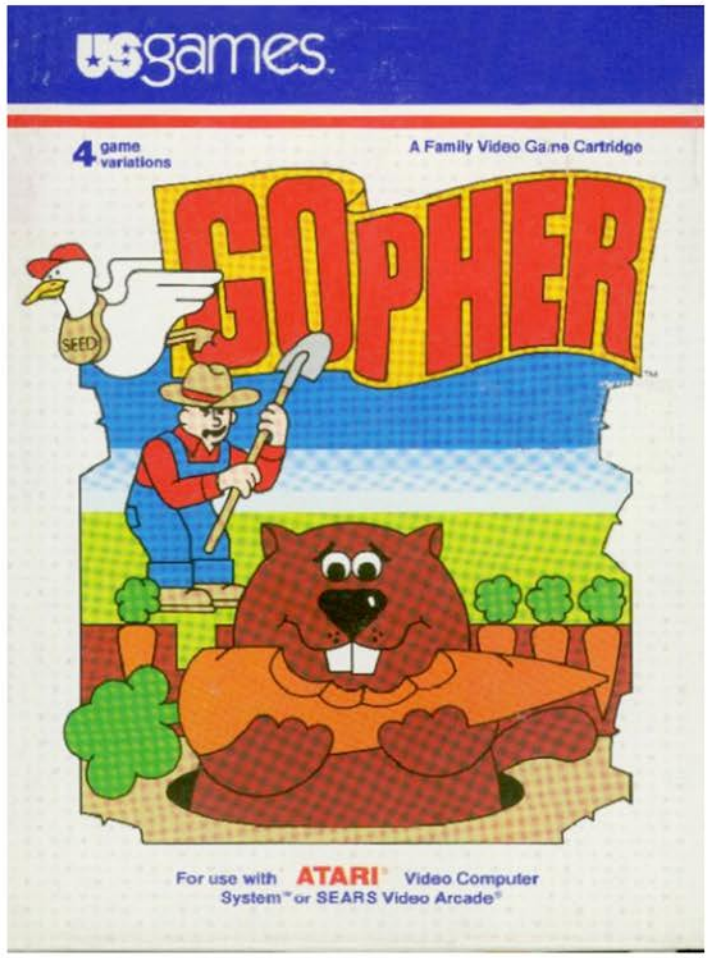



# GOPHER

Release Date: 1982
Publisher: US Games
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: VC2001
Rarity: 4
Programmer: Sylvia Day / Henry Will IV

Grab your shovel and take on a furry vegtable thief.



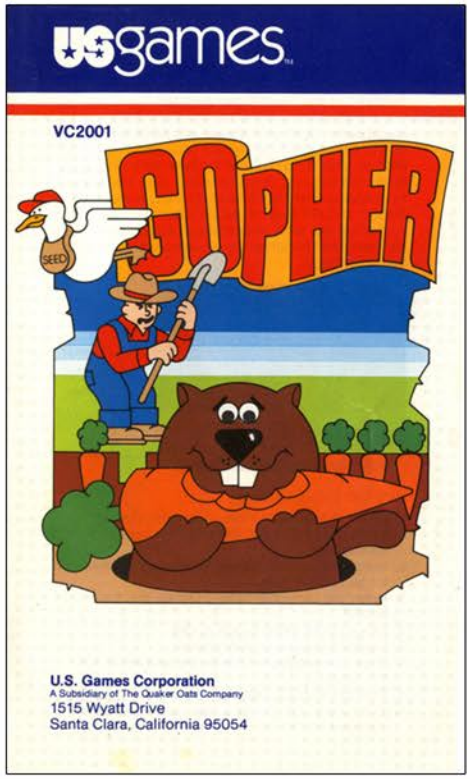
You are a lowly farmer who is under assault by a devious gopher who is dedicated to robbing you of your precious carrot crop. The only tool you have at your disposal to protect your harvest is a shovel, which can be used to fill in gopher holes or to smack the varmint on the head.

When the game begins the mischievous animal bounces back and forth across the bottom of the screen, digging a trail across the entire length of the play field. After that your nemesis will start digging upwards towards the surface, giving him a pathway to your veggies. Once the hole reaches ground level, you can fill it in with your shovel, with each button press filling in one of the three depths. It is in your best interest to fill these quickly, since the hungry gopher can pop out and make a beeline to dinner.

Shoveling dirt isn't your only defense against vegetable theft. If catch the wily animal above ground you can whack him on the head with your shovel to send him to the afterlife. Unfortunately there is a never ending supply of furry thieves, so as soon as one is out of commission another one will be after your bounty. Should you lose a carrot all is not lost, as a friendly baseball cap wearing duck will occasionally fly by and drop some seeds for you to plant.

Despite the simplistic setup, the game is quite difficult due to the underground menace being quick and devious. It's not uncommon to have the gopher pop its head up on the far right of the screen, stick his tongue out to mock you, then quickly go to the other side of the screen, burrow up and steal your dinner before you have a chance to react. When this happens there isn't much you can do. It's almost like the game decided you had too many carrots.

While this isn't a terrible game, it does get old quickly due to the lack of variety. If you have an overwhelming desire to whack a gopher on the head with a shovel, this is one of your only options, if not there are better games on the system.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

9. LEFT DIFFICULTY SWITCH – Player 1
Position A – Very Smart Gopher
Position B – Smart Gopher
RIGHT DIFFICULTY SWITCH – Player 2
Position A – Very Smart Gopher
Position B – Smart Gopher

## Controls:

- Use left joystick for single player; both joysticks for two player.
- Move farmer by moving joystick left and right.
- Fill the holes and bonk the Gophers by positioning the farmer above hole and depressing the fire button.

## Game Variations:

**Game 1** Single player with duck.
**Game 2** Two player with duck.
**Game 3** Single player; no seed planting.
**Game 4** Two player; no seed planting.

## Scoring:

Each Gopher bonked = **100 points**
Each section of tunnel filled = **20 points**

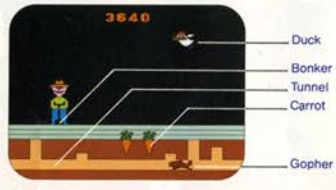
## Playing Hints:

- Stay somewhat centered in the carrot patch, and slightly move back and forth with movement of the Gopher – but *don't follow him.* He can move much quicker than you and also will appear on one side and then the other. Move out cautiously but quickly, and fill the nearest hole that is up to the surface – maybe only partially because you have to get back to protecting your carrots.
- **Bonking:** This very strategic and satisfying game-play technique could be the answer to that multidigit score! You can Bonk the Gopher on the head as he emerges from his hole or anywhere above ground as he runs for a carrot. This is a most rewarding accomplishment as you receive 100 points for bonking and can manage enough time for a chuckle before your next bonk! *Timing and accurate positioning* is the key to bonking.

## Gopher

Gopher is a one or two player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade.®

Gophers have launched a merciless assault on your carrot patch. Grab your shovel and fill those holes before they tunnel out and eat your choice carrots. With no time to run back to the barn for more seeds to plant, it's a good thing that crazy duck keeps flying by dropping them. But it's awfully tricky to catch a seed, plant it, and still keep those persistent Gophers away. Just when you think everything's under control, they get faster and hungrier! Take a deep breath, and let the battle begin.




## Set-Up Instructions:

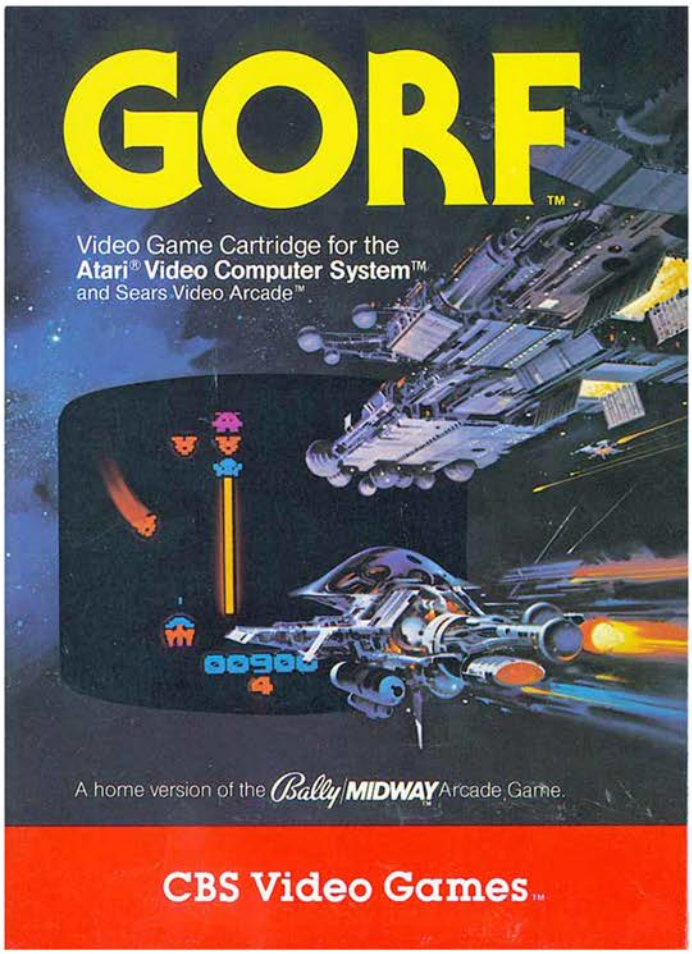
1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following the manufacturer's instructions.
2. Install left joystick control for single player, or both for two player game.
3. Insert the cartridge making certain that the power is **OFF.**
4. Move the POWER switch to **ON.**
5. Select the game of your choice.
6. Press the red fire button on the joystick to start the game.
7. Push the RESET switch anytime to start a new game.
8. After the game is over, a new game may be started by pressing the fire button on the joystick.

# GORF

Release Date: 1982
Publisher: CBS Electronics
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 80010
Rarity: 3
Programmer: Alex Leavens

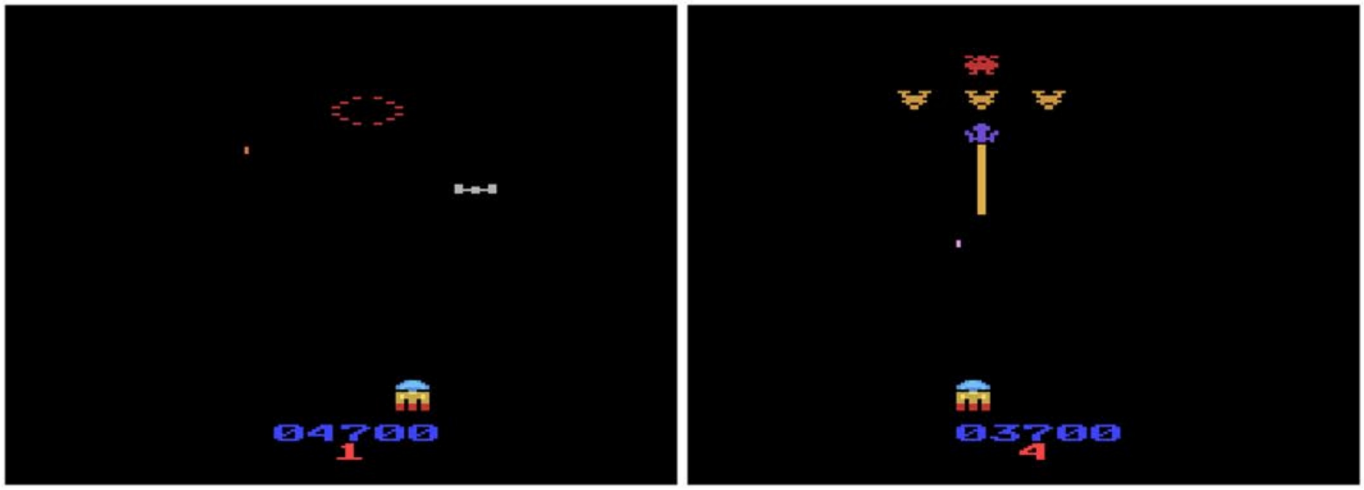
This port of the arcade classic comes up just a bit short.



You are a Space Cadet that has received word from the Interstellar Space Force Command that they are about to be destroyed, and it's up to you to defend the planet from the Gorfian Robot Armada. Once you protect the planet they instruct you to launch a one man suicide mission to try any destroy the entire fleet on your own. In addition to summing up the dire situation that you are in, they tell you that promotions are in order should the mission be successful. Which is a little strange given that they are being wiped from the face of the planet and you are all that is left.

The game is broken up into four distinct levels, giving you a variety of challenges to overcome. Unfortunately, due to hardware restrictions, they had to scale down each stage to make it fit on the cartridge. This turns what could have been a solid arcade port into a shell of its counterpart.

The first level is the Astro Battle, which is a simple Space Invaders clone. There are only three rows of enemies, and it's fairly easy to take them out before they get anywhere close to the bottom of the screen. Once these foes have been vanquished it's time to launch your counter attack against the invasion force.




The Laser Attack has you facing off against a ship with a giant laser that is flanked by four kamikaze pilots. If the laser ship is taken out before the support vessels, it will reappear a few seconds later. While the dive bombers can be annoying, with only five ships on screen it won't take long before you move on to the Space Warp.

Now you are one step away from your destination, and must fight your way to the portal. Before that can happen there are five tie-fighters that appear one at a time and do donuts in space while taking shots at you. It's kind of amazing that the last line of defense thinks the best attack pattern is to spin in circles. Once the drunken pilots are taken care of, it's time for the final battle.

The Flag Ship is a heavily fortified vessel that has a lone weak point, the internal power reactor vent. All of your other shots will bounce harmlessly off the hull, but land that perfect shot and your foe explodes in a variety of colors. It's about as exciting of a battle as it sounds.

Once you achieve this it's back to the beginning to do it all over again, only this time the difficulty is ramped up. And by ramped up I mean they brought out their most seasoned pilots to punish you for being successful on the first run. Bullets rain down, the kamikaze pilots are in overdrive, and the tie-fighters move so quickly that it's more luck than skill to take them out.

The ambition was certainly present here, unfortunately they just didn't have the hardware to pull it off properly.

Above: Manual Cover
Left: Boss Battle Screenshot
Below: Manual Page Sample

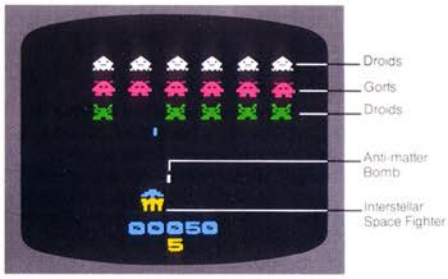
## MISSION 1 — ASTRO BATTLES

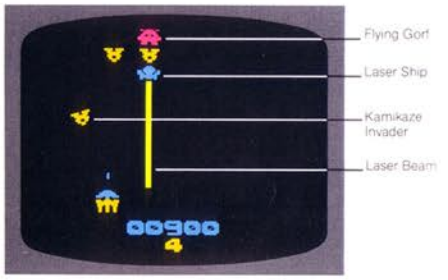
Before taking off into space, you must first defend the Earth from the horde of advancing Gorfs and Droids. These invaders descend in column formation and drop dangerous anti-matter bombs. When the entire attack matrix is destroyed you will proceed on to your next mission. If any of the invaders should reach the Earth's surface before you've destroyed them, this mission will be terminated and your Fighter will be sacrificed.

## MISSION 2 — LASER ATTACK

This orbital zone is the Gorfian Empire's first line of defense against your counterattack. You must destroy the anti-particle Laser Ship while avoiding its deadly beam. The Laser Ship is protected by three Kamikaze Invaders and a Flying Gorf. The Kamikaze Invaders will each continuously try to ram into you as you attempt to blast them all. If the Laser Ship is blown up before all the Kamikazes and the Gorf are destroyed, a new Laser Ship will take its place within four seconds.

Points are scored for all enemies shot and destroyed. No points are scored for Kamikaze Invaders blown up in a suicide-crash. When all attack ships are destroyed, you will move on to your next battle.



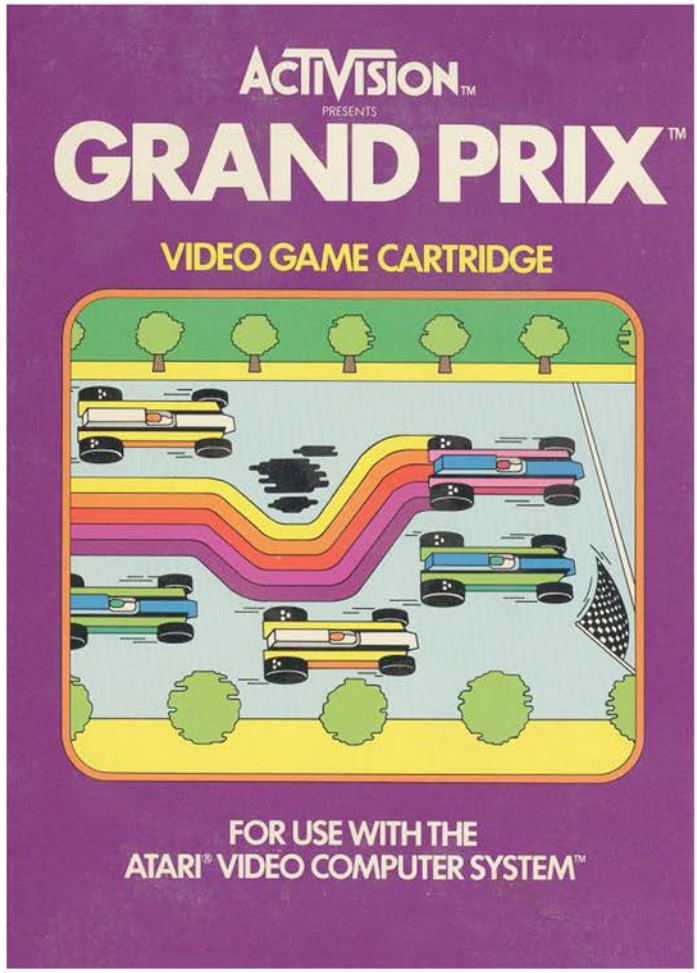



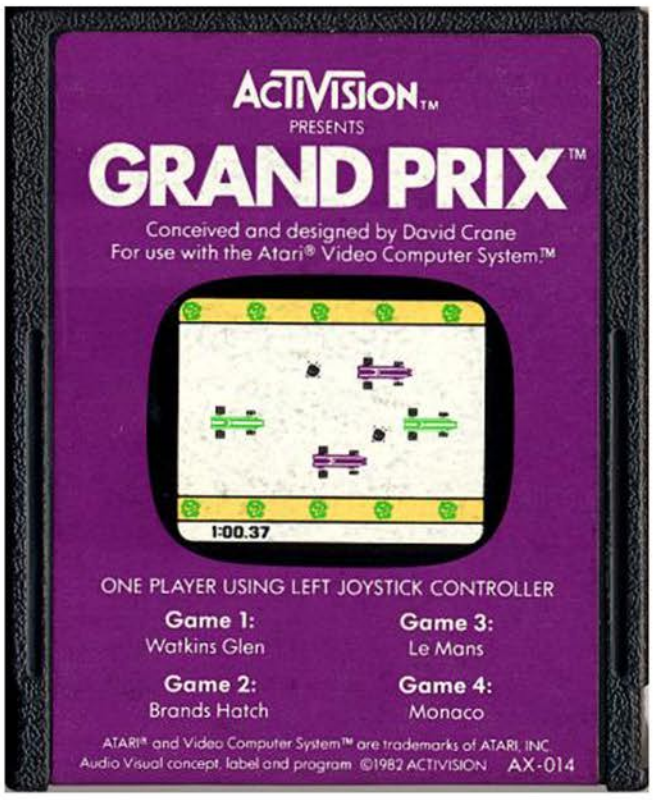
# Grand Prix

Release Date: 1982
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Racing

Alternate Title: N/A
Model #: AX-014
Rarity: 2
Programmer: David Crane

This Formula-1 style racing game is solid, but shallow.



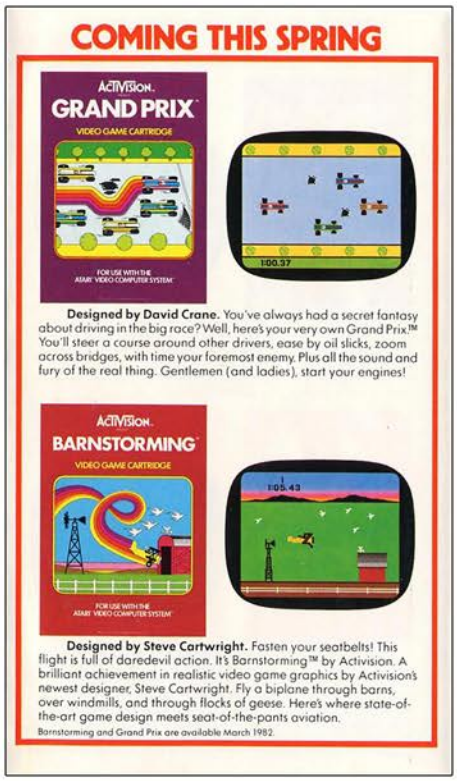



Get behind the wheel of a souped up race car and take on a fleet of rivals in a battle to reach the finish line first. The action is fast and furious, and depending on which track you pick, it will be over before you really get started.

You begin the race alone on the screen and must catch up to your opponents who are scattered throughout the track. While you have free movement, the other racers are driving in a straight line in one of four invisible lanes. This is a double edged sword since it is easy to see where they are on the track, but thanks to picky collision detection you will often clip one of their wheels and send yourself into a violent crash. When you wreck your car stays in one piece, however the screen flashes red and you bounce around like a super ball on a trampoline. You also lose all momentum, which poses a problem if you are going for the Activision patch, since it can take quite a while to get up to speed.

There are four tracks: Watkins Glen, Brands Hatch, Le Mans and Monaco. Each level adds a segment, which lengthens the race by about thirty-five to forty seconds, and they are connected with a bridge. This pathway over the water is only big enough for one car, so you have to make sure you are in the center of the screen or else the race car will become a bumper car. Outside of the bridge and rival cars the only obstacle standing in your way of the checkered flag are oil slicks. If you hit one of these you lose a little bit of speed and skid halfway across the track. The good news is that unless you hit another racer you won't fall too far behind since the edge of the track doesn't impact your car.

Despite the short tracks, Grand Prix is a solid racing title. While it's not particularly deep, it is worth checking out if you are a fan of the genre.



Top Left: Catalog Sample
Top Right: Patch
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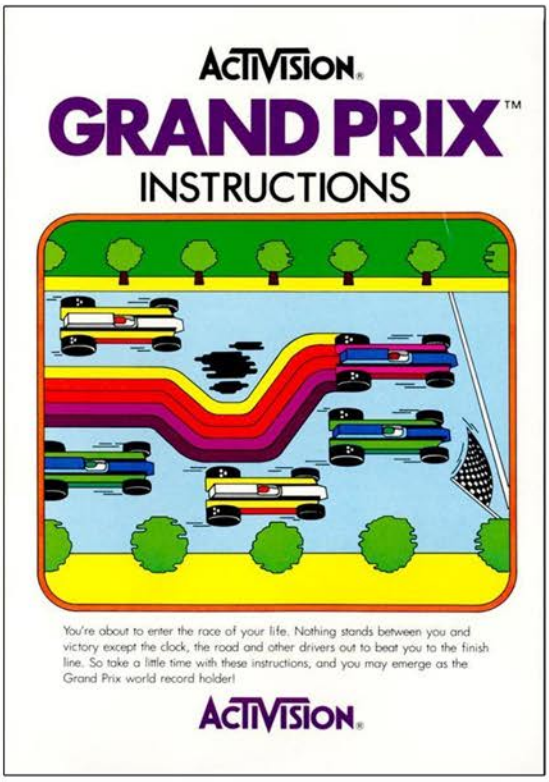
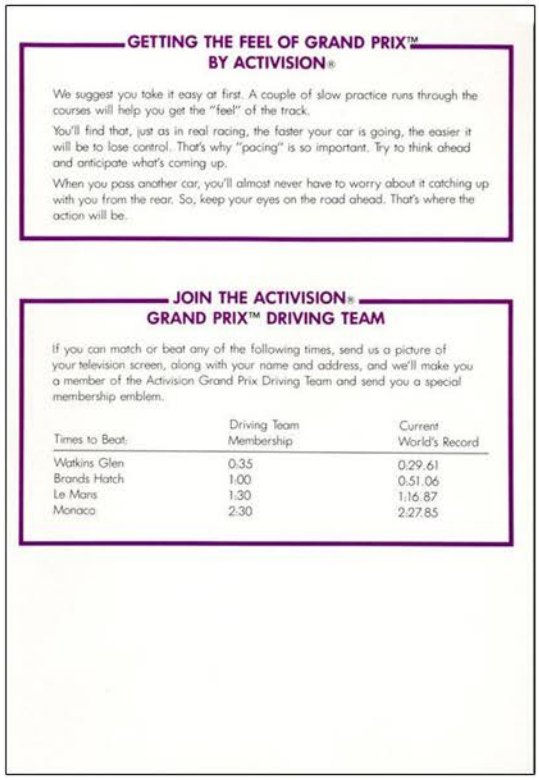


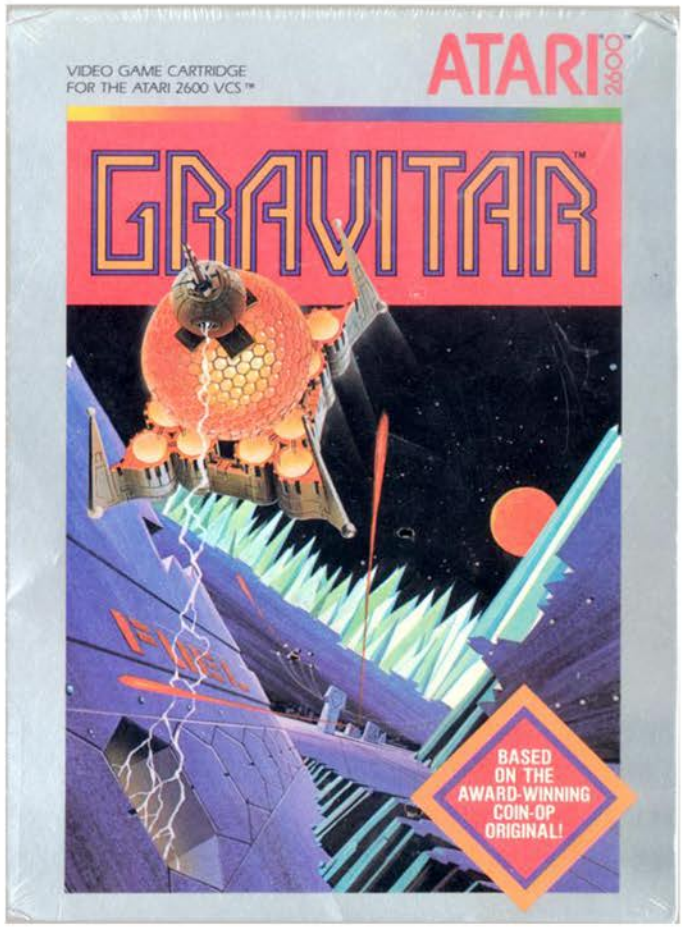



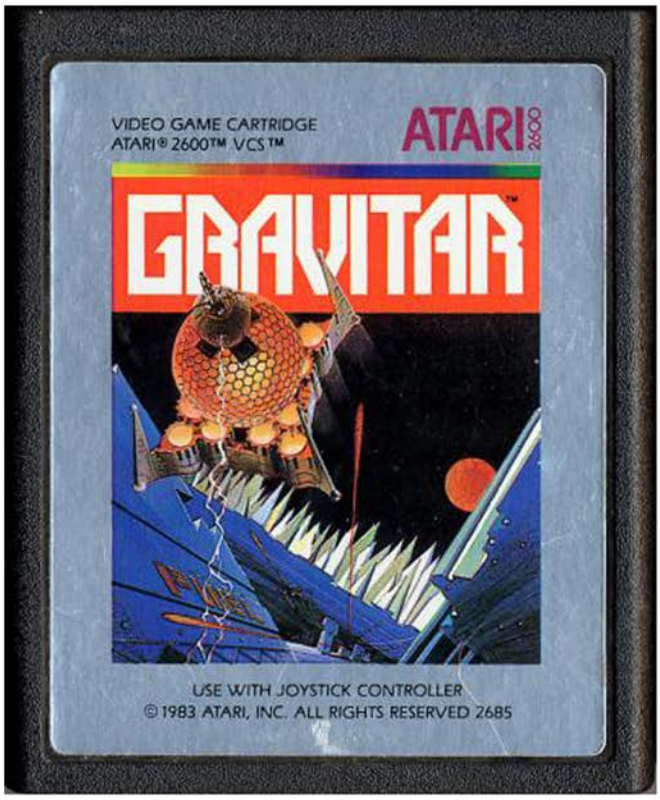
# GRAVITAR

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2685
Rarity: 2 / 8
Programmer: Dan Hitchens

This arcade port boasts some of the mosts difficult controls on the 2600.



The evil Gravitar has deployed his diabolical weapon to destroy the universe. What weapon is that you ask? Well it's gravity, which may sound like a lame weapon, however once you play for longer than six seconds you'll see it's quite effective.

When the game begins your ship is stationed over a central planet. If you make the mistake of pausing for a moment to get your bearings, congratulations, you're already dead. With no warning the killer sun begins to pull you in, forcing you to burn valuable fuel to attempt to break free of its gravitational pull. More often than not you'll be pulled into it before you can gain enough speed to escape.

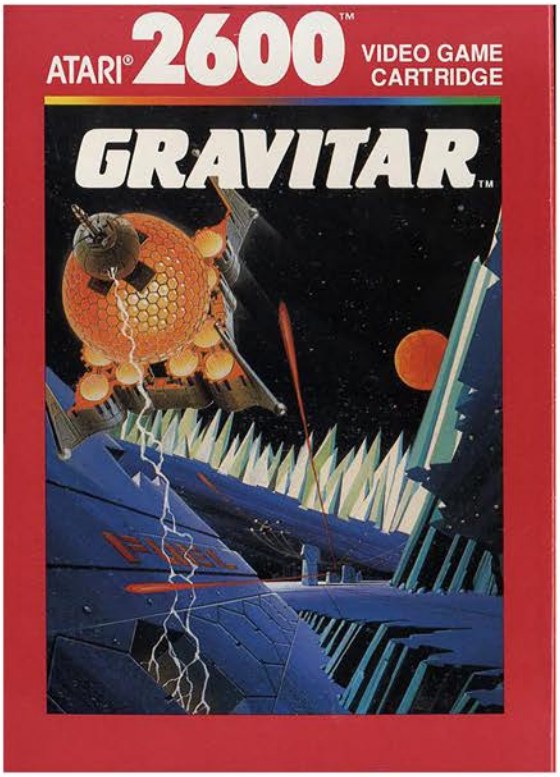
On your next life where you immediately fly downwards, you'll have a chance to survey the solar system. There are several planets that must be visited so that the bunkers hidden within the mountainous landscape can be destroyed. Unfortunately the gravity here makes flying all but impossible, so be prepared to do some kamikaze runs to take them out. Scattered about the landscape are several fuel depots that will boost your fuel, however it's incredibly difficult to grab it and not hit the ground.

Back in space, there are enemy saucers that will fly out and attack you. If you can land a direct shot it'll explode only to be quickly replaced by another one. However if you ram it you'll be taken into a duel screen where it's just you and the saucer in a fight to the death.

The other way to clear a solar system is to attack the Alien Reactor Base directly. This involves flying through a winding tunnel, destroying it and escaping in the allotted time. Again, with the extreme gravity this is going to be much more difficult than you might think.

Flying your space ship is without a doubt one of the most frustrating experiences to be found on the 2600. Even the game knows how insanely difficult it is, since one of the game modes gives you a hundred lives, and even then you'll be hard pressed to clear the twelve levels the game has to offer. There is a mode without the gravity, but even then the momentum of your ship is difficult to control.

If you are wanting a hardcore challenge that borders on the unfair, give this a shot. If you are looking for a fun arcade shooter, look elsewhere.

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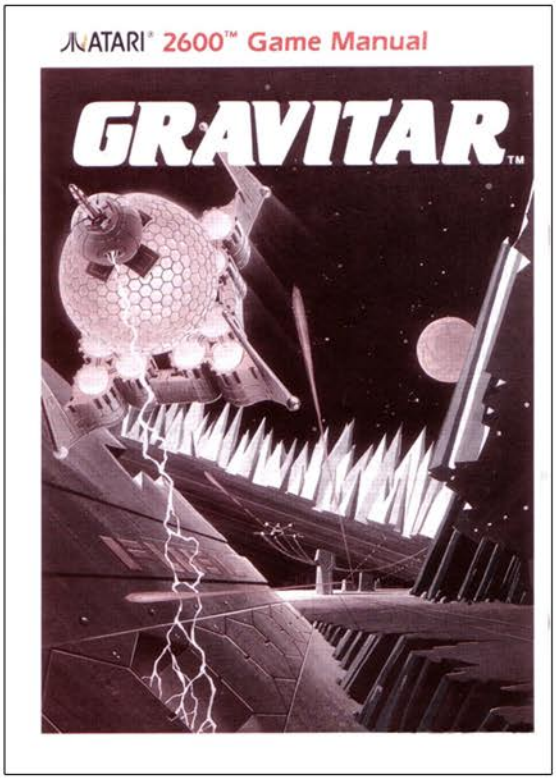
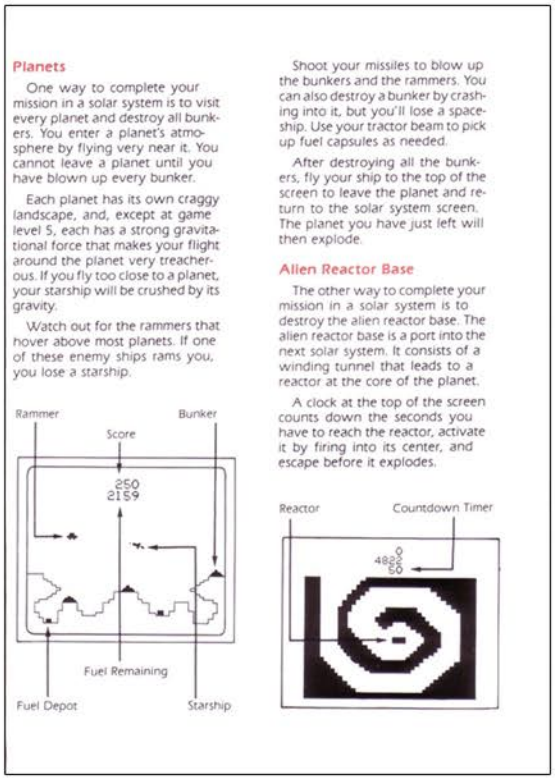


## Planets

One way to complete your mission in a solar system is to visit every planet and destroy all bunkers. You enter a planet's atmosphere by flying very near it. You cannot leave a planet until you have blown up every bunker.

Each planet has its own craggy landscape, and, except at game level 5, each has a strong gravitational force that makes your flight around the planet very treacherous. If you fly too close to a planet, your starship will be crushed by its gravity.

Watch out for the rammers that hover above most planets. If one of these enemy ships rams you, you lose a starship.

Shoot your missiles to blow up the bunkers and the rammers. You can also destroy a bunker by crashing into it, but you'll lose a spaceship. Use your tractor beam to pick up fuel capsules as needed.

After destroying all the bunkers, fly your ship to the top of the screen to leave the planet and return to the solar system screen. The planet you have just left will then explode.

## Alien Reactor Base

The other way to complete your mission in a solar system is to destroy the alien reactor base. The alien reactor base is a port into the next solar system. It consists of a winding tunnel that leads to a reactor at the core of the planet.

A clock at the top of the screen counts down the seconds you have to reach the reactor, activate it by firing into its center, and escape before it explodes.



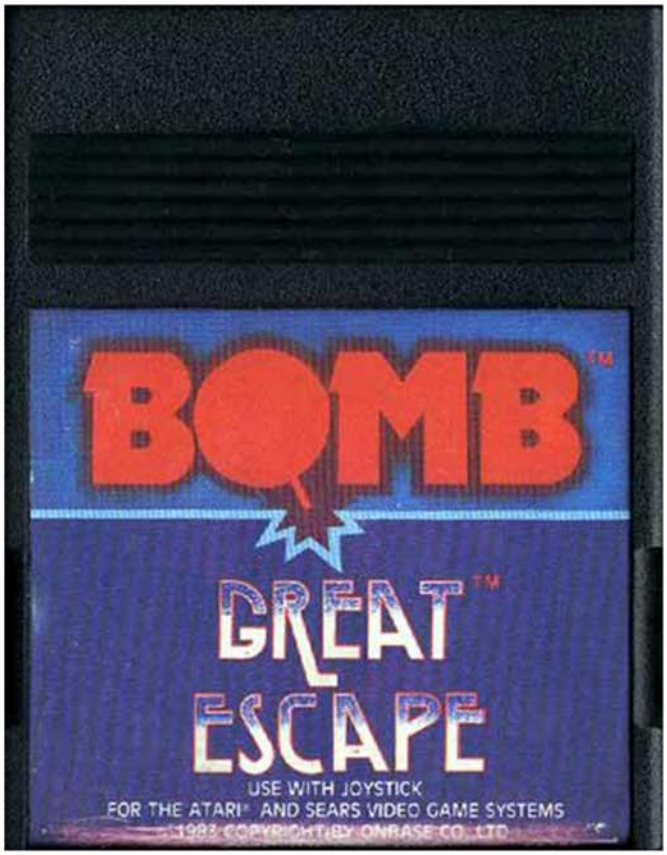
# GRAVITAR

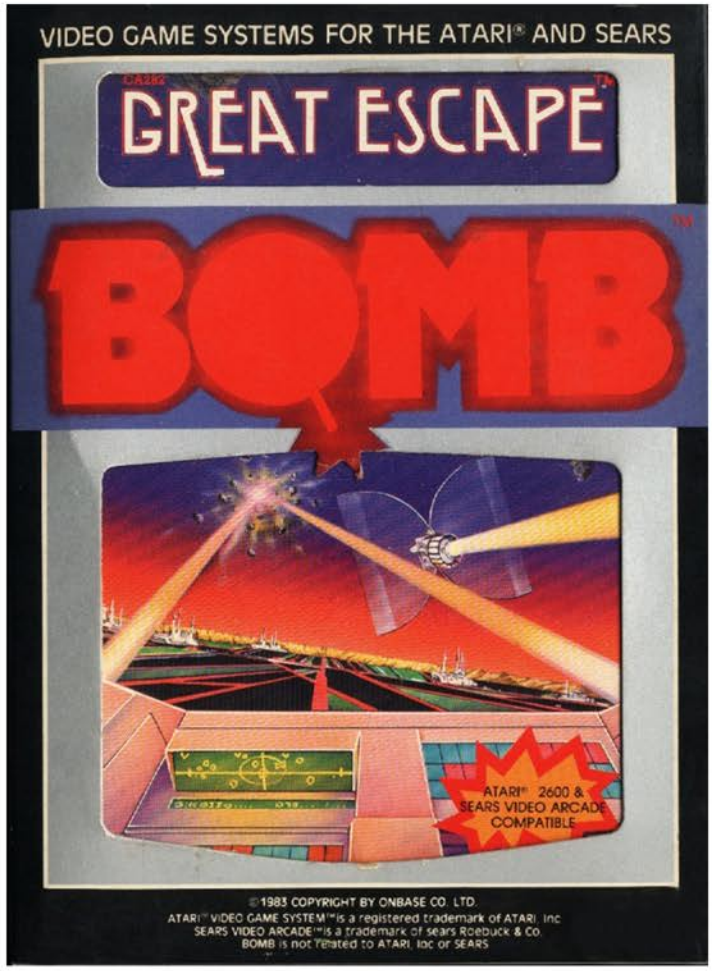
# Great Escape

Release Date: 1983
Publisher: Bomb
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CA282
Rarity: 9
Programmer: N/A

This shooter falls well short of greatness



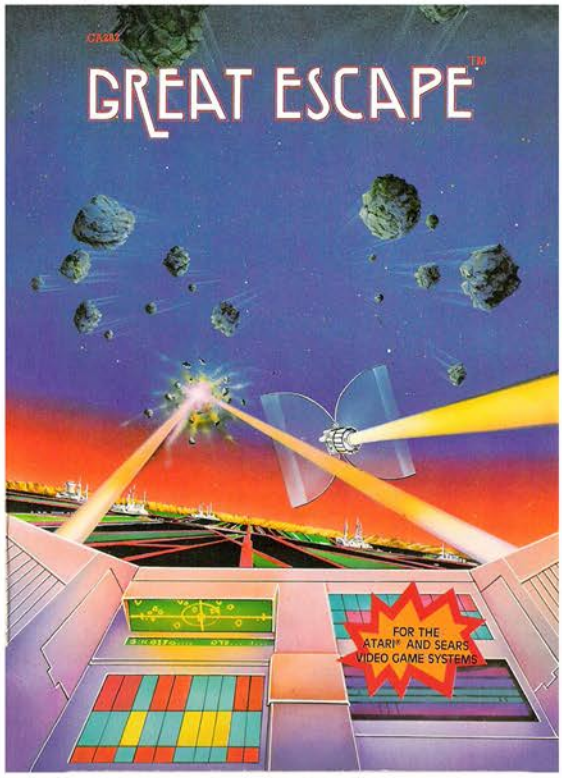
You are the unlucky pilot of a long range space ship that has wandered into an asteroid belt that happens to be in enemy territory. If you ever want to see your home world again you will have to navigate through the space rocks while dodging incoming fire and hoping that the dreaded super alien doesn't catch up to you. And no, that's not poor word choice on my part, the manual actually says "super alien."

The quest for freedom begins in the vast darkness of space, where you get to pick a random direction to head. It's not long before you come across some aliens and meteorites however, which gives you something to shoot at if you are so inclined. They are spread out really far apart however, which when coupled with the fact your advisories fire slow moving projectiles, means you can simply stroll on by. The only exception is if one of them is in your way, making shooting a necessity. Normally evasive maneuvers would be in order, but your ship has the cornering ability of '77 station wagon.

Aliens and rocks aren't the only thing keeping you company among the stars, as there is a super alien that is in hot pursuit. Occasionally your radar will begin emitting a loud annoying alarm, giving you a brief chance to hightail it out of there. If you don't hit the gas, or are too slow to respond, your ship freezes in place as a giant flying saucer moves on by, which somehow results in your destruction despite a shot never being fired.

Despite your vessel being able to travel to the far reaches of the galaxy, it is has some of the worst design features ever found. The canon has the ability to fire in all four directions, which is a positive, but it can only be fired when holding down the trigger and pushing a direction, which is an issue when you are trying to hit something in front of you while changing direction. Your ship does have four gears, which gives it a top speed that will rocket you through the cosmos. The downside is that you can't change direction unless you are moving really slowly, which to put it mildly isn't ideal.

Great Escape has a pretty decent setup, unfortunately all it delivers is boredom on your way to an inevitable death.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

CA282 GREAT ESCAPE™

DISPLAY

I SCORE
6 digits, Maximum 999999 points

II SHORT RANGE SCANNER
Display (1) Your space ship
(2) Meteriote
(3) Alien
(4) Super Alien

III LONG RANGE SCANNER:
Display (1) Your space ship
(2) Alien
(3) Super Alien in different colors
* It does not display the position of Meteorite.

IV VELOCITY INDICATOR
It displays the velocity of your ship. There are 4 different speeds.

V NUMBER OF SHIP LEFT
3 (max.) of the ship image is shown at the bottom left. The game is over when all ships are destroyed.

BOMB INTRODUCE A COMPLETE SERIES OF UP-DATED VIDEO GAME CARTRIDGES.

RULES

When moving the joystick only
(i) Move forward
The background will move down showing that the ship is moving forward.
(ii) Move backward
The background will move up showing that the ship is moving backward.
(iii) Move to left
The background will move to the right.
(iv) Move to right
The background will move to the left.
* The space ship is always at the centre.

When the push button is pressed while joystick is:
(i) Move forward
The ship fires at the forward direction.
(ii) Moved backward
The ship fires at the backward direction.
(iii) Moved to left
The ship fires at the left side.
(iv) Moved to right
The ship fires at the right side.

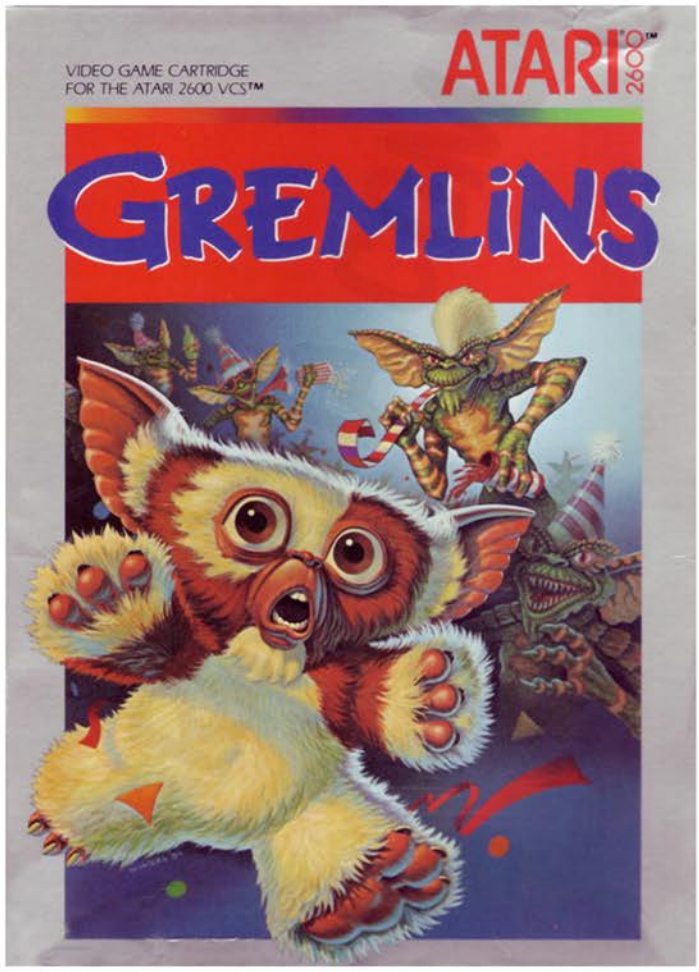
During firing, the speed of the ship follows the regulation as stated in the last paragraph, ie automatically increases in speed.
(1) The speed of the space ship will continue to increase in the direction under your control for a period of 4 sec eventhough it has been altered.
(2) The speed of the space ship will increase if you press the joystick towards the direction of its travelling course ahead.
(3) The speed of the space ship will decrease if you press the joystick in the direction opposite to its course.
(4) The speed of the space ship will never decrease to zero except in the transition state, ie. from forward to backward, from left to right.
(5) You cannot change in direction at right angle to the present course of the ship unless you have decelerate to the lowest speed.
(6) The wide angle scanner shows you only the Alien and Super Alien, and is the true picture of what happens. It is because the Alien is very tricky and may imitate as a Meteorite or it hide behind the Meteorite.
(7) The space ship should always be aware of the super alien and try to avoid meeting it. Whenever it appears on the short range scanner, the space ship would be destroyed and no way to escape.
(8) A Bonus space ship will be awarded for every 10,000 marks scored with a maximum of 3 ships to be awarded.

# GREMLINS

Release Date: 1984
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX26127
Rarity: 6
Programmer: Scott Smith

Based on the classic movie, this adaptation could have been a whole lot worse.



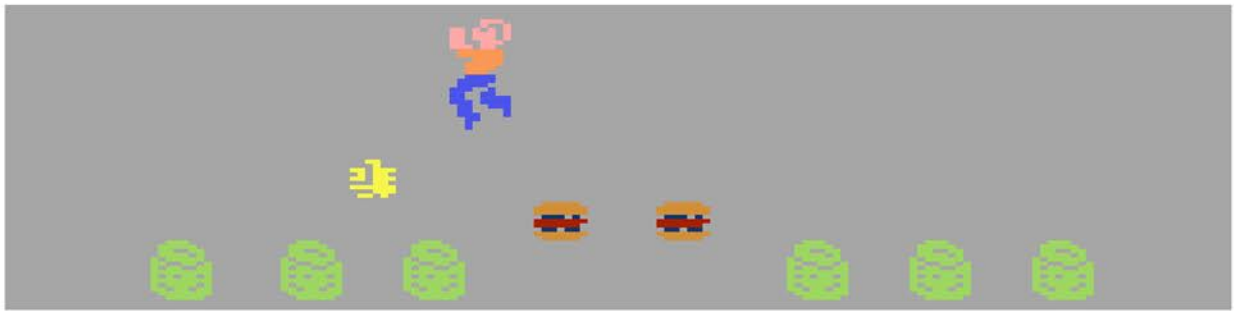
In this take on the hit movie, you are in control of the hapless teenager Billy who must protect his town from being overrun by mischievous gremlins. While this sounds like an exciting setup, especially to those who are familiar with the film, in actuality it's nothing more than a simple Kaboom! clone.

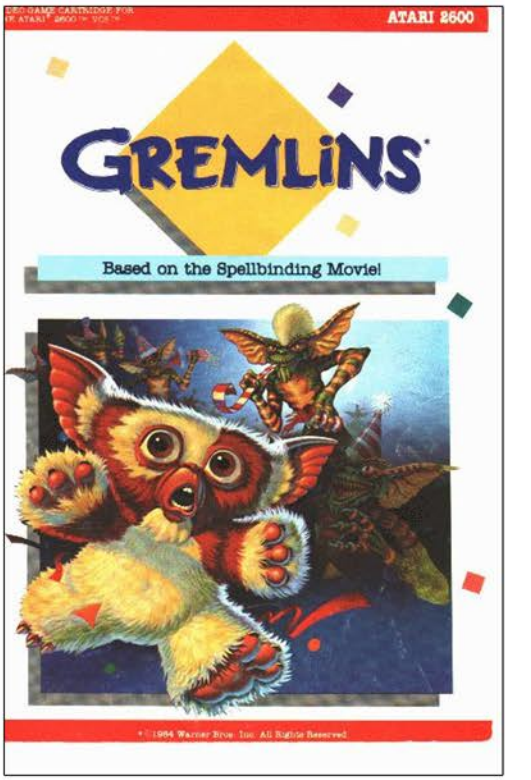
The game takes place in two phases, the Mogwai and Gremlin phase. In the Mogwai phase the adorable little creatures are leaping off the roof of your house in an attempt to reach the delicious cheeseburgers below. If they are successful in their quest for a midnight snack, they turn into a cocoon that is eerily reminiscent of the ones from the Alien franchise. Billy can stop them simply by catching them, which is fairly easy in the first few waves as they move slowly. This phase continues until you are overrun by eight of them, or you successfully stop them a few times.

The Gremlin phase is similar to what you just went through, except instead of catching them Billy is now packing heat. One by one the Gremlins will hatch and slowly make their way towards the hero. If they begin to get too close to bumping you offscreen, you have two flashcube charges at your disposal which freezes them in place momentarily, turning them into sitting ducks. Due to the fact that are only eight hatchlings, the early levels are incredibly easy. Later on however they can begin to multiply when they walk through the lake, making them all but impossible to stop. Should you survive this assault, it's back to the Mogwai level.

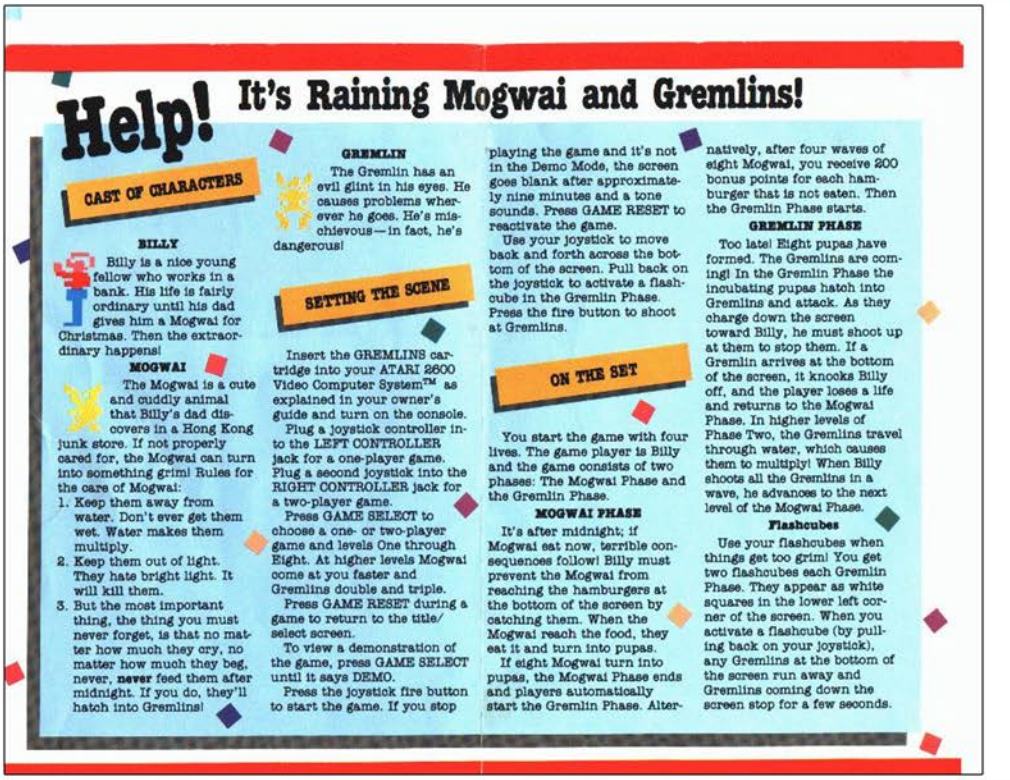
There are a number of problems that prevent this game from being great, the biggest of which being how the difficulty level ramps up. Once you reach level seven or eight, the Mogwais begin descending at such a rapid pace that they are impossible to stop, especially when they drop right after appearing on screen. Billy is simply too slow to make it from one side of the screen to the other. Adding to the difficulty is that in the Gremlin phase, Billy is a terrible shot. It is far too easy to misjudge your aim and graze the oncoming enemy, leaving you vulnerable to attack.

Taken as a standalone game, Gremlins isn't very good. When you compare it to other licensed titles for the 2600 however, it's nowhere near as terrible as it could have been.






Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples



# Help! It's Raining Mogwai and Gremlins!

## CAST OF CHARACTERS

**BILLY**

Billy is a nice young fellow who works in a bank. His life is fairly ordinary until his dad gives him a Mogwai for Christmas. Then the extraordinary happens!

**MOGWAI**

The Mogwai is a cute and cuddly animal that Billy's dad discovers in a Hong Kong junk store. If not properly cared for, the Mogwai can turn into something grim! Rules for the care of Mogwai:

1. Keep them away from water. Don't ever get them wet. Water makes them multiply.
2. Keep them out of light. They hate bright light. It will kill them.
3. But the most important thing, the thing you must never forget, is that no matter how much they cry, no matter how much they beg, never, **never** feed them after midnight. If you do, they'll hatch into Gremlins!

**GREMLIN**

The Gremlin has an evil glint in his eyes. He causes problems wherever he goes. He's mischievous—in fact, he's dangerous!

## SETTING THE SCENE

Insert the GREMLINS cartridge into your ATARI 2600 Video Computer System™ as explained in your owner's guide and turn on the console.

Plug a joystick controller into the LEFT CONTROLLER jack for a one-player game. Plug a second joystick into the RIGHT CONTROLLER jack for a two-player game.

Press GAME SELECT to choose a one- or two-player game and levels One through Eight. At higher levels Mogwai come at you faster and Gremlins double and triple.

Press GAME RESET during a game to return to the title/select screen.

To view a demonstration of the game, press GAME SELECT until it says DEMO.

Press the joystick fire button to start the game. If you stop playing the game and it's not in the Demo Mode, the screen goes blank after approximately nine minutes and a tone sounds. Press GAME RESET to reactivate the game.

Use your joystick to move back and forth across the bottom of the screen. Pull back on the joystick to activate a flashcube in the Gremlin Phase. Press the fire button to shoot at Gremlins.

## ON THE SET

You start the game with four lives. The game player is Billy and the game consists of two phases: The Mogwai Phase and the Gremlin Phase.

**MOGWAI PHASE**

It's after midnight; if Mogwai eat now, terrible consequences follow! Billy must prevent the Mogwai from reaching the hamburgers at the bottom of the screen by catching them. When the Mogwai reach the food, they eat it and turn into pupas.

If eight Mogwai turn into pupas, the Mogwai Phase ends and players automatically start the Gremlin Phase. Alternatively, after four waves of eight Mogwai, you receive 200 bonus points for each hamburger that is not eaten. Then the Gremlin Phase starts.

**GREMLIN PHASE**

Too late! Eight pupas have formed. The Gremlins are coming! In the Gremlin Phase the incubating pupas hatch into Gremlins and attack. As they charge down the screen toward Billy, he must shoot up at them to stop them. If a Gremlin arrives at the bottom of the screen, it knocks Billy off, and the player loses a life and returns to the Mogwai Phase. In higher levels of Phase Two, the Gremlins travel through water, which causes them to multiply! When Billy shoots all the Gremlins in a wave, he advances to the next level of the Mogwai Phase.

**Flashcubes**

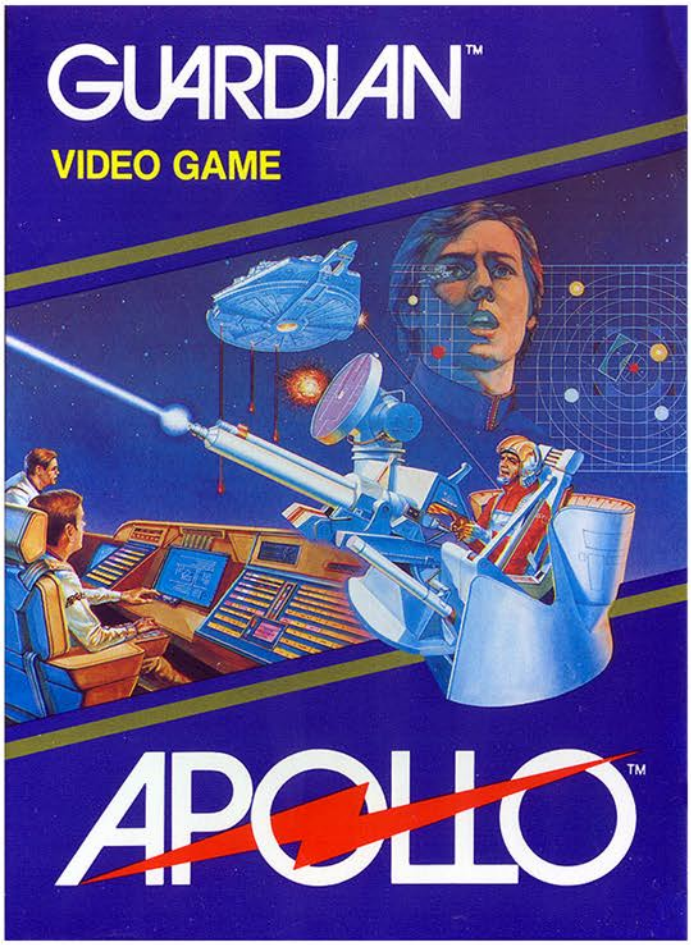
Use your flashcubes when things get too grim! You get two flashcubes each Gremlin Phase. They appear as white squares in the lower left corner of the screen. When you activate a flashcube (by pulling back on your joystick), any Gremlins at the bottom of the screen run away and Gremlins coming down the screen stop for a few seconds.

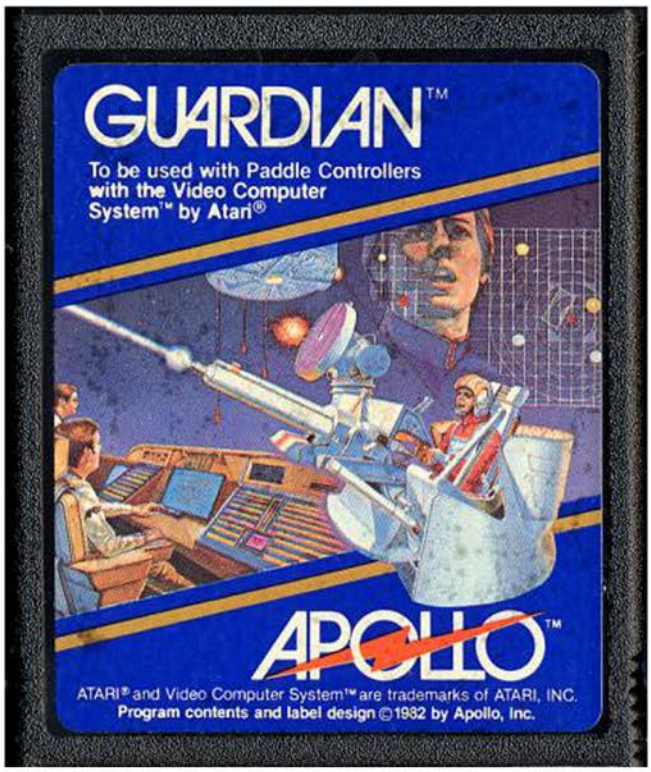
# GUARDIAN

Release Date: 1982
Publisher: Apollo
Controller: Paddles
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AP2008
Rarity: 8
Programmer: Larry Martin

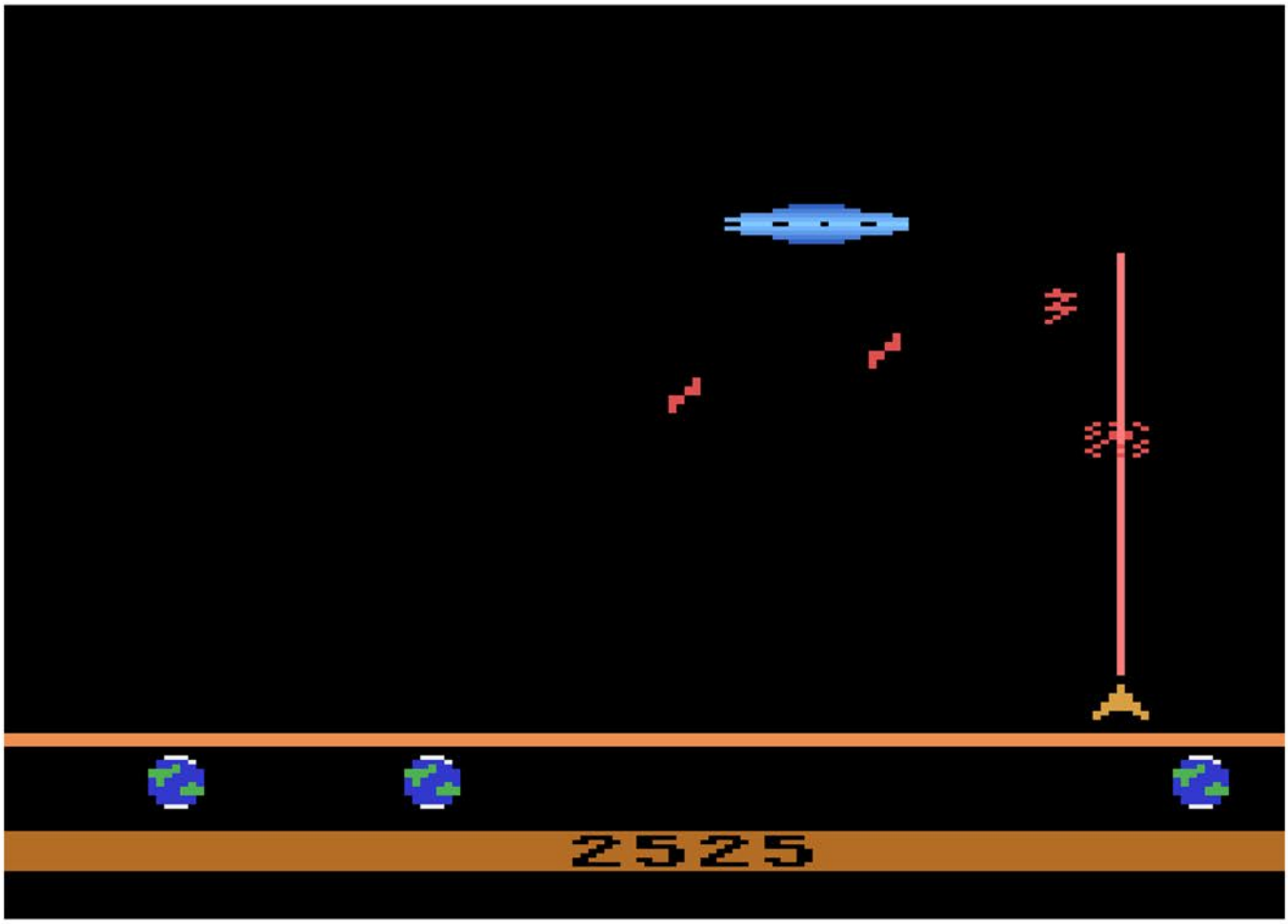
This challenging shooter is a fantastic entry into the genre.

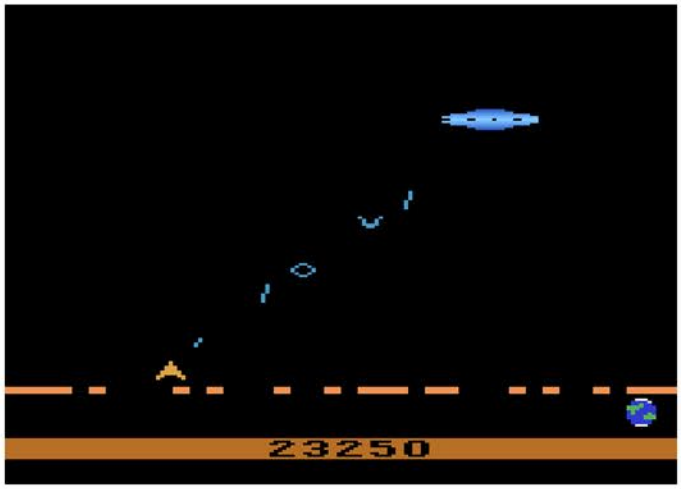


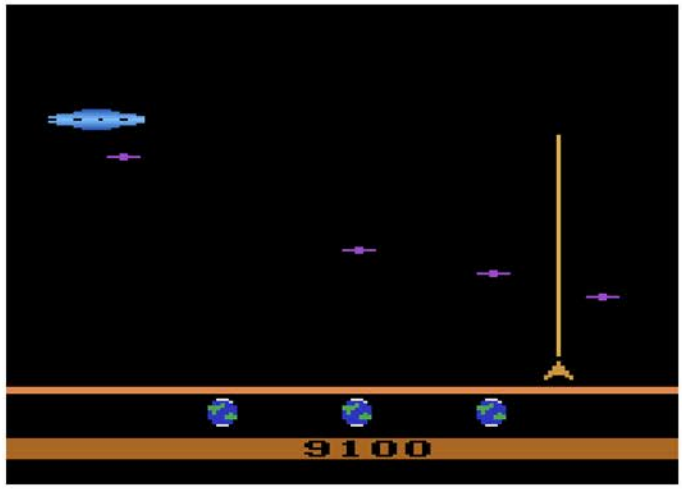



The stage has been set for the climactic battle in a war that has been waged for eons. The Androsian Pirates have been on a galactic rampage, reducing nearby planets and solar systems to waste with their massive battleship Dromeda. As the Chief Lord of the Sandrian Galactic Council it is up to you and you alone to take control of The Guardian, the final hope for your home worlds in the Apollo cluster. If you fail in your duty and the thermo-molecular warheads penetrate your defenses to find their targets, then all plant life will disintegrate into cosmic dust. Which, to put it mildly, would not bode well for your civilization's survival.

Your fight takes place on a single screen, with your planets slowly making their way across the bottom of the screen. Your ship is directly above the forcefield, and the lone invincible vessel patrols back and forth above you. When the action begins, various projectiles will be released from the mothership and make their way towards you. These range from lightning bolts to satellites to winged demons flapping their way to your destruction. Luckily your ship is up to the task of wiping them out, at least at first.



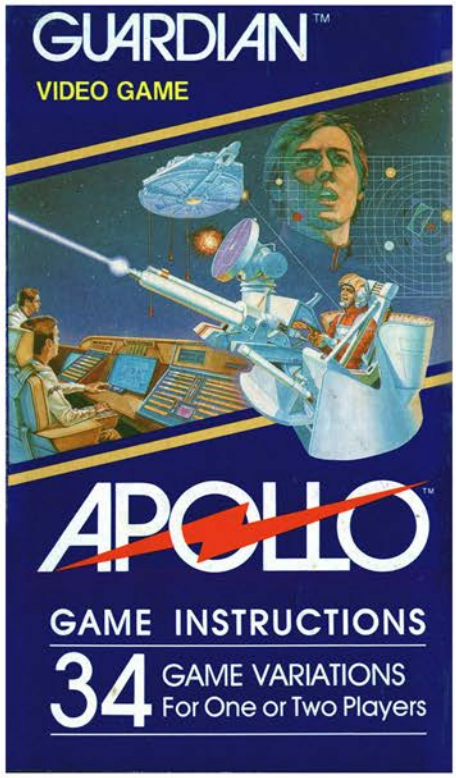



The Guardian is your own personal weapon of mass destruction, capable of putting out a massive death ray to vaporize anything that comes into contact with it. Despite the ability to create a constant beam of energy, it has two major drawbacks that greatly hamper your ability to succeed. The first is that the ship is immobile when firing, meaning that unless the incoming munitions are moving horizontally they aren't going to be touched. The bigger issue however is the lack of a rapid fire option. If you squeeze the trigger too quickly The Guardian will misfire, leaving you defenseless against the onslaught.

Due to this tragic design flaw, the game becomes all but impossible after a few waves. The first few sets of missiles descend slowly and sparsely, making them easy to eliminate. Should you miss one or two and your forcefield becomes damaged it's not a big deal, thanks to it being completely restored every ten thousand points. It doesn't take long however for the invading force to become impatient and embark on a Dresden level bombing campaign, which is all but impossible to defend. The only hope you have is to take out enough of them to trigger a new forcefield, and hope that they miss your planets.

Despite the massive flaws, this is still a fairly solid title. If you are a fan of the genre it is worth checking out.

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Top Right: Manual Cover
Below: Manual Page Samples

## THE SITUATION

It's been a long war, and you know this will be the last battle. Androsian pirates have reduced all nearby galaxies to arid orbs of scorched cosmic rubble.

As Chief Lord of the Sandrian Galactic Council, you are in command of Guardian. Although a powerful weapon, Guardian has protected the children of your worlds for generations and has come to possess almost a mystical aura. You are scanning a monitor on Apollo, your chief planet, staring at the image of the gigantic Androsian strategic starship "Dromeda." The warning sirens shrill through the cities of all three lush green worlds of your galaxy as magnetized ion machines forge protective force fields across the atmosphere.

Dromeda hovers out of range of Guardian's lasers. If her thermo-molecular detonators blast through your force fields, your fertile plants will disintegrate into cosmic dust. Guardian's laser commanders report all batteries ready. You prepare to defend your galaxy, the last hope of all your worlds . . .

## THE SET-UP

GUARDIAN™ is played by one or two players using the Paddle Controller. Be sure the power is off when you insert or remove the GUARDIAN™ cartridge from your video game system.

## THE DIFFICULTY SWITCH

Placing this switch in the "B" position will provide the easiest play. Your laser recharges rapidly in this mode, while in the more challenging "A" mode, you are defenseless for a longer time between laser shots.

## THE GAME SELECT SWITCH

Each time you depress this switch, you will select a new game variation. The numbers of different variations shown on the game menu in this manual will appear on your video game screen at the left, with the number of players at the right. (See VARIATIONS)

## GENERAL PLAY

Dromeda launches thermo-molecular detonators at the force field protecting your three planets. Guardian fires its laser to blast the detonators before they hit either Guardian or the force field. If a thermo-molecular detonator hits Guardian, it will be stunned . . . momentarily not responding to your paddle controller. If the detonator gets by Guardian and hits the force field, that part of the force field will disintegrate, leaving your planets unprotected. If a detonator passes through an open portion of the force field and hits a planet, the planet disintegrates. Look out for the cybertronic-actuated quasi-spheroid. You'll get twice the normal points for destroying it. But if you don't, it will knock out a huge portion of your force field, and any planets in the area of impact will be destroyed.

Your only rest from the frantic Androsian attack will come when Dromeda must reload its thermo-molecular detonator chambers. Be warned, the newer detonators have stronger propellants, thereby enabling them to move faster.

## SCORING

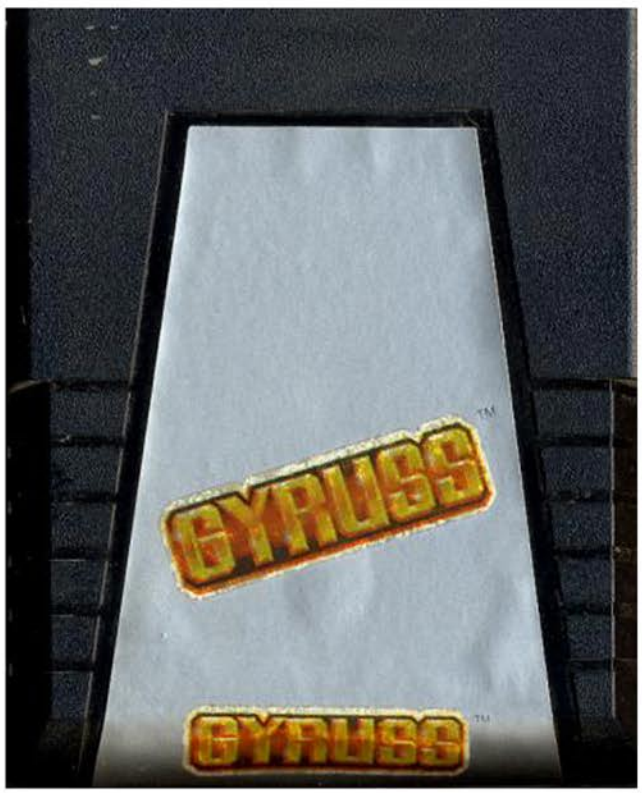
At first you will earn points for each thermo-molecular detonator destroyed. As the game progresses, the shower of detonators rains upon Guardian at a more frenzied speed, and you gain more points for destroying them. Every time you earn 10,000 points, your force field will be re-built. Every 50,000 points, you gain an additional planet. However, due to the visibility range of Guardian, you can only view three planets at a time. Rest assured that the others are there. The game is over when your last planet is destroyed.

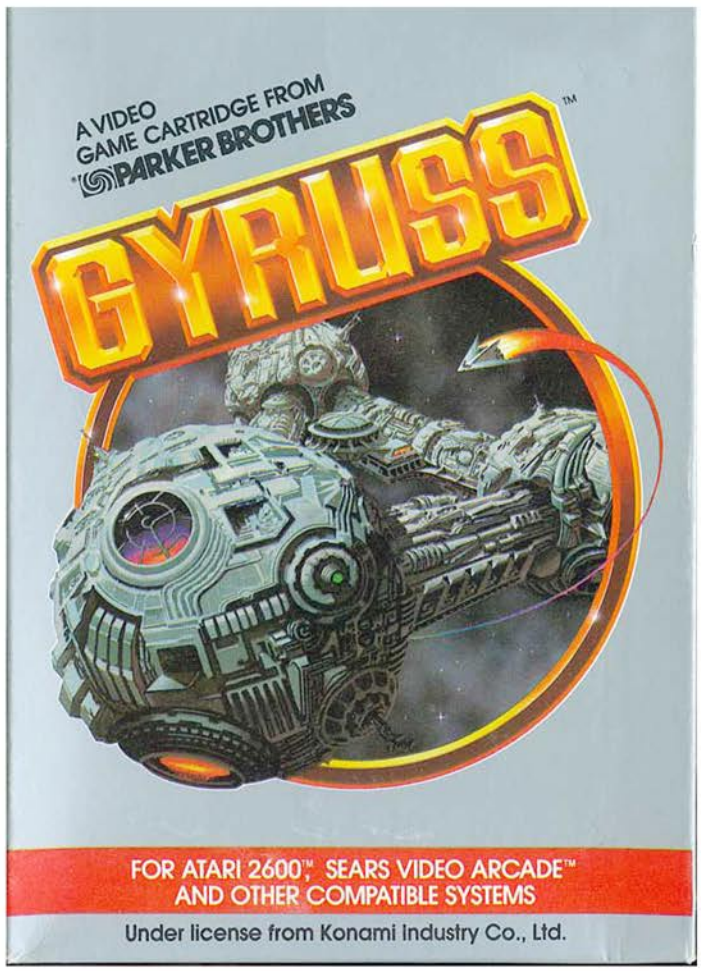
# GYRUSS

Release Date: 1984
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: PB5080
Rarity: 4
Programmer: N/A

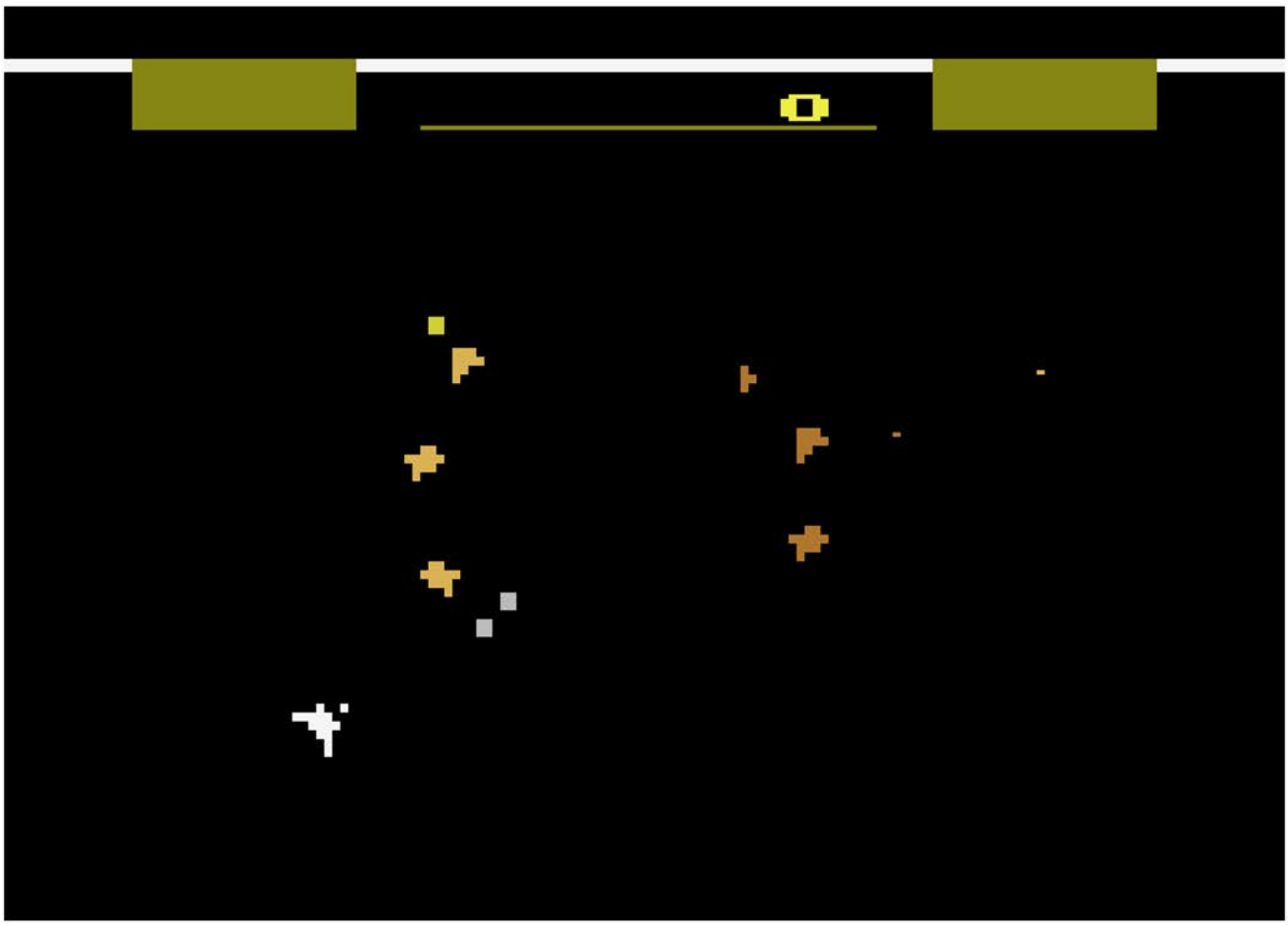
This port does a pretty good job emulating the arcade title.



You are marooned just outside of Neptune and must fight your way through squadron after squadron of enemy fighters on your three billion mile trip back to Earth. Along the way you will stop off at Uranus, Saturn, Jupiter and Mars before arriving back home. Before that can happen though, a lot of aliens must be destroyed.

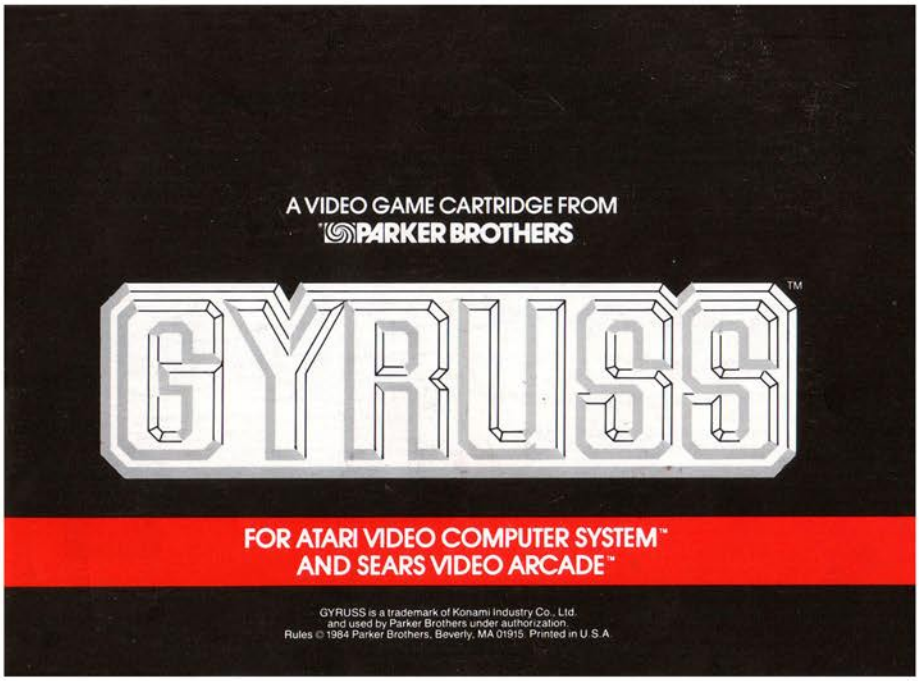
Unlike most space combat games that has you patrolling the bottom of the screen as enemies approach from the top, your ship employs the swirling attack pattern, which is a unique combat strategy to say the least. As you rotate around the edge of the screen your adversaries pop into your line of fire in small batches, fire off a couple of missiles then retreat into the darkness of space. Each wave has a handful of squadrons that take turns attempting to kill you, and when they are disposed of your ship hits the warp accelerator and is one step closer to home.



Rival space ships aren't the only thing that can cut your journey short. Occasionally a trio of satellites will materialize close to your ship, and upon taking out the middle one your blaster gets upgraded to fire two shots simultaneously. Meteors will also appear in your path that must be dodged since they are impervious to your weaponry.

There are a couple problems with Gyruss, the biggest of which is the low difficulty level. With a little bit of anticipation and a quick trigger finger it's possible to wipe out entire formations on their first flyby, making it very easy to survive each wave. The other downside, the music, is also one of the most impressive features of the game. There is a very impressive version of Bach's Toccata and Fugue in D Minor which plays on an endless loop, however it is the only sound in the game. No sound effects, no firing, no ship explosions, nothing. While it is arguably the best music on the 2600, it really takes you out of the game.

Despite being a port of a rather complex arcade game, the gameplay is solid and lives up to the coin-op original. Most of the levels are here, there are nice graphics when you reach the planets, and the bonus level is more or less intact. If you are a fan of the genre, this is a good option.



Above: Manual Cover
Left: Additional Screenshot
Below: Manual Page Sample

**The Chance Round**
The Chance Round occurs upon reaching a planet. During this round, you get a chance to rack up points. One at a time, four different enemy plane formations will appear on screen... **but they have no power to destroy you.** So position yourself for maximum firing accuracy. Bonus points are awarded for shooting down all the planes (or satellites) in the formation and Super Bonus points for wiping out all four formations.

**When the Chance Round is over, it's off to the next planet and the next barrage of formations.**

**The Planets**
In case you need to be reminded... the planets along your journey through our solar system appear in this order: Neptune, Uranus, Saturn, Jupiter, Mars, and Earth.

**The Music**
You're listening to Johann Sebastian Bach's *Toccata and Fugue in D Minor.*

**END OF GAME**

The game ends when you lose your last spaceship. If you should reach Earth with at least one remaining spaceship, you'll continue the game with Neptune as the first stop once again.

To play again, press the FIRE button. Press GAME RESET and GAME SELECT to change the difficulty level.

**SCORING**

Points accumulate at the top of the screen throughout the game. **Your last game's score is carried over to the beginning of the next game. By how many points can you beat it?**

| Targets | Points |
|---|---|
| Enemy plane | 100 |
| **Entire formation:** | |
| 1st | 1000 |
| 2nd | 1500 |
| 3rd | 2000 |
| 4th | 2500 |
| 1st satellite destroyed | 500 |
| 2nd satellite destroyed | 1000 |
| 3rd satellite destroyed | 1500 |

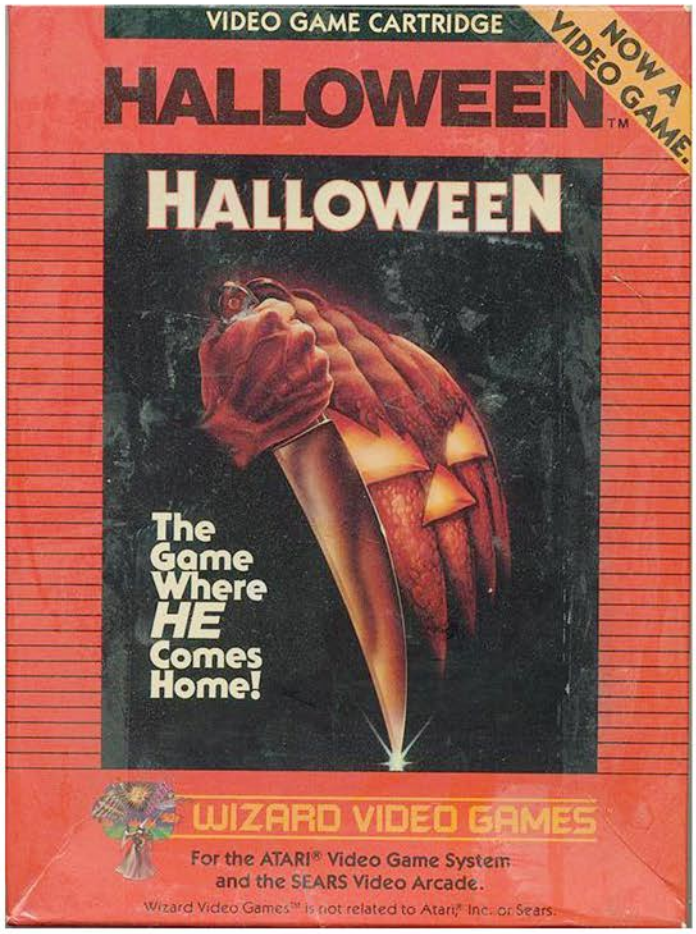
5

# HALLOWEEN

Release Date: 1983
Publisher: Wizard Video
Controller: Joystick
Players: 1
Genre: Arcade

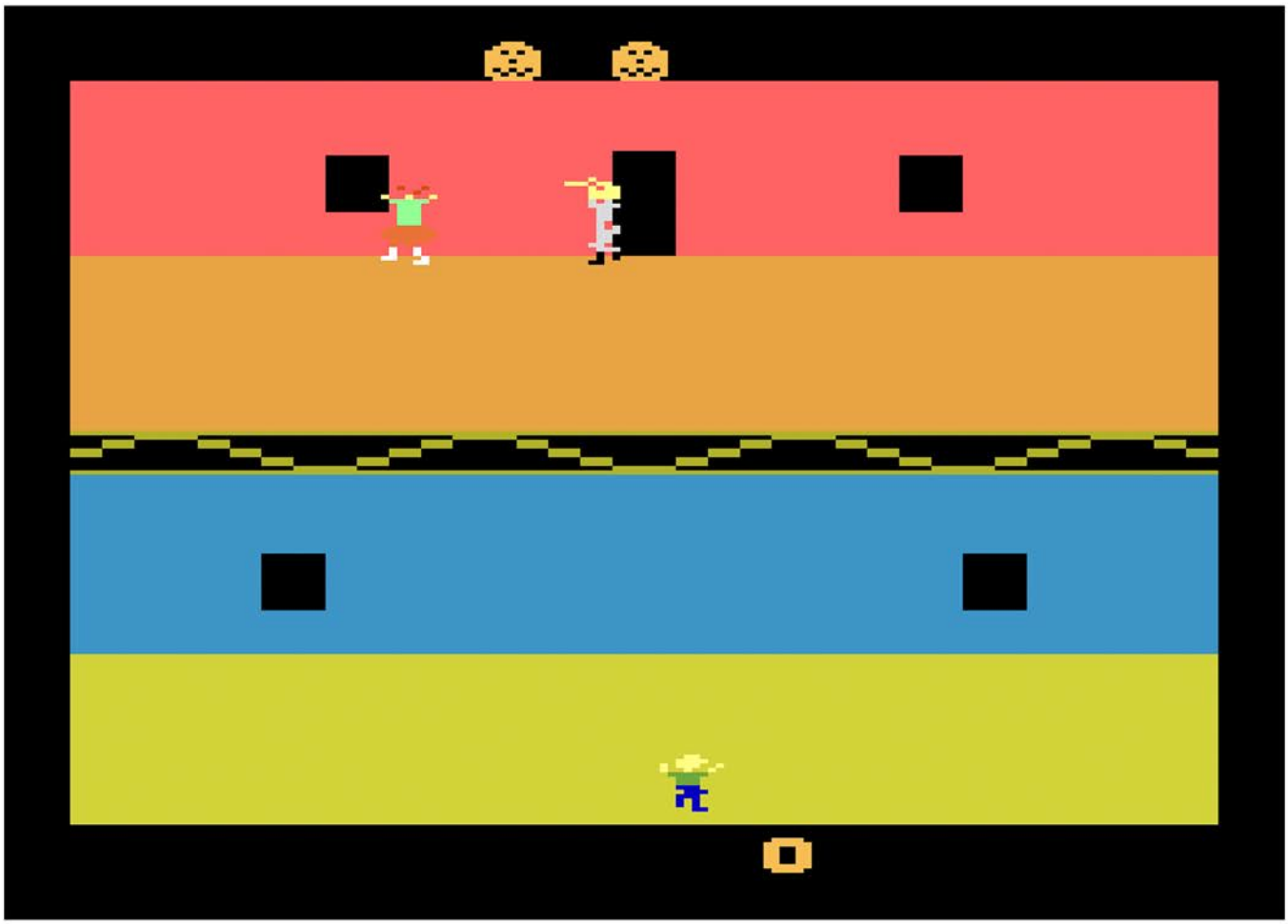
Alternate Title: N/A
Model #: 007
Rarity: 7
Programmer: Tim Martin / Robert Barber

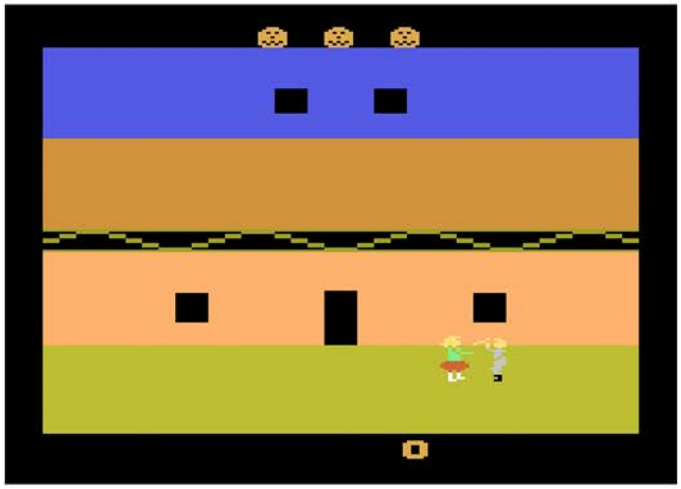
Based on the classic movie, this is one of the most tense 2600 games.



You are the babysitter who is under assault from the murderous Michael Myers. Trapped in a giant house, you must run from room to room in order to find children and lead them to safety before you, or them, winds up on the wrong end of a knife.

When the game begins our heroine emerges from a door on the second floor. There are rooms to the left and right, as well as below that can be reached via staircases at the far end of each hallway. As you move from room to room, you will occasionally find a child panicking that is in need of your assistance. By hovering over them and hitting the button they will follow you. If you manage to get them to a safe room at the end of the hall, they'll be saved and you'll be rewarded with points.

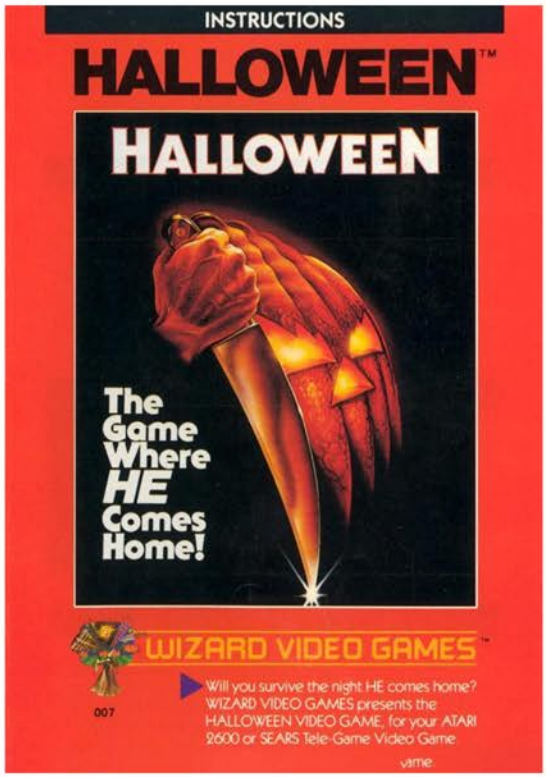




This is easier said than done however because on virtually every screen the masked killer Michael Myers will appear. Accompanied by a stirring rendition of the legendary theme song, Michael will move at a slow deliberate pace towards you. If you have a child with you however he will make a beeline for him first, which is good for you but bad for them. If Michael comes into contact with the kid, he will fall over dead in a puddle of blood, which was quite the gruesome sight for the times. If he catches you however, you'll be treated to one of the best video game deaths ever. Your head will immediately disappear and be replaced by a geyser of blood as you run off screen like a chicken with its head cut off.

You aren't entirely defenseless however, as there are knives laying about that you can pick up. When confronted with certain death, you can extend it and Michael will not only walk into it, but sprint off screen in pain. This is a temporary reprieve however as he'll be back stronger than ever on the next screen.

This is one of the most tense games on the 2600, and includes fun slasher movie tropes like flickering lights (which covers up the screen) and killers popping out of closets. Add in the theme music every time Michael emerges from the shadows and you have a recipe for success. If you are a fan of the movie or fun arcade style gameplay, this should be on your list.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

lanterns indicating how many of your three lives remain. At the bottom of the screen is your score.

SAVING THE CHILDREN:
Using your joystick, move the babysitter through the house, dodging the killer as you search for the terrified children. When you spot a fleeing child, position the babysitter directly over the child and press the joystick button. This will "lock in" the child, and he will thereafter follow the babysitter as you race for one of the four safe rooms.

SAFE ROOMS:
Safe rooms are located at either end of the house, two on each floor. After you have successfully delivered a child to a safe room, press the joystick button. The child will be released, and the appropriate points will be added to your score. The child will disappear after points are added and the babysitter leaves the safe room.

THE KNIFE:
Somewhere in the house is a knife, which the babysitter may use to stab the killer. To pick up the knife, position the babysitter over the knife and press the joystick button. If you are armed when the killer attacks, press the joystick button to thrust the knife.
CAUTION: Your thrust will be successful only if the killer's knife is in the "up" position. The killer will flee the room if stabbed. The knife will vanish from the babysitter's hand and reappear in another room of the house. NOTE: The babysitter may not "lock in" a child while she is carrying the knife! She must first attempt to stab the killer.

DOORWAYS:
1. In the safe rooms at either end of the house, stairways lead to the upper or lower floors.
2. Two other rooms on each level contain hallways. Entering one of these hallways will skip the babysitter two rooms to the other hall door on the same level.

BLACKOUTS:
Beware of electrical blackouts on the upper level, for the house is old and the wiring is faulty. At any moment, you may find yourself plunged into darkness with the killer in pursuit!

A homicidal maniac has escaped from a mental institution. On Halloween night, the killer returns to his home town to wreak havoc! You are babysitting for a family in a large, two story house. Somehow the vengeful murderer has gotten inside! Can you protect the children and yourself from the fury of his knife?

## TO BEGIN PLAY

1. Following the manufacturer's instructions, connect your video game to your television set.
2. With the power switch OFF, insert the game cartridge.
3. Turn the power ON.
4. Neither the difficulty switch nor the game select switch is used in this game.
5. Plug one joystick controller into the left controller port. Hold the controller with the red button in the upper left corner.
7. To begin the game, press the reset button.

## PLAYSCREEN

## HOW TO PLAY THE HALLOWEEN VIDEO GAME

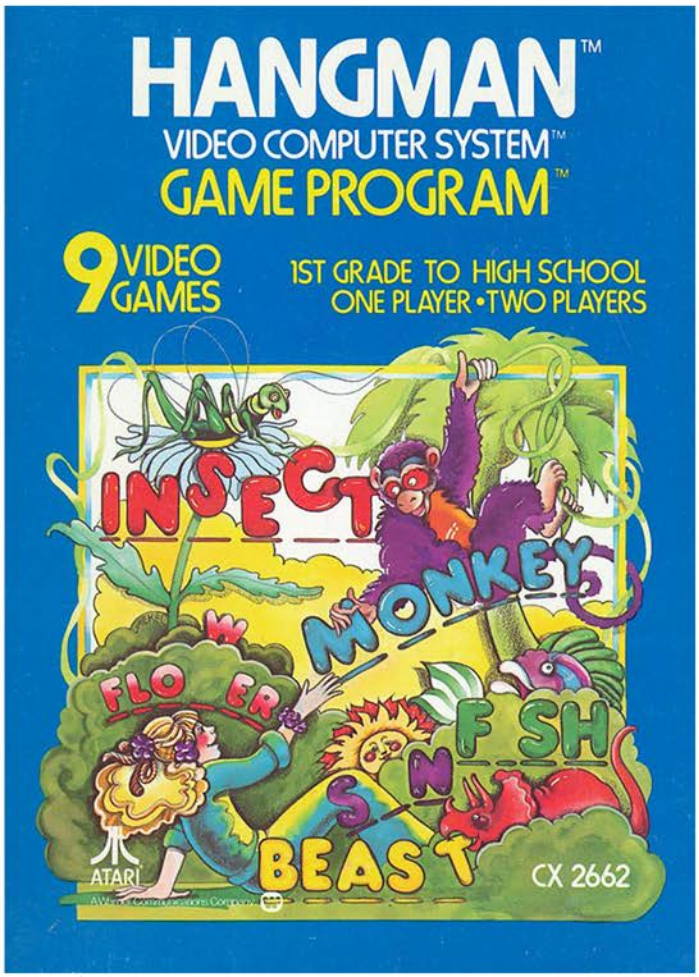
You control the babysitter character, and, at certain times, the child characters. As you move through the sixteen rooms of the two story house, avoid the killer when he appears. He will attempt to stab you and the children, so look for the knife with which to defend yourself. At the top of the screen are jack-o-

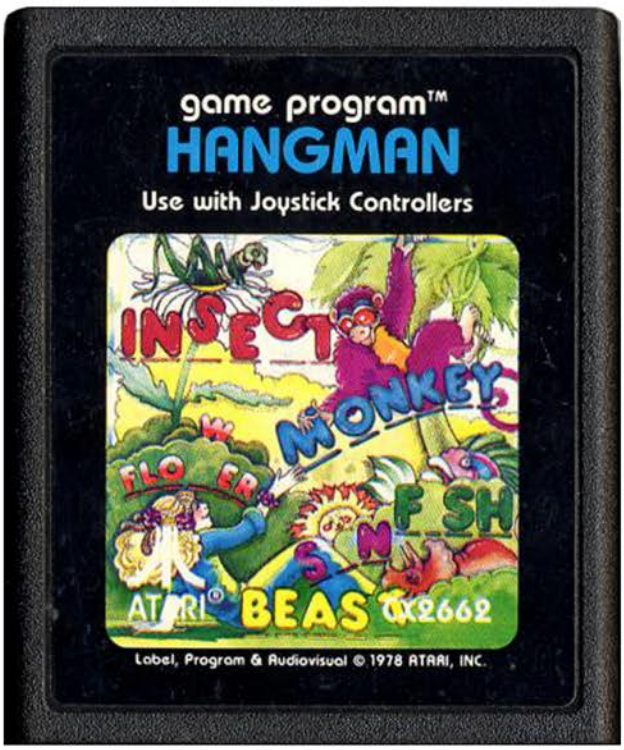
# HANGMAN

Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Education

Alternate Title: Spelling
Model #: CX2662
Rarity: 2
Programmer: Alan Miller

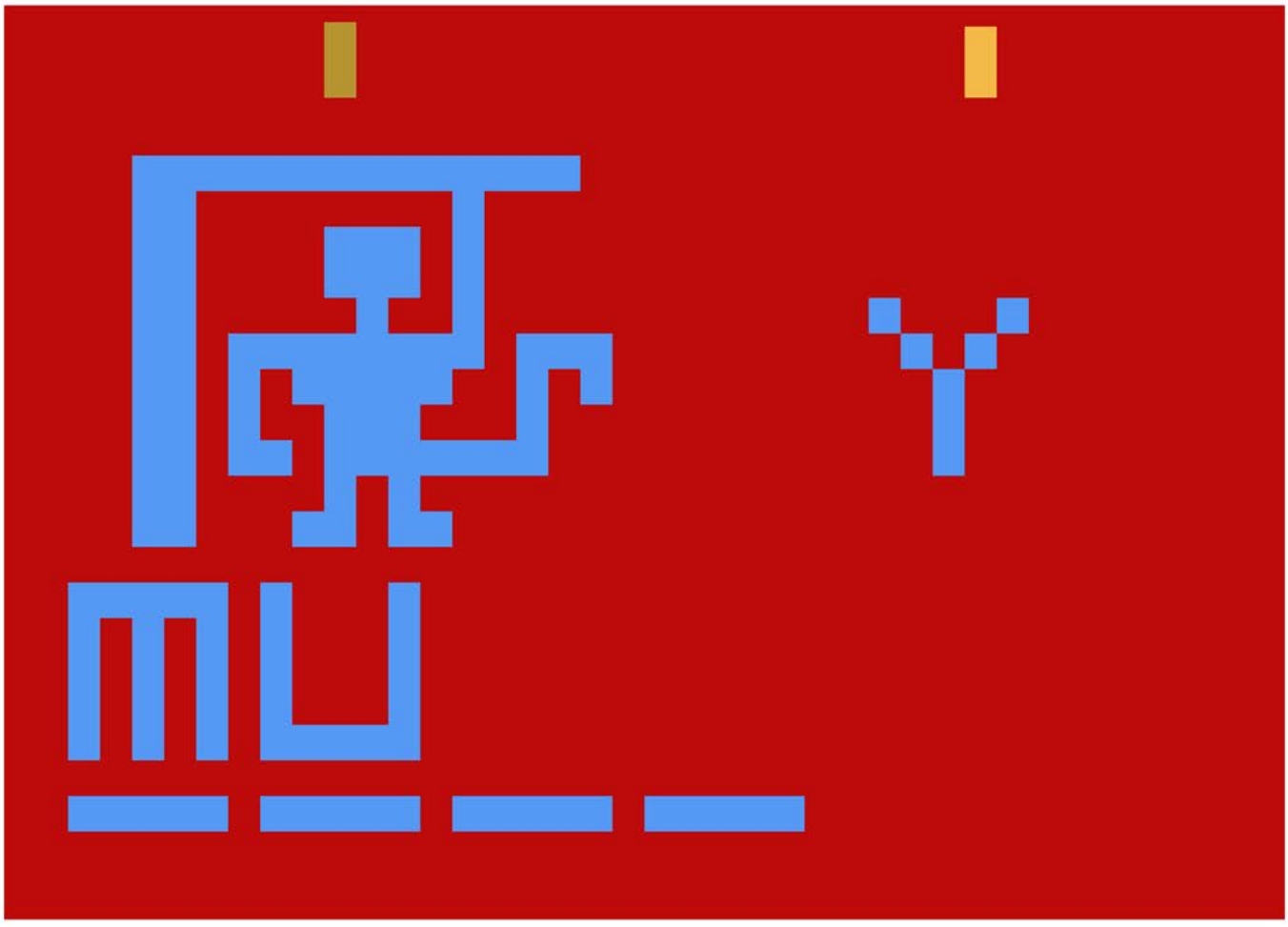
This simplistic education title recreates the spelling game that has taught generations of children to spell while simultaneously traumatizing them.

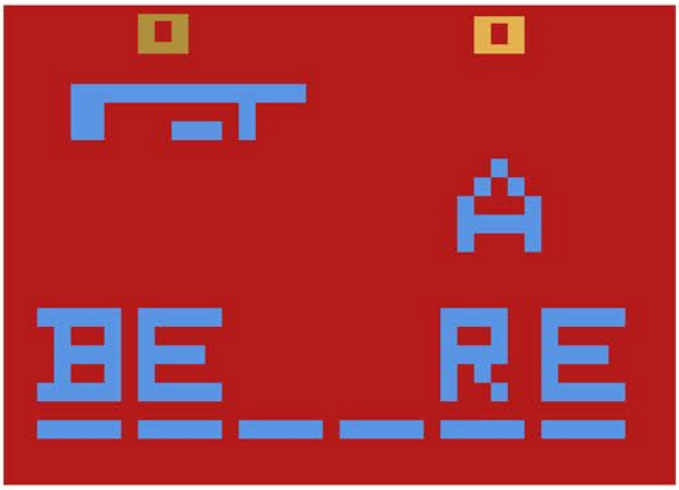


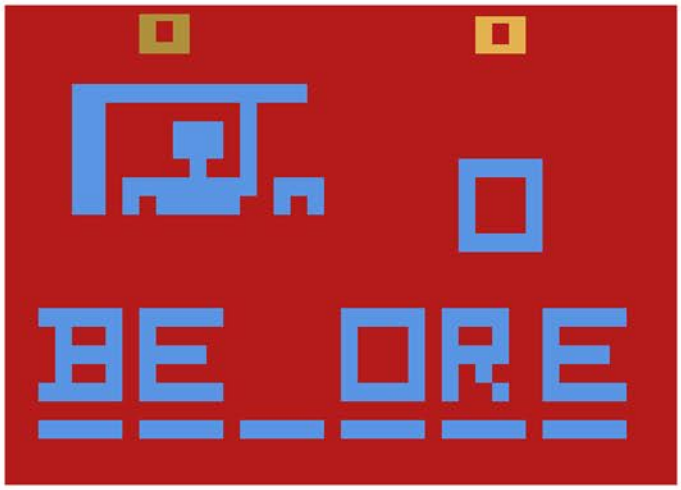



I mean think about it, when a kid gets a letter wrong a man gets one step closer to being hung to death, which I would imagine would put a lot of pressure on the kid not to mess up. Thankfully in this version they have replaced the nameless man with a monkey. Wait, that doesn't sound much better….

For the one person out there unfamiliar with the game of Hangman, the concept is rather simple. The player is told how many letters are in the random word, they guess a letter, and if they are right it shows up in the word and if they are wrong the man/monkey gets one step closer to death. In this particular case, you have eleven tries to figure out the word before something dies.

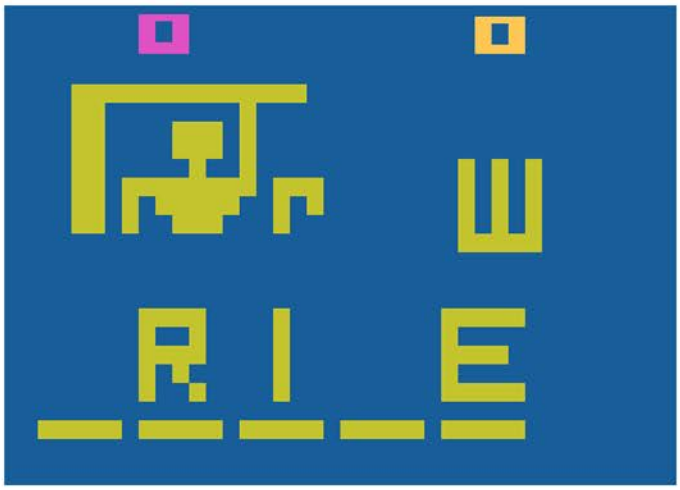


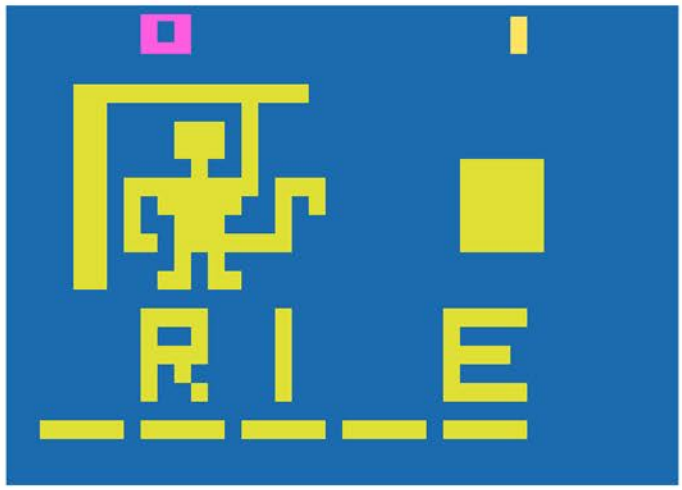


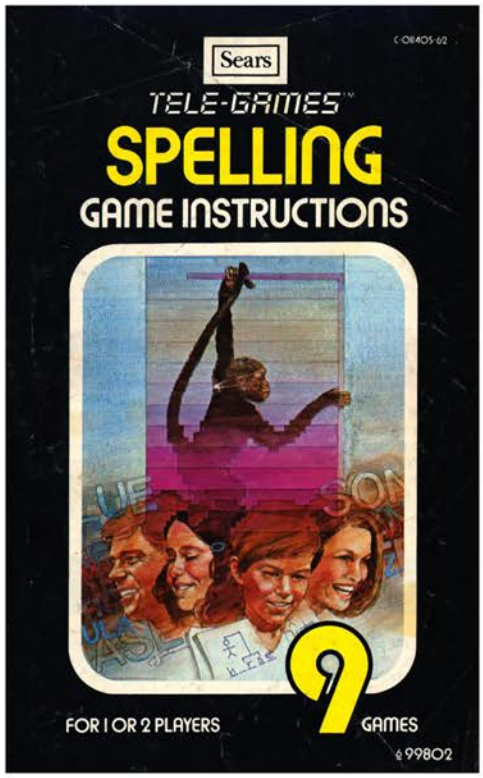


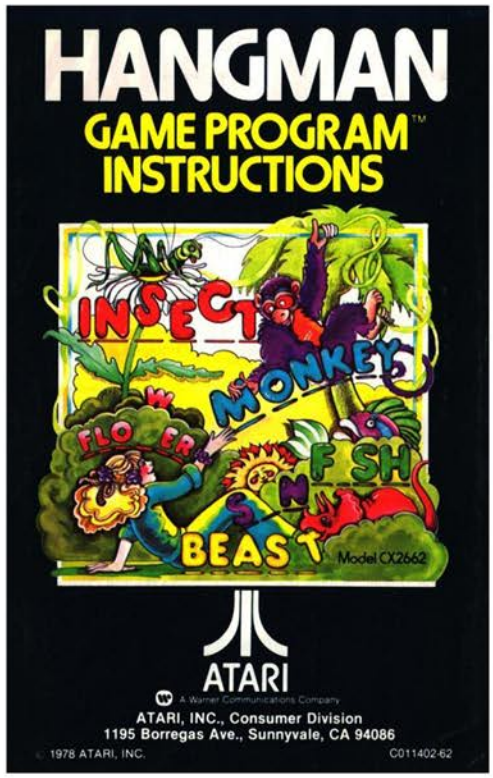
There are four skill levels that up the potential word difficulty by three grade levels (starting at first through third grade words, and moving up to first through sixth, ninth, and twelfth). If you have a friend (and are somehow out of pen and paper) you can compete head to head with them by trying to figure out the same word, or you can take turns creating a word for the other to solve. Whether you are competing with a live human or the computer, the first to five wins.

The only other thing of note is that when you are scrolling through the letters the game sings the Alphabet Song, which is a nice touch. Outside of that there really isn't much to be seen here, which isn't a surprise given that this is one of the earliest 2600 games.





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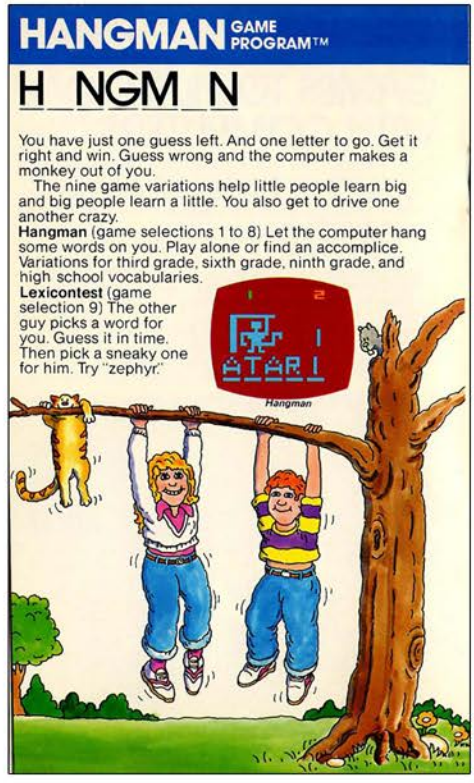
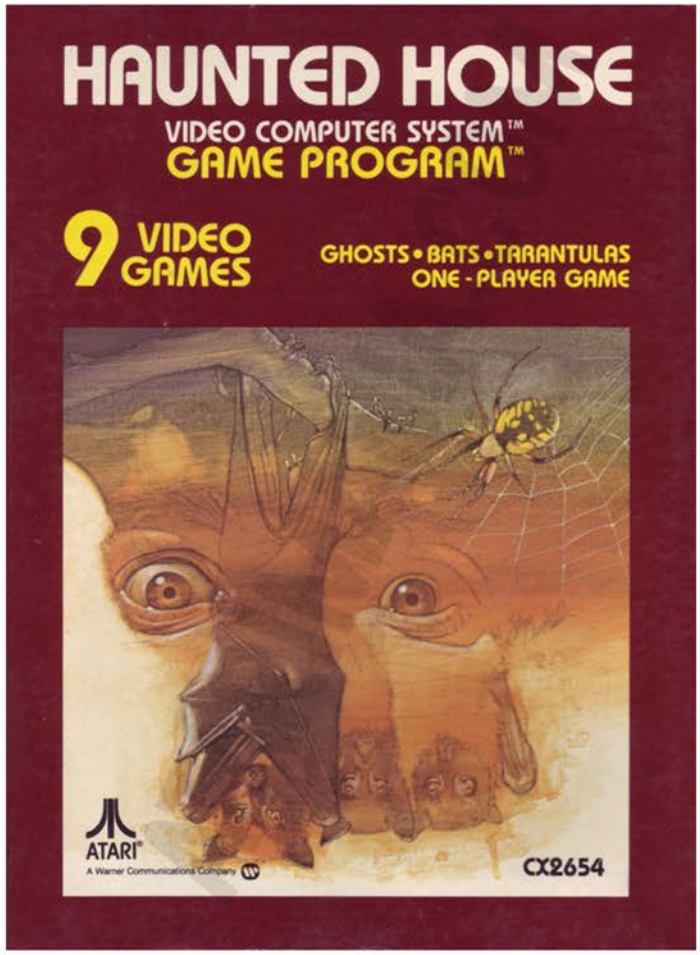


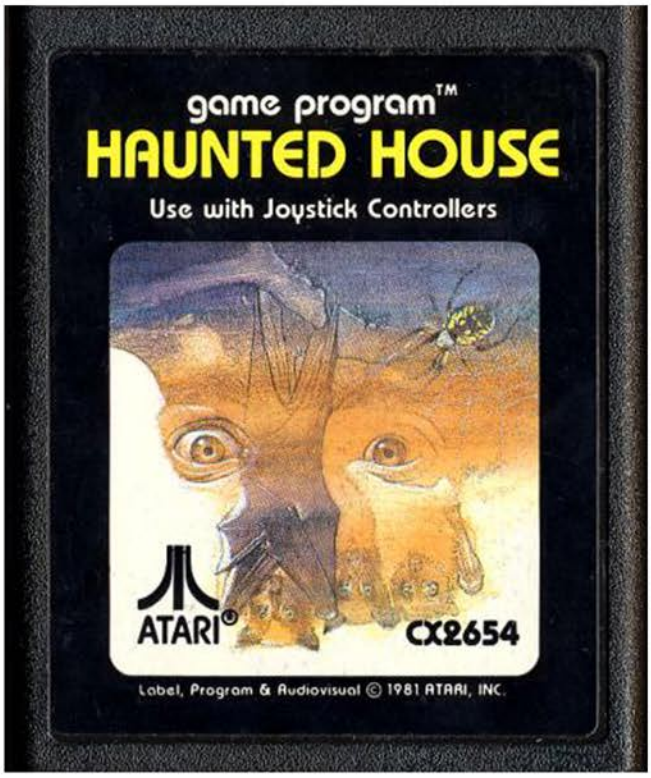
# Haunted House

Release Date: 1981
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Adventure

Alternate Title: N/A
Model #: CX2654
Rarity: 2
Programmer: James Andreasen

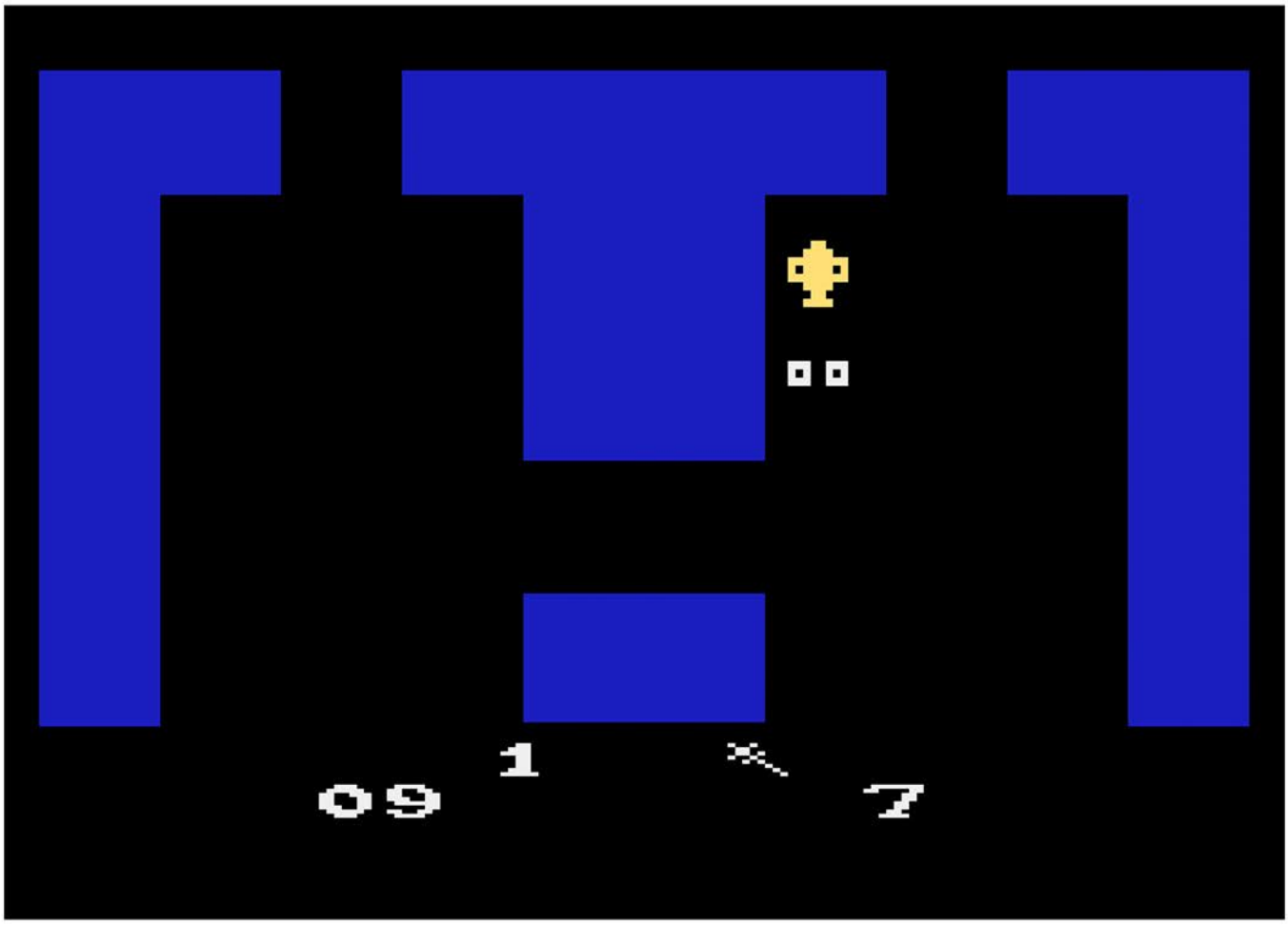
This is a nice spin on the tried and true Adventure style gameplay.

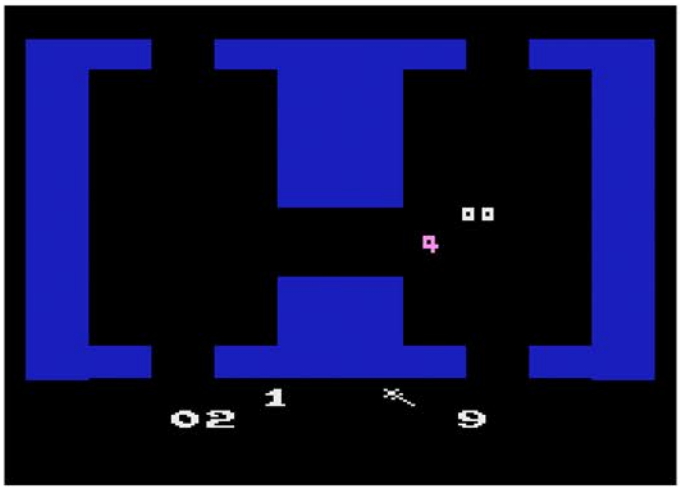


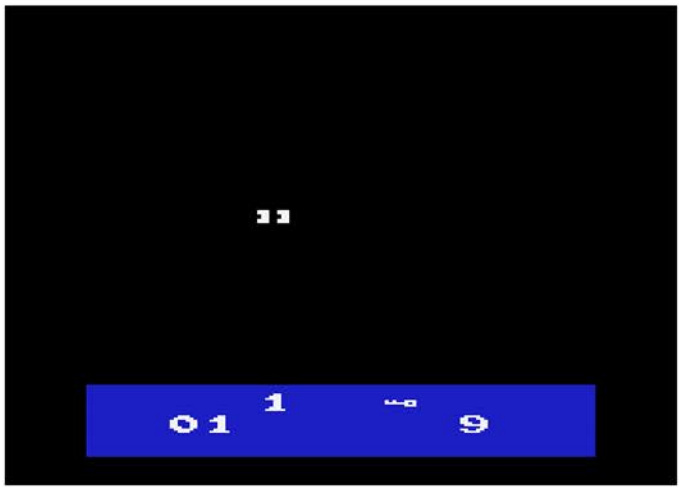



In the small town of Spirit Bay there lies a house that has stood for over a century. Locals believe this twenty-four room mansion to be haunted, but that doesn't deter you from entering the estate in search of the valuable Urn.

When you begin your set of eyes will be at the entrance of a darkened floor. With a touch of the button you'll be able to illuminate your surroundings, which is vital to finding items that will help you on your quest, as well as the three pieces of the Urn. Your goal is to explore the house while avoiding enemies, and picking up the Urn pieces one at a time and bringing them back to the entrance where they can be assembled and you can emerge with your prize.



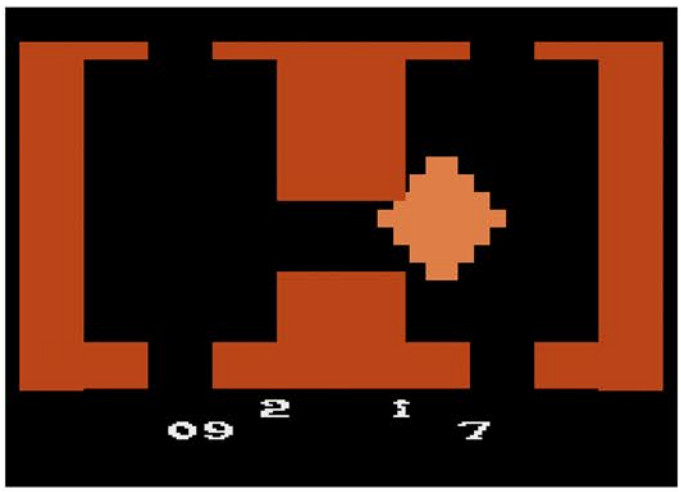


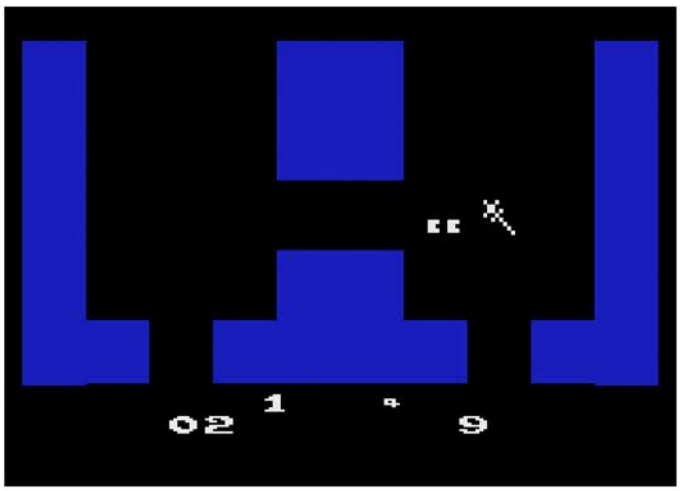


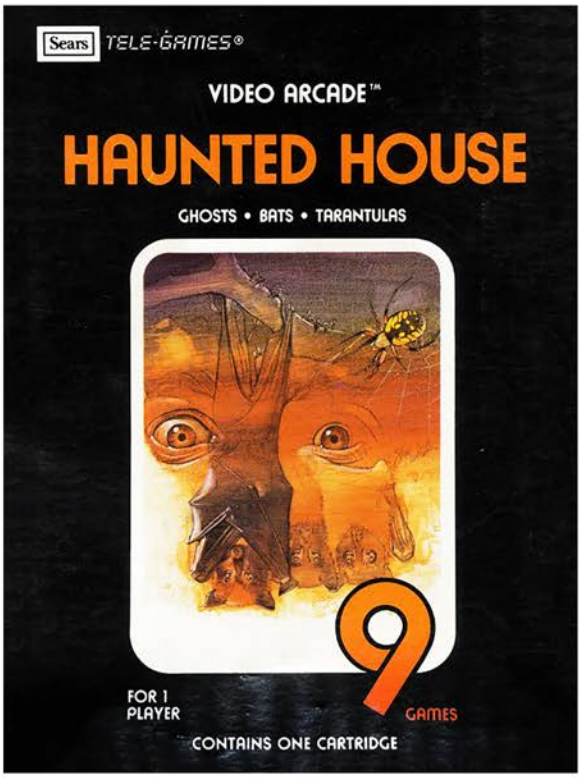
You aren't alone in the house, as scattered about are tarantulas, vampire bats and ghosts. They will pursue you with great vigor, and if they come into contact with you one of your nine lives will be sapped away. However if you stumble across a scepter and are carrying it, then they are powerless to stop you. Unfortunately you can only carry one item at a time, so you'll have to choose wisely. The other item that you can pick up will be the master key, which will unlock doors that block your way.

The first game variation is by far the easiest, as all the walls are illuminated so it's easy to find your way (however you still need to light a match to see the items). The rest of the games take place in a darkened mansion that will only occasionally lit by lightening strikes. The rest of the variations gradually increases the difficulty by adding the number of enemies pursuing you and hiding the master key deeper inside the house.

Overall the gameplay is fun and engaging. While it would have been nice to have some more difficult gameplay variations that included a lit house, there is still plenty to enjoy here. If you loved Adventure and want another game that is similar in style, this should be on your list.







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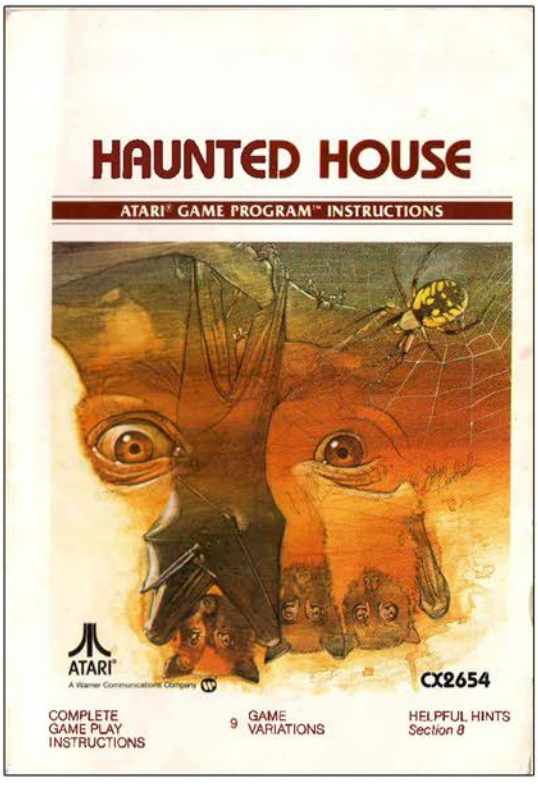
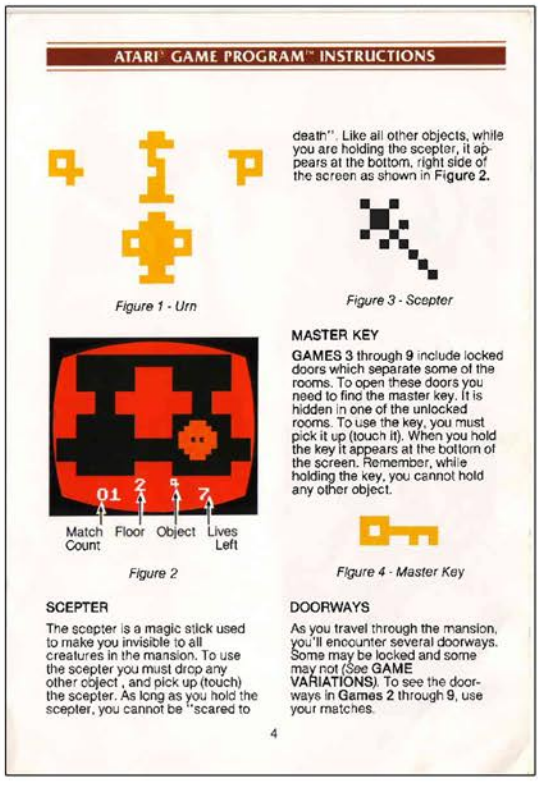


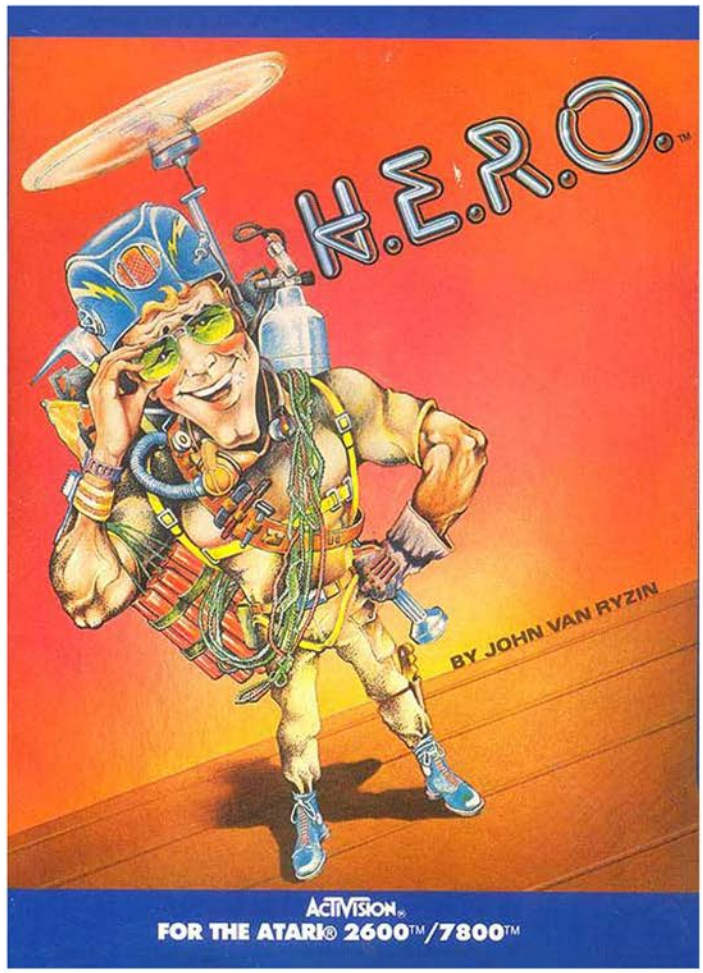



# HERO

Release Date: 1984
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: AZ-036
Rarity: 5
Programmer: John Van Ryzin

This is one of the finest arcade style games on the 2600.



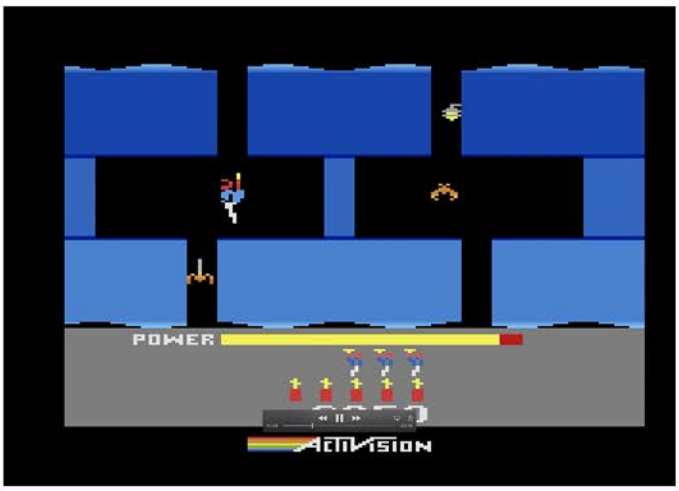
As the dashing adventurer Roderick Hero, you must venture to Mount Leone where trouble is afoot. Deep within the mountain a volcano has awakened and trapped several miners deep within the mine shafts. It's up to you to rescue them or die trying.

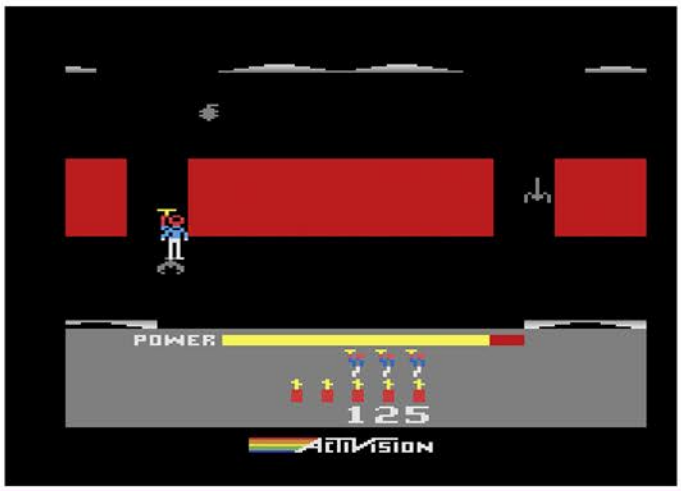
When the game begins you gracefully descent from the heavens by using your helicopter backpack, landing beside a mine wall. In order to get inside requires you to drop a stick of dynamite and run for cover as it decimates the barrier. From there it's a careful descent into the mine in search of the hardworking miner in need of rescue. You won't be alone however as there are bats, snakes and various other critters who will kill you with a single touch. Luckily you come equipped with a microlaser beam that will fry anything it comes into contact with.

The early stages are quite simple, and usually only require dropping down a few shafts to reach your target. It doesn't take long however for the difficulty to ramp up. There will be multiple pathways for you to pick from, some of them being dead ends that will hamper your ability to get through the room. On some floors there are lanterns that illuminate things, however if you hit it things will go dark, forcing you to fly blindly or drop some dynamite to get a quick glimpse of your surroundings.

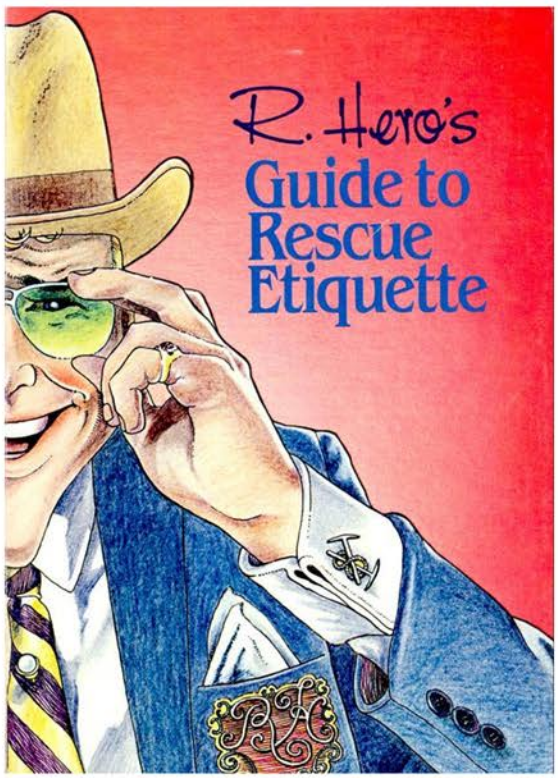
The difficulty really ramps up when the lava starts coming into play. Glowing red walls will vaporize you should you touch them, meaning you're going to have to be very careful dropping your explosives. To complicate things some floor surfaces will be coated in lava as well, forcing you to fly and burn power to survive. In later levels there will be moving walls of lava that will really challenge your piloting skills.

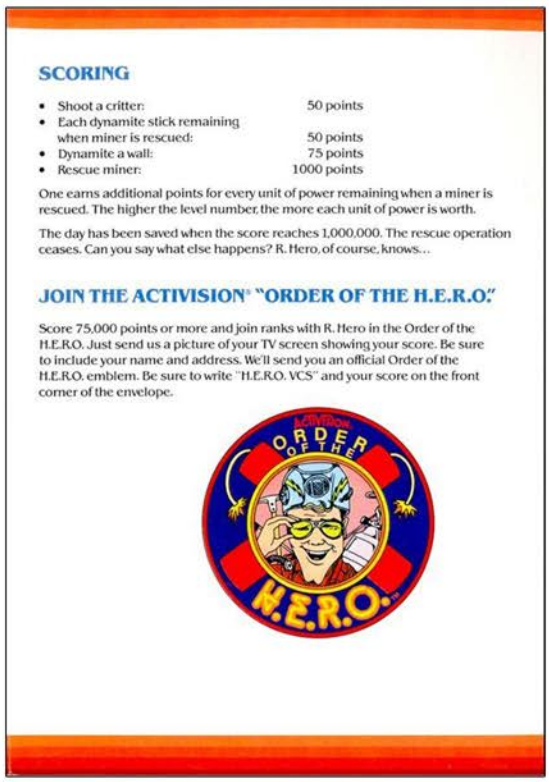
While the game brings a lot of challenge and originality to the 2600, the only thing that stands out as a negative is the flying. It can be difficult to get a handle on how to properly pilot your hero, so in the early going you can expect plenty of unnecessary deaths. Once you get the swing of things however this is a well polished game with gorgeous graphics. If you enjoy arcade style action, this one needs to be near the top of your list.



Top Left: Catalog Sample
Top Right: Patch
Below: Manual Cover and Page Sample



## SCORING

- Shoot a critter: 50 points
- Each dynamite stick remaining when miner is rescued: 50 points
- Dynamite a wall: 75 points
- Rescue miner: 1000 points

One earns additional points for every unit of power remaining when a miner is rescued. The higher the level number, the more each unit of power is worth.

The day has been saved when the score reaches 1,000,000. The rescue operation ceases. Can you say what else happens? R. Hero, of course, knows...

## JOIN THE ACTIVISION® "ORDER OF THE H.E.R.O."

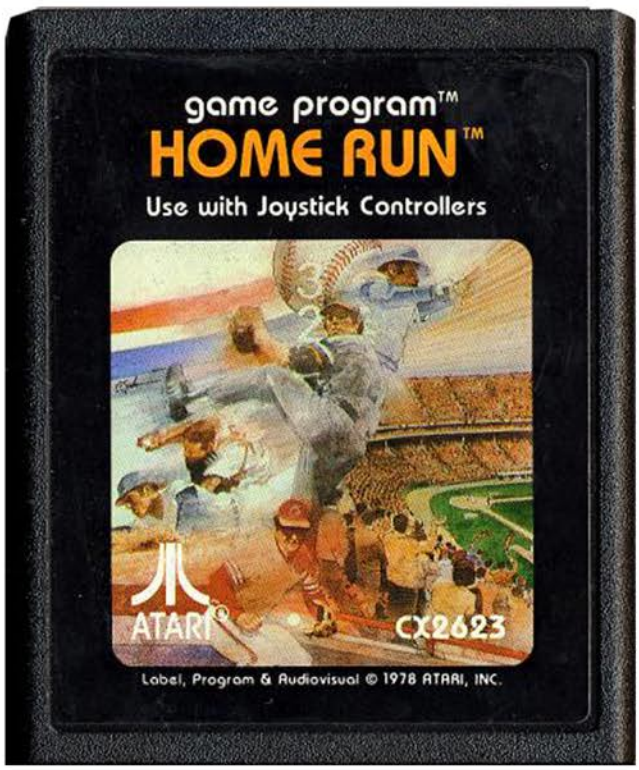
Score 75,000 points or more and join ranks with R. Hero in the Order of the H.E.R.O. Just send us a picture of your TV screen showing your score. Be sure to include your name and address. We'll send you an official Order of the H.E.R.O. emblem. Be sure to write "H.E.R.O. VCS" and your score on the front corner of the envelope.

# Home Run

Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

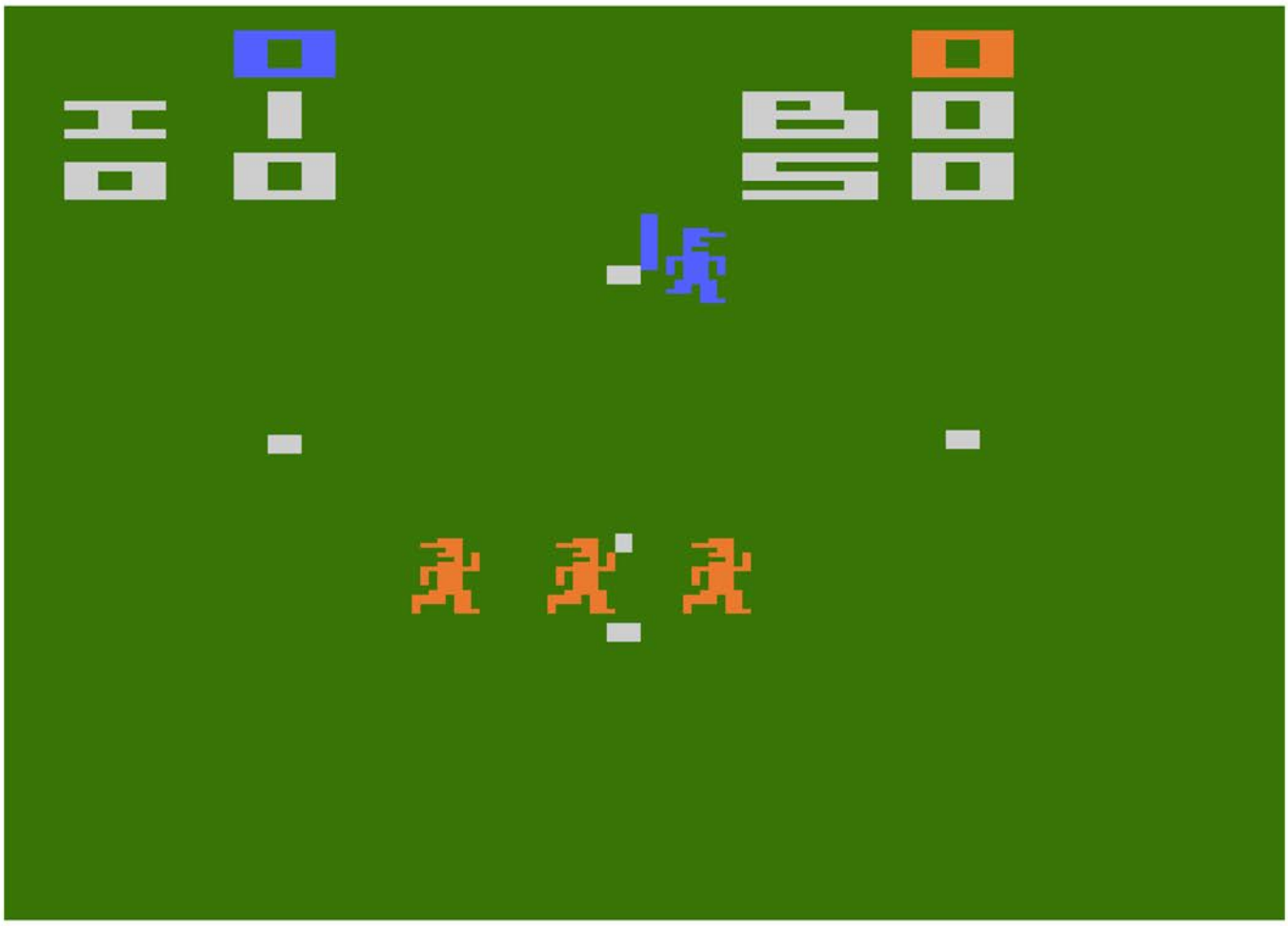
Alternate Title: Baseball
Model #: CX2623
Rarity: 2
Programmer: Dave Rolfe / Bob Whitehead

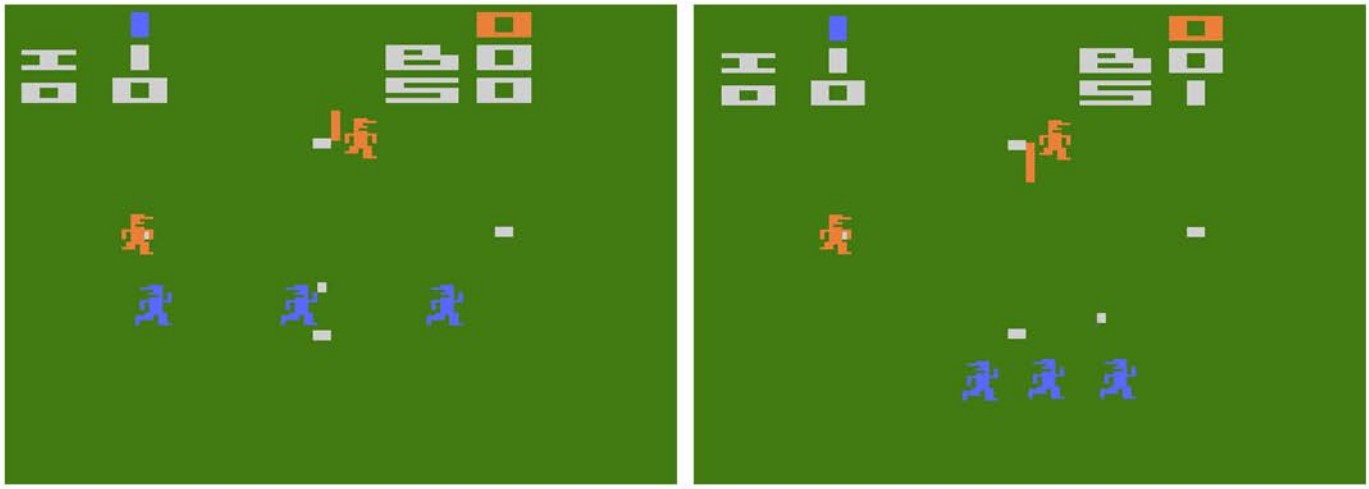
Take to the field in this stunningly accurate recreation of the national pastime.



No, not accurate in the sense that it recreates the Major League game, or even High School level, more like a few neighborhood kids getting together in a field to kill a Summer afternoon.  Well, even then it's not entirely true to reality, because no child in their right mind would play nine full innings of one on one baseball.

The basics of the game are intact when it comes to pitching and hitting. The pitcher has three different ways to deliver the ball, a fastball, curveball, and a change up.  The curveball gives you complete control, allowing you to send it way outside and then back in over the plate at the last moment.  The batter can be selective with the offerings since it's possible to walk or get hit by a pitch.  Once he swings and makes contact however, the game stops resembling the real life version.

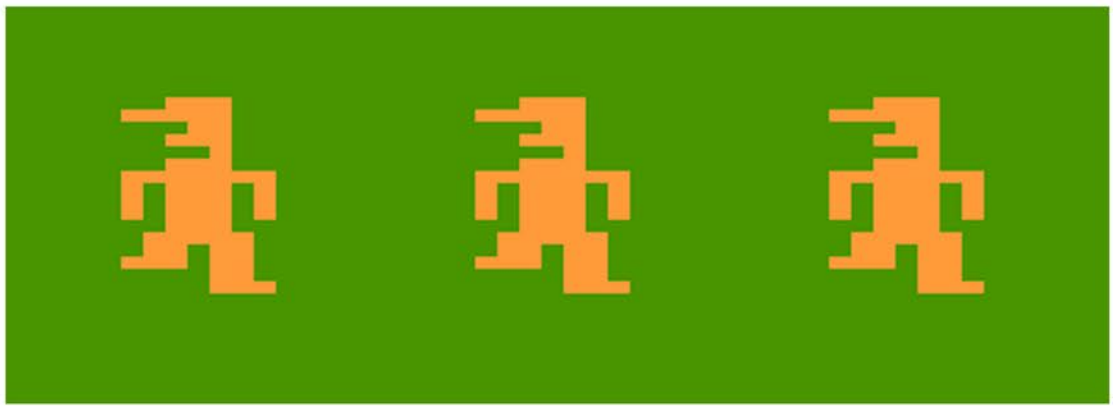


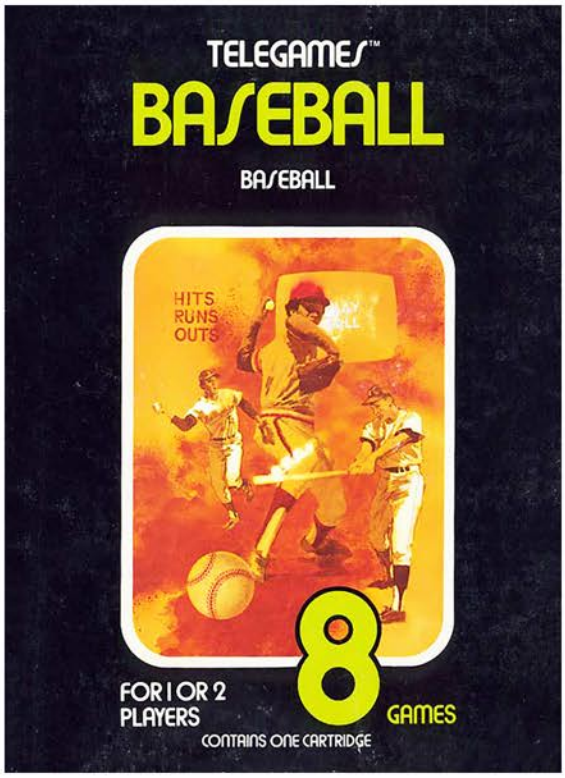


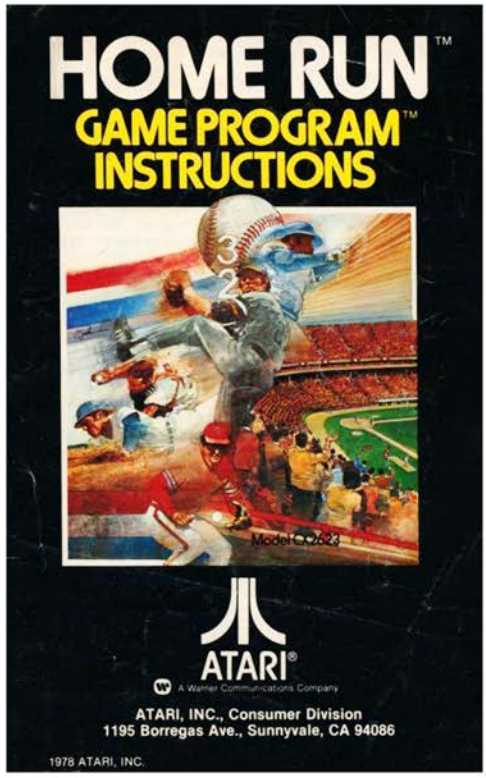
Depending on the gameplay variety, there might be anywhere from one to three fielders playing defense. It really doesn't matter which version is selected since the defenders are basically baseball gods put on this Earth to prevent anyone from getting past second base. As soon as the ball is in play, your fielders leap into action and can get anywhere on screen in a flash. This speed more than makes up for the fact they can't throw, and even if they could there isn't anyone on first base to make the catch.

How fast are they you ask? If the ball is hit towards third, the pitcher can run into shallow left field, pick up the ball and be at first for the out before the batter reaches safely. Should they reach base safely it's not a huge deal since unless something flukey happens they will be out long before they reach second thanks to the super human defenders. The only real way to score is to get lucky and sneak a line drive through the defenders and out of the park for a home run.

Given that this is one of the earliest 2600 games the rudimentary take on the popular sport can be forgiven. Unlike the crude take on basketball however, Home Run is all but unplayable.





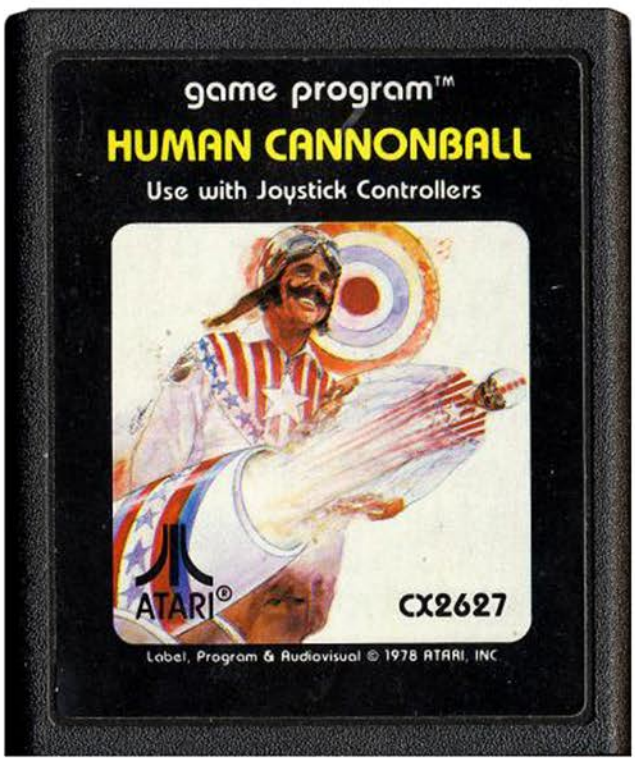

Top Left: Sears Tele-Games Box
Top Right: Manual Cover
Below: Catalog Samples

# Human Cannonball

Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

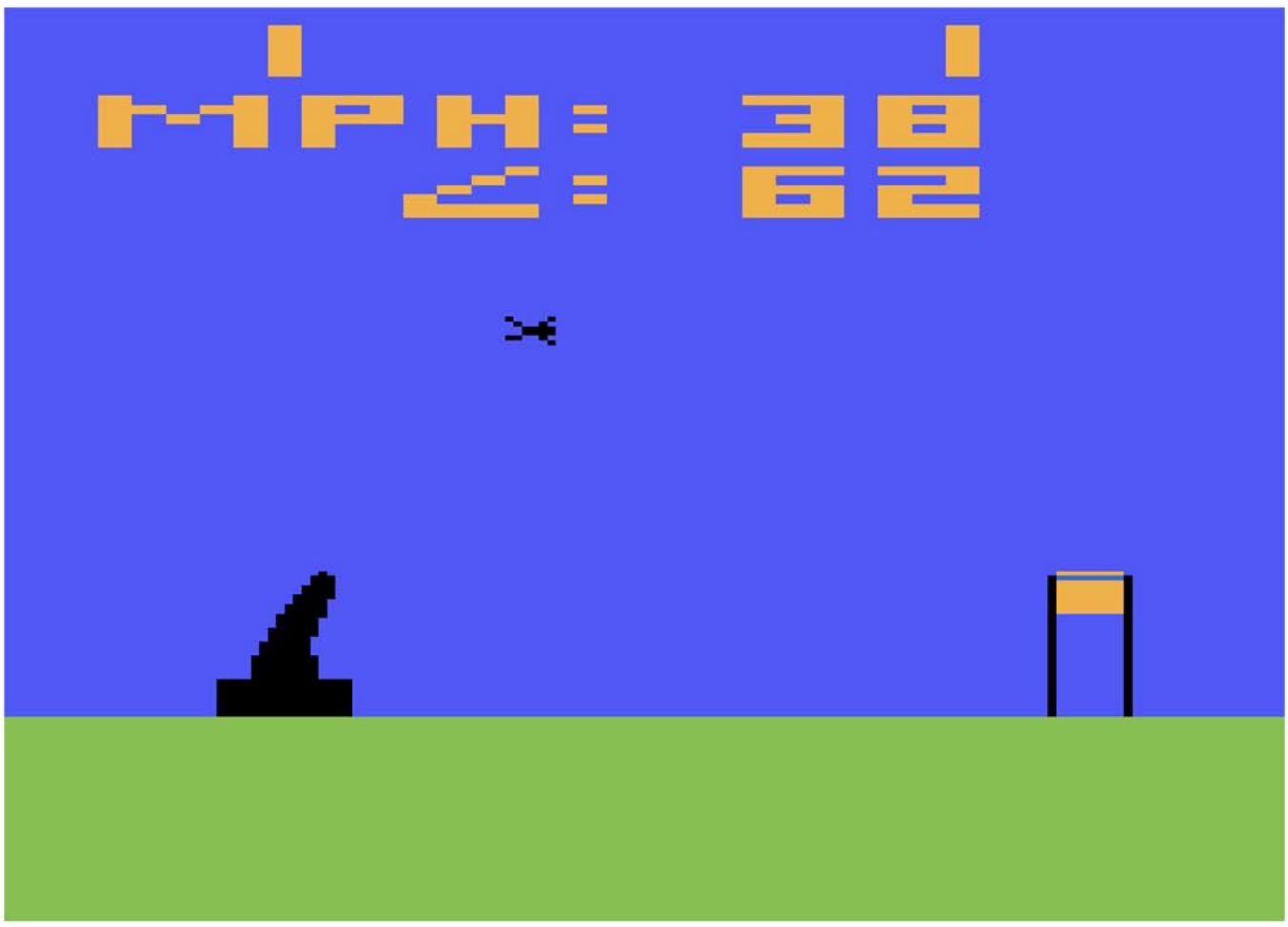
Alternate Title: Cannon Man
Model #: CX2627
Rarity: 2
Programmer: N/A

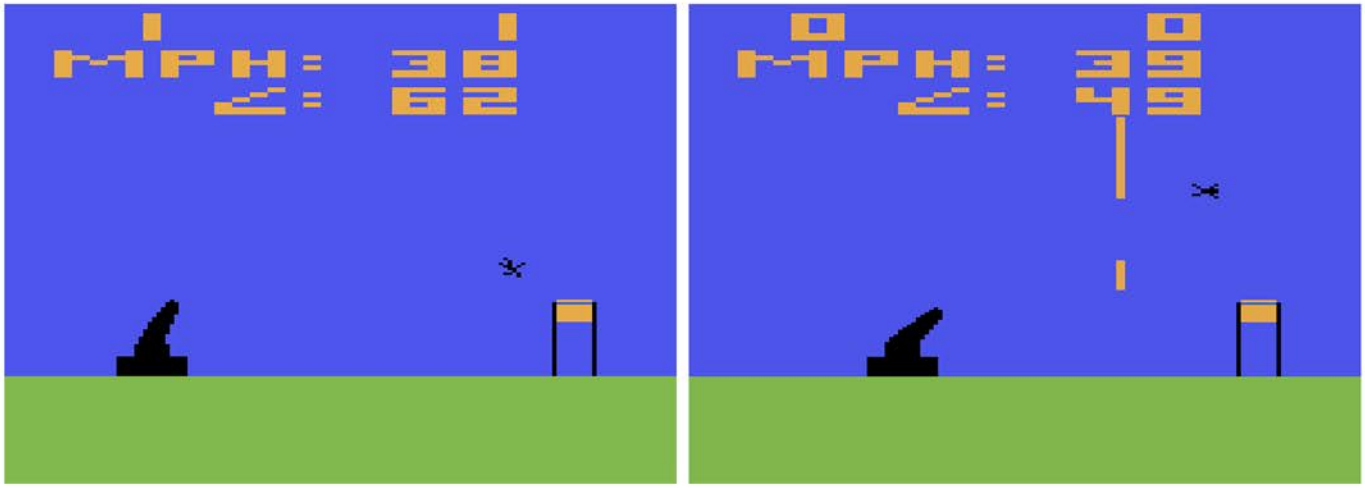
Strap on your leather helmet and climb into the cannon for some daredevil gameplay.



Have you ever wanted to be a death defying circus performer that is launched hundreds of feet through the air from a canon? Well this game will cure you of that, especially after you witness the pain involved when your calculations are off by a hair.

The basic concept is that you are at the controls of a giant canon, and must fire yourself across the screen and into a waiting water tower. There are three variables at play here: the angle of the canon, the speed at which you are fired, and the distance between the canon and the water tower. Depending on which gameplay variety that is chosen you may have control over one, two, or all three of the varieties. Once you make you decision, it's time to fly like an eagle.

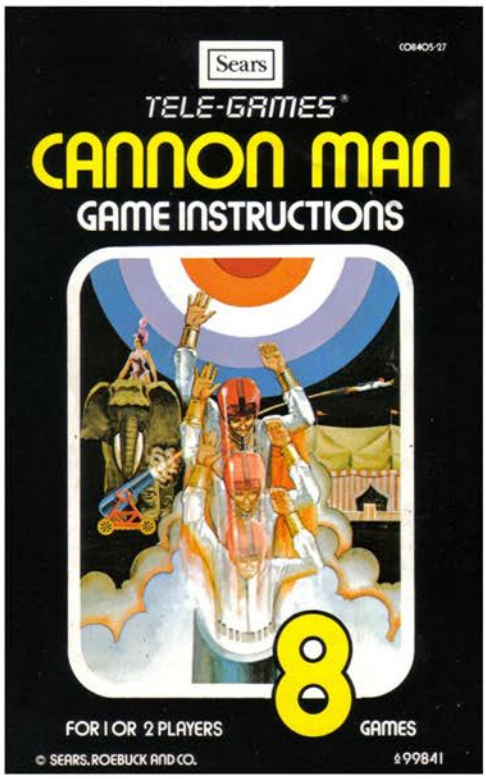


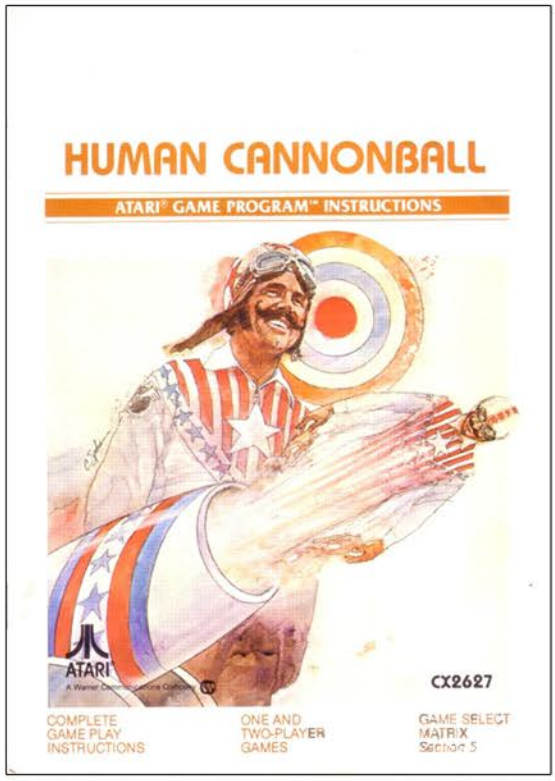



With a press of the button your daredevil will take flight, and more often than not he will end up headed to the emergency room. If he misses his target and hits the ground he will yell out “OUCH” after landing with a thud. To add insult to injury, if you come up just short your performer will bounce off of the side of the water tower. If your aim is true however you will end up in the tank, emerging with arms raise high. This continues until there are seven makes or misses.

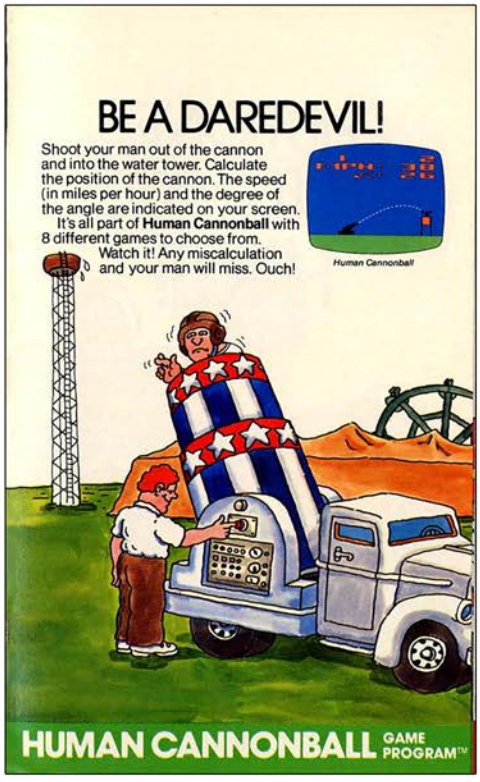
After you have mastered the basics of cannonball flight, it’s time to make things even more difficult. There is an option to add a moving barrier in front of the water tower, with only a small opening he must fly through to reach his liquid filled destination. This not only adds to the challenge, but also to the misery since if the fire is mistimed the poor soul will ricochet off of the wall and fall helplessly to the ground below, with plenty of time to contemplate his fate.

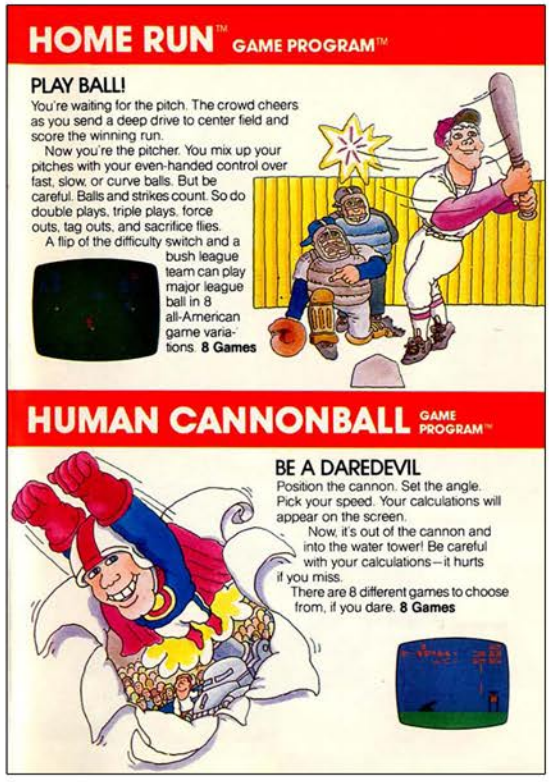
Human Cannonball is a challenging title that offers up some simple yet effective gameplay. While there isn’t much depth to the proceedings, it can be forgiven as this is one of the earliest 2600 games.




Top Left: Sears Tele-Games Manual
Top Right: Manual Cover
Below: Catalog Samples



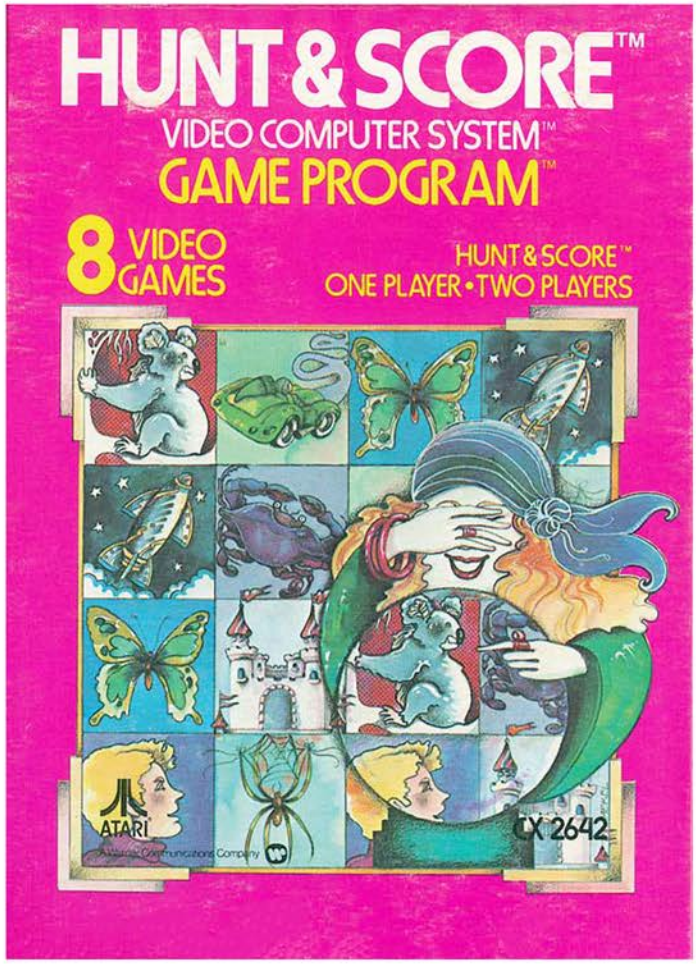

# HUMAN CANNONBALL

# Hunt & Score

Release Date: 1978
Publisher: Atari
Controller: Keypad
Players: 1 - 2
Genre: Brain Games

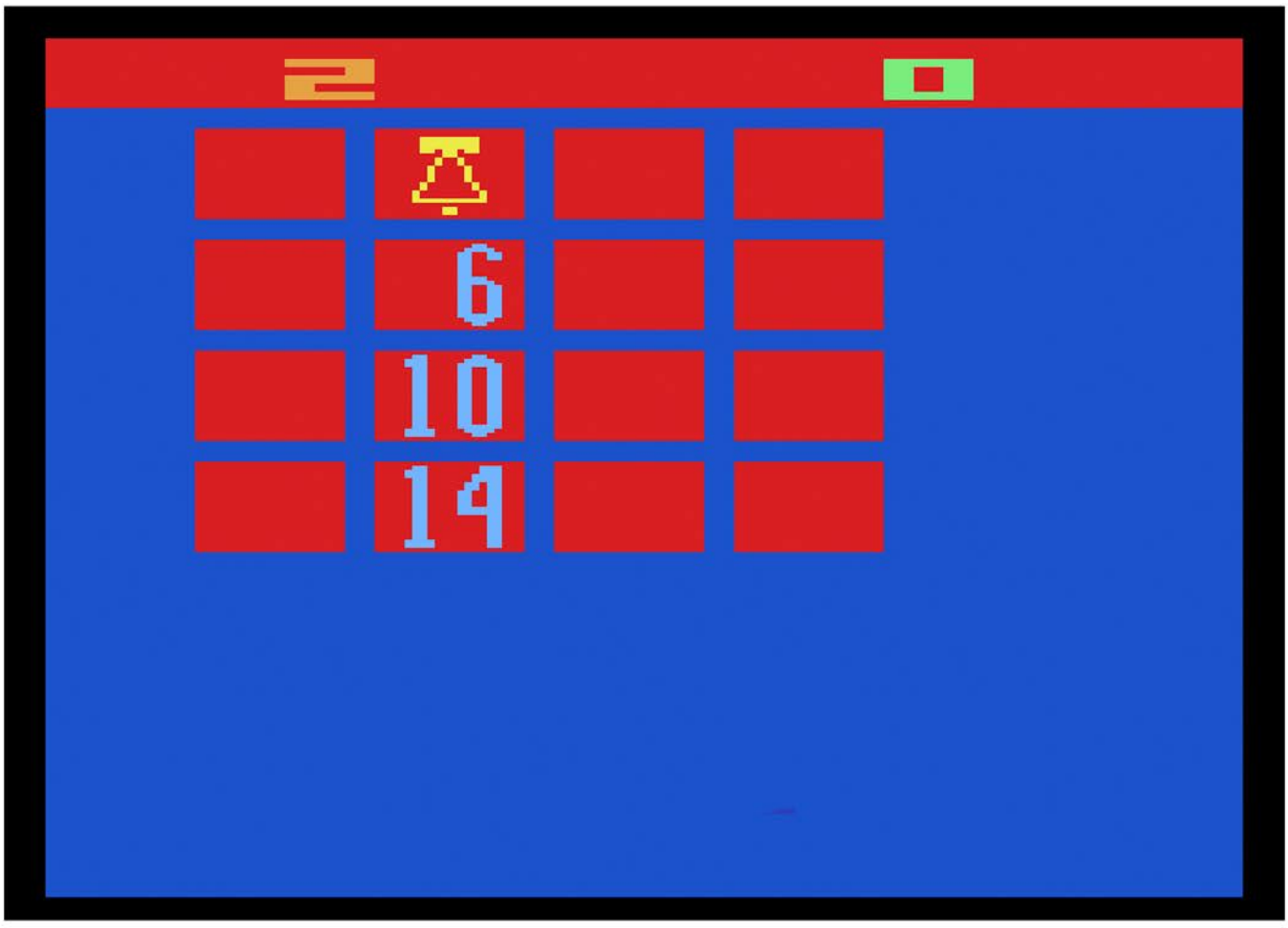
Alternate Title: Memory Match / A Game of Concentration
Model #: CX2642
Rarity: 3
Programmer: Jim Huether

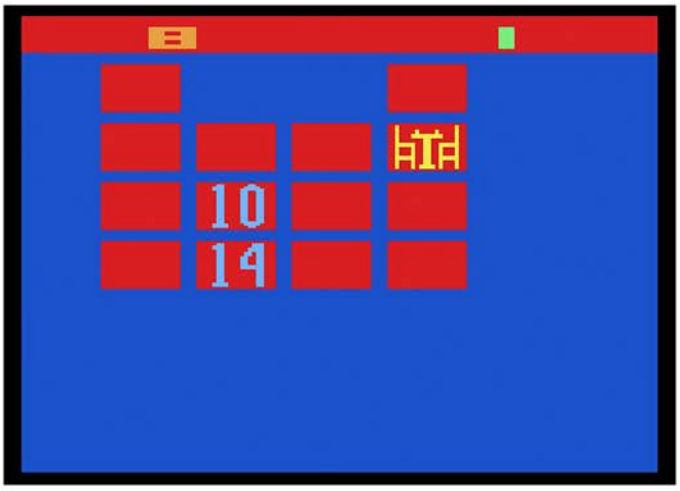
This simple game of Memory will drive you insane.

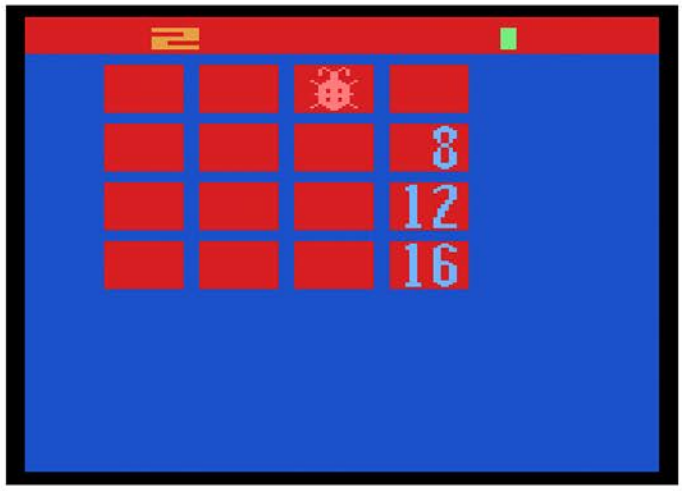


Who doesn't remember the game of Memory? Where you lay out a bunch of cards face down with multiple objects on them, flip them over two at a time and try and match them to their partner. Don't make a match, then flip them back over and pick two new ones. Continue on until you've successfully cleared them all up, or gotten bored and moved on to something else.

After selecting from either sixteen or thirty cards, use the keyboard controllers and enter in which number you'd like to flip over one to see what pops up. The objects are simplistic, but are easily identifiable and range from animals like lady bugs and llamas, to everyday objects like bells and televisions, to the more eccentric like flying saucers and castles. If you happen to make a match, you'll be rewarded with a point and get to play again. Unfortunately if you don't guess correctly you'll be punished with a nearly four second long dull two-tone that will quickly become the bane of your existence.

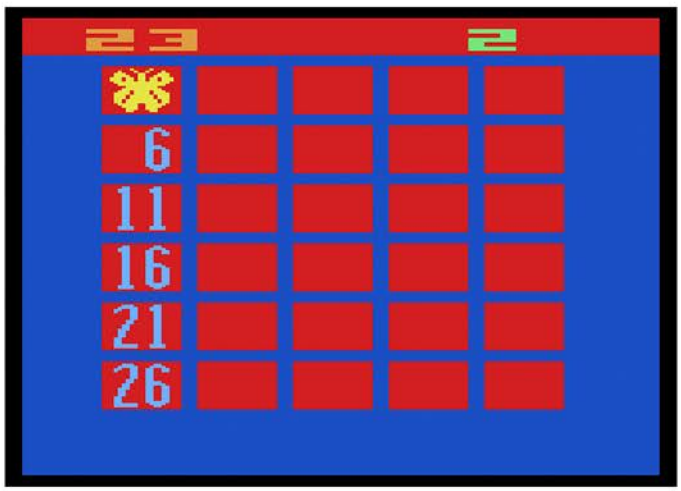


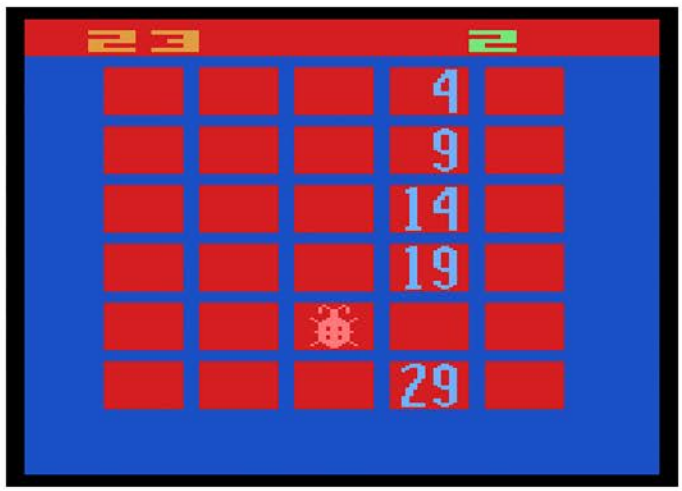


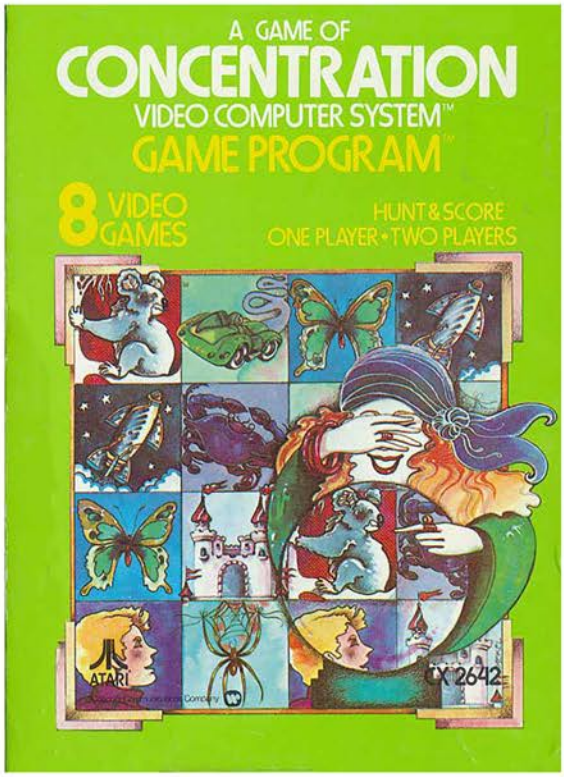



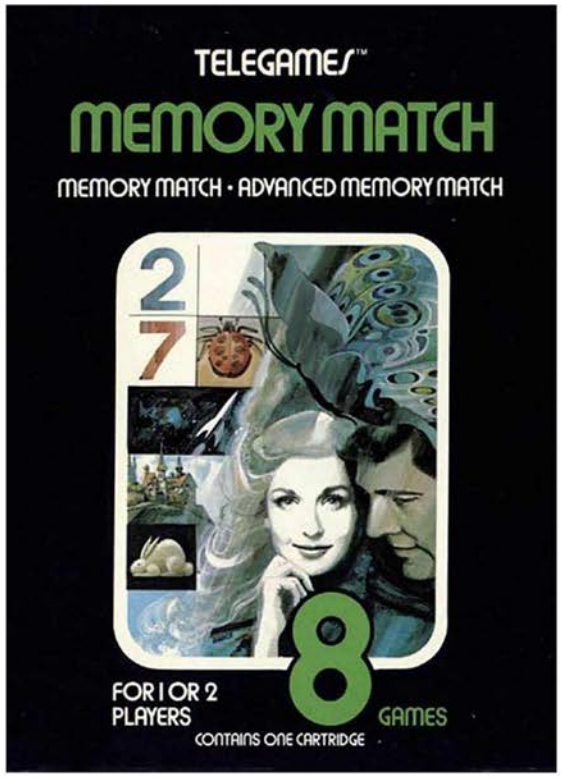

If you are playing against a friend, the goal is to get more points than your opponent. However for those lonely children out there, you can play in single player mode where the goal is to clear the board in as few moves as possible. To help you do this, there may be a wild card that will show itself, allowing you to take out any set of objects you want.

The game utilizes the keyboard controllers, which only a small handful of games did. They work pretty well, making it easy to input which number of card you want to flip over. Outside of that there really isn't anything notable as this was a very early entry into the 2600 catalog. If you want to experience what the dawn of home console gaming was like, check this out. If you want to play memory, grab a deck of cards.

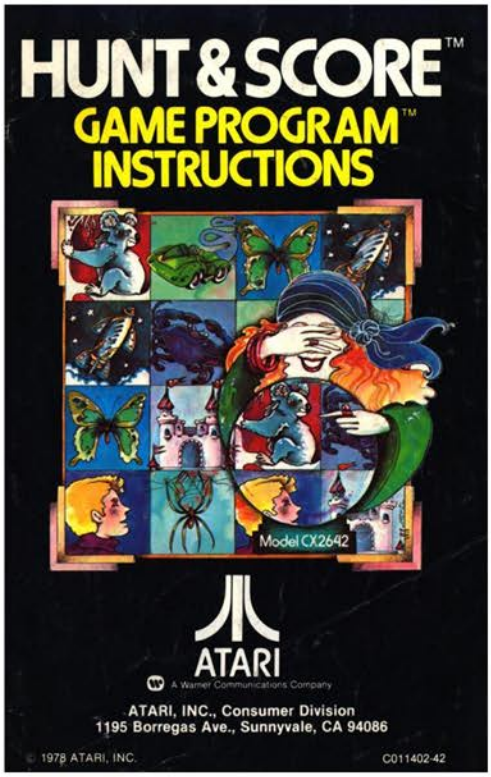





Top Left: Alt. Title Box
Top Right: Sears Tele-Games Box
Bottom Left: Catalog Sample
Bottom Right: Manual Cover



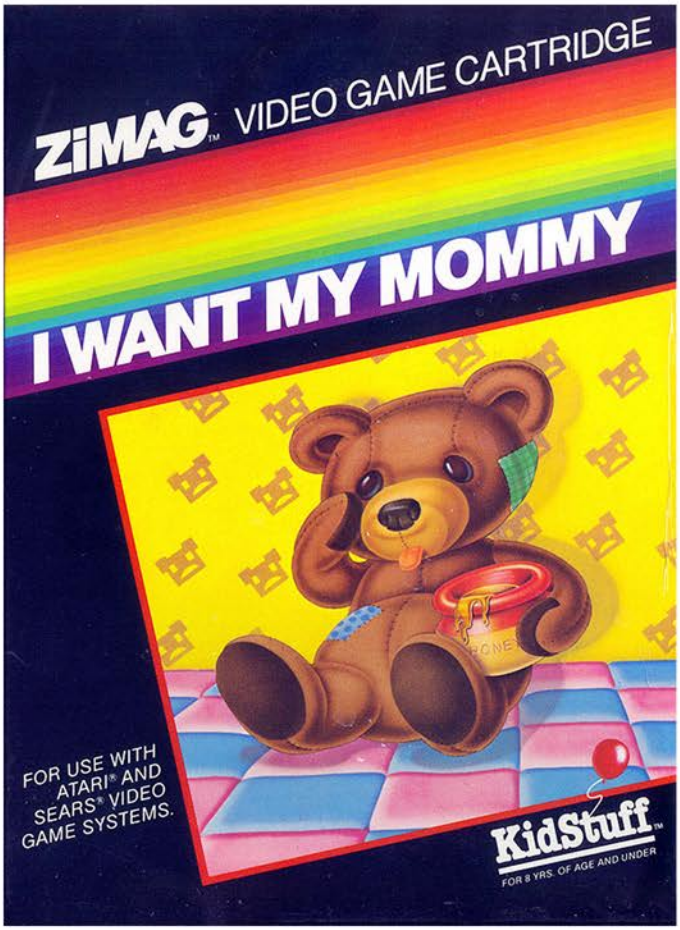

# Hunt & Score

# I Want My Mommy

Release Date: 1983
Publisher: Zimag
Controller: Joystick
Players: 1 - 2
Genre: Arcade

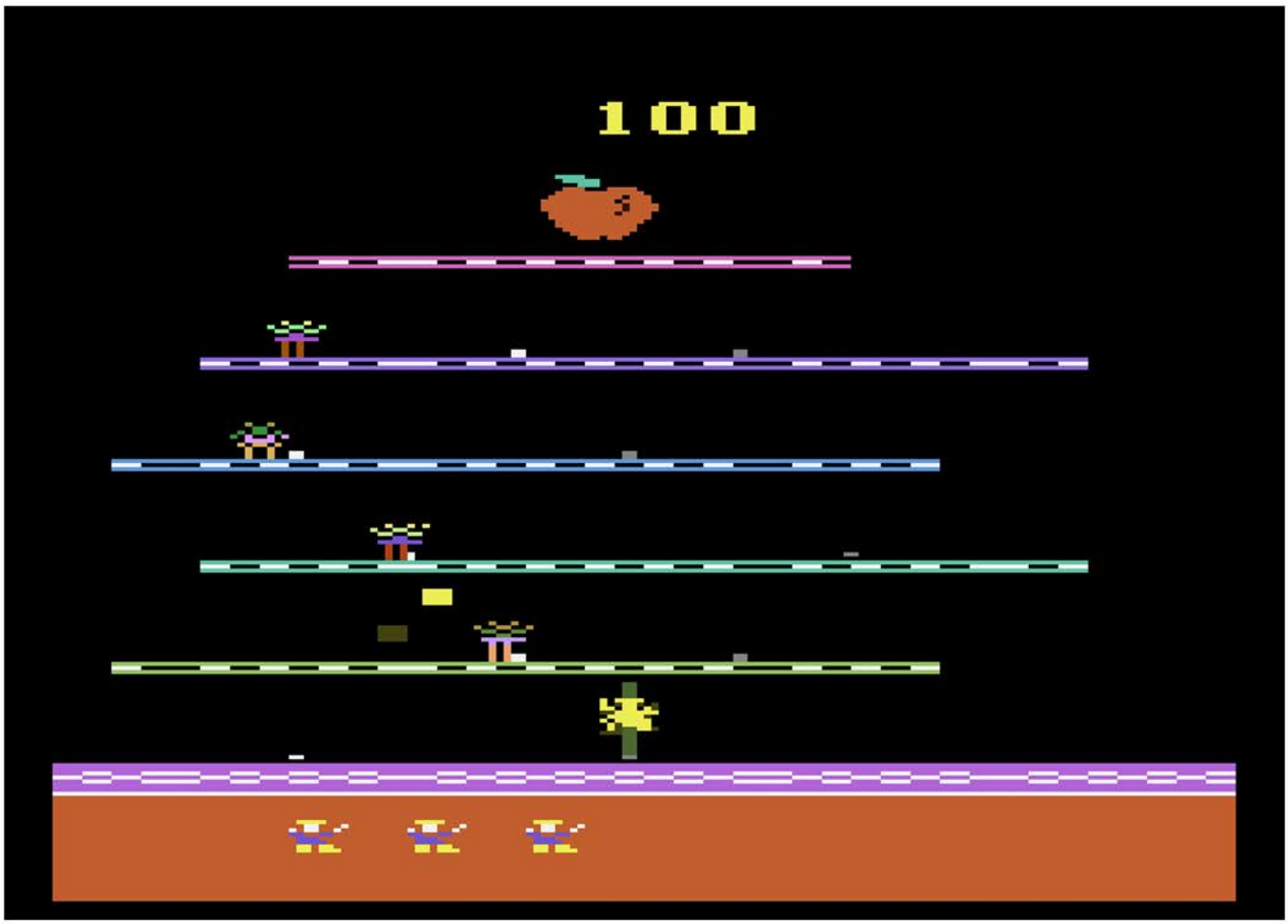
Alternate Title: N/A
Model #: 710-111
Rarity: 5
Programmer: N/A

Aimed at kids, this game will teach them the virtue of patience.



You are a sentient teddy bear who has had a bad dream and wants to cry in his mother's arms. In order to do so, he must create magical stardust ladders and climb up to her while avoiding dream demons. Sadly the game isn't anywhere near as fun as that description might imply.

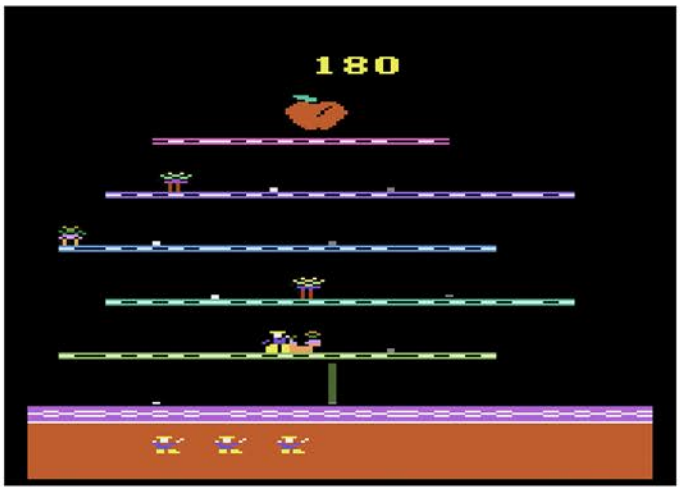
The game begins with our stuffed hero at the bottom of the screen, with five levels above him. Dotted along the ground are glowing lights, two on each floor except the top which contains a giant apple. Teddy must walk around and build a magical stardust ladder so that he can climb to the top. For some reason though, he has to make sure there is a ladder built at every single point on the board or he won't be able to climb up to the very top. When he reaches the apple, he's warped to the second stage where his mother is awaiting his arrival.

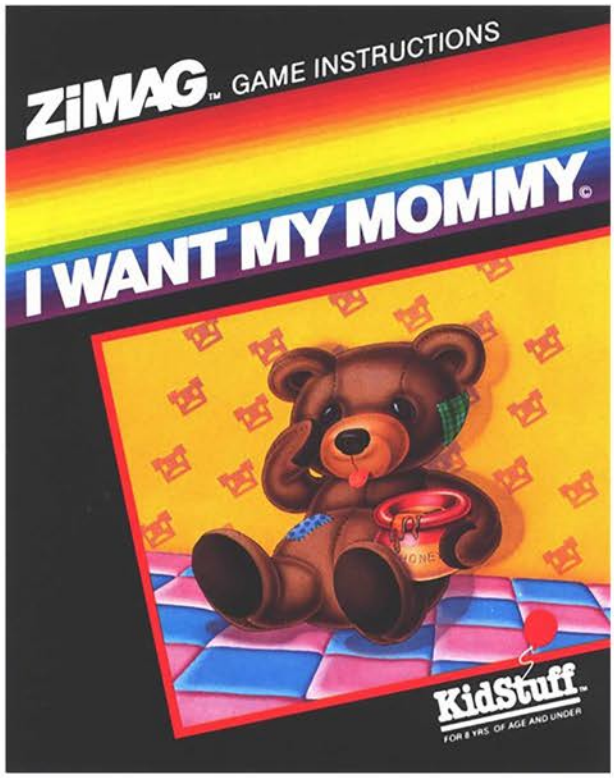


On the four floors leading up to the top there is a dream demon that is patrolling. They walk casually back and forth until Teddy is on the level with them, at which point they'll pursue him. There are two ways to deal with them, the first being to catch a kiss from mommy, which will allow Teddy to punch their lights out. The other is to climb the ladder up to the very top and wait for them to pass. More often than not, this is the option you're going to have to go with.

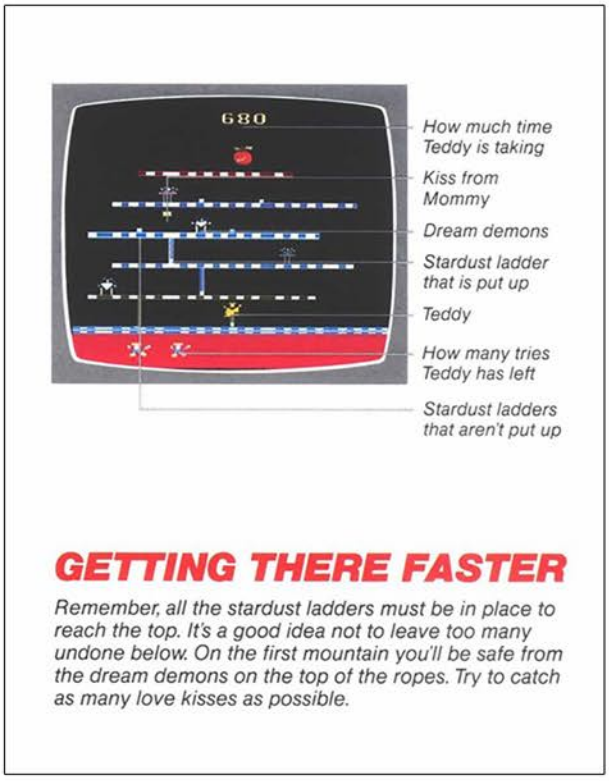
The gameplay is incredibly slow, with Teddy wobbling across the screen. When coupled with the fact that in order to reach a lot of the ladder points he will have to wait for what seems like an eternity for the dream demons to pass under him, the action quickly becomes tedious. There are two levels to tackle, however they not only look virtually identical, but if you die on the second one you are sent back to the first to start again.

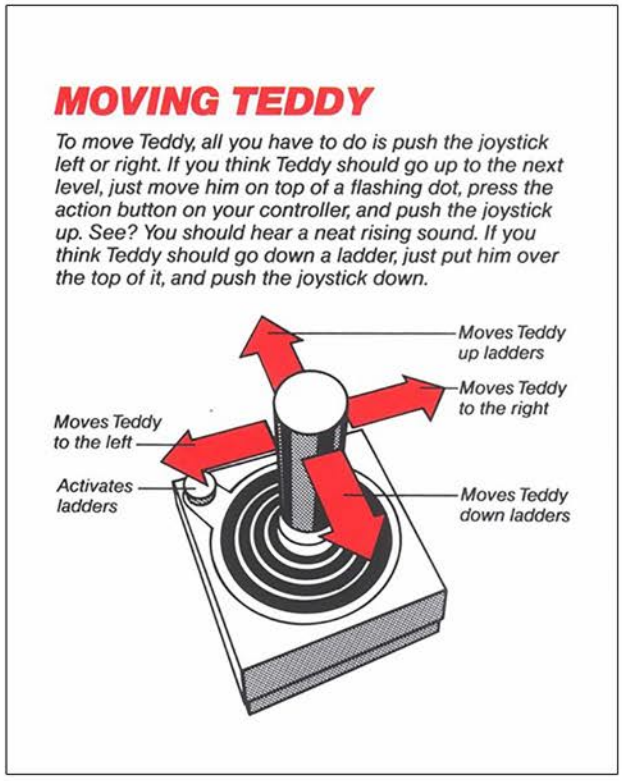
Nothing about this game is particularly good. The graphics are subpar, the action is plodding, and there isn't anything resembling fun. If you want good arcade action you'll have to look elsewhere.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



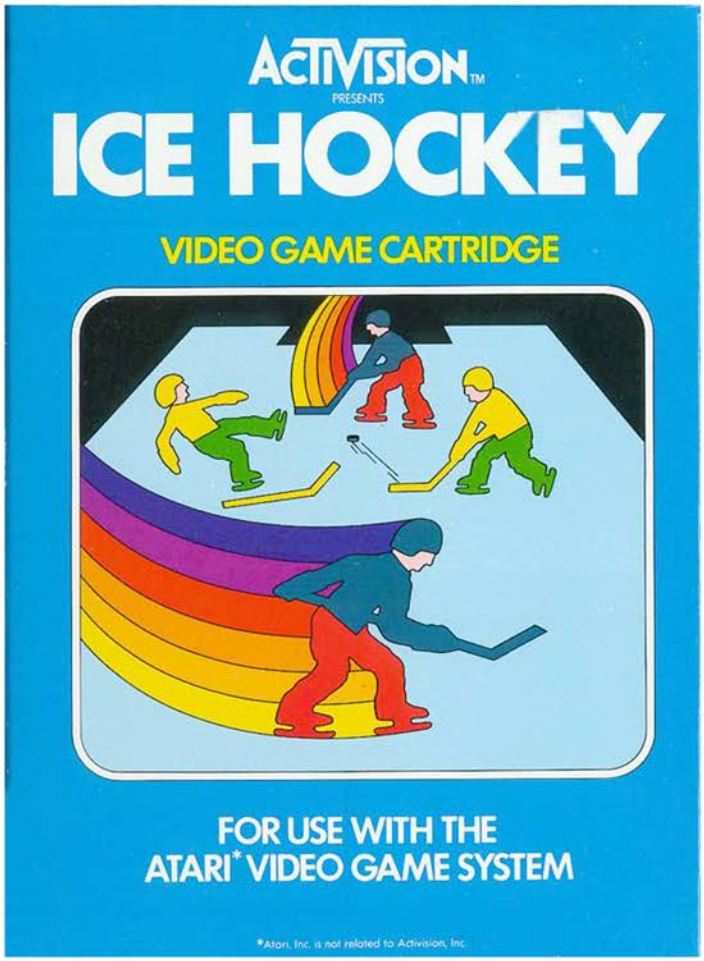



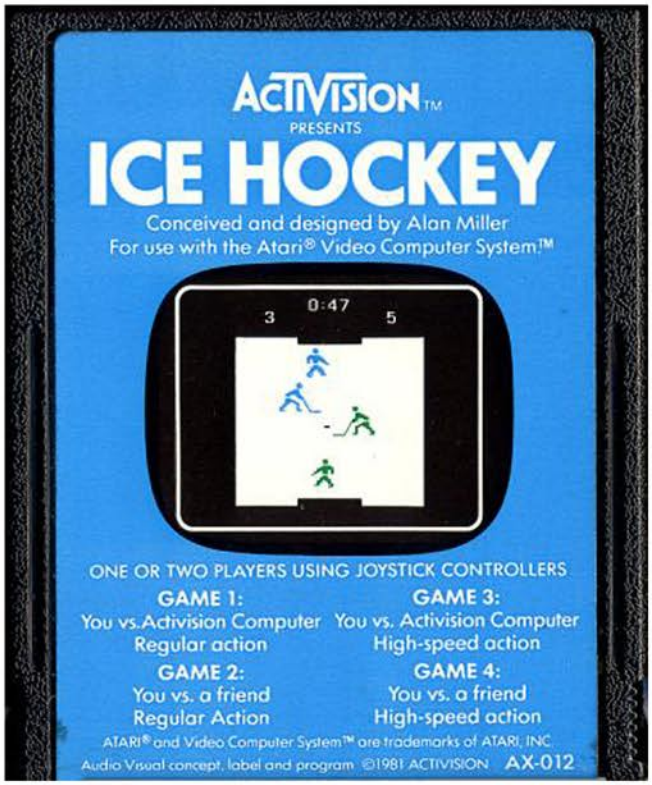
# Ice Hockey

Release Date: 1981
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: AG-012
Rarity: 2
Programmer: Alan Miller

Strap on your skates and take to the ice in this high scoring fast paced take on the Canadian pastime.



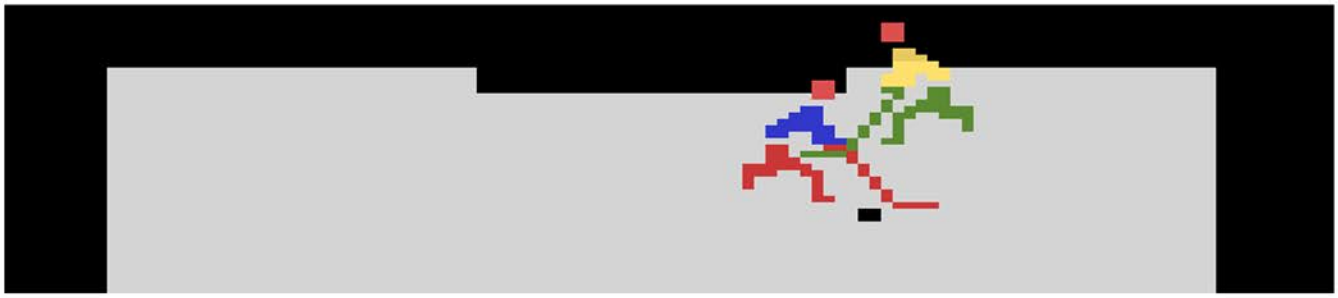
Each team has two players, a forward and a goalie, and it's up to them to put the puck in the back of the net as many times as they can in three minutes. Despite the short game time, the score will quickly reach the stratosphere.

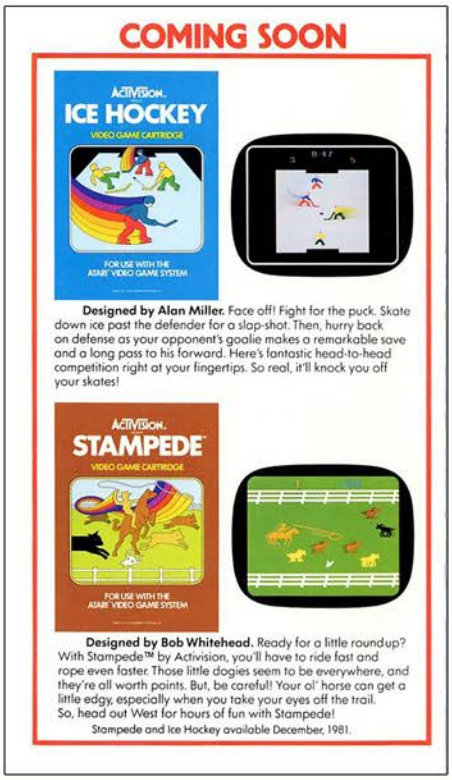
When the game begins the puck will be sent in a random direction, giving one team a serious advantage as they will almost immediately be on a breakaway. This is due to the fact that once your forward gets too close to your own goal, control will switch to the goalie. At this point it is a frantic scramble to take out your opponent before they can score. And I truly mean take them out, since the most effective way of playing defense is to swing your stick wildly and hope it knocks the opposing player out. Thankfully there are no penalties for high sticking.

Once you gain control of the puck it's time to transition to offense, which can be an adventure. In most hockey games you have control over your shot, and to an extent that is the case here. Here however, instead of aiming via the controller you have to pay attention to where the puck is on your stick when firing off a shot. When you have possession, the puck moves back and forth across the blade, which determines where it will go when you shoot. If you aren't careful you will find yourself mere inches away from the goal, only to send your slap shot rocketing off to the corner boards. The one way to defend against this highlight blooper is to imitate the game of basketball and "slam dunk" the puck into the net.

For those who want a little more scoring in their hockey, the second difficulty level speeds up the puck to an insane level. In the default setting if you send the puck from your goalie to the forward it will look like a slow controlled pass. With the high speed puck it's possible to send the pass ricocheting off the boards, past every player and into the opponents net. If you don't mind some crazy bounces, this is by far the more fun of the two gameplay options.

While it can't compete with more modern versions of the sport, Ice Hockey is a solid sports title for the 2600.





COMING SOON

ACTIVISION.
ICE HOCKEY
VIDEO GAME CARTRIDGE

FOR USE WITH THE ATARI® VIDEO GAME SYSTEM

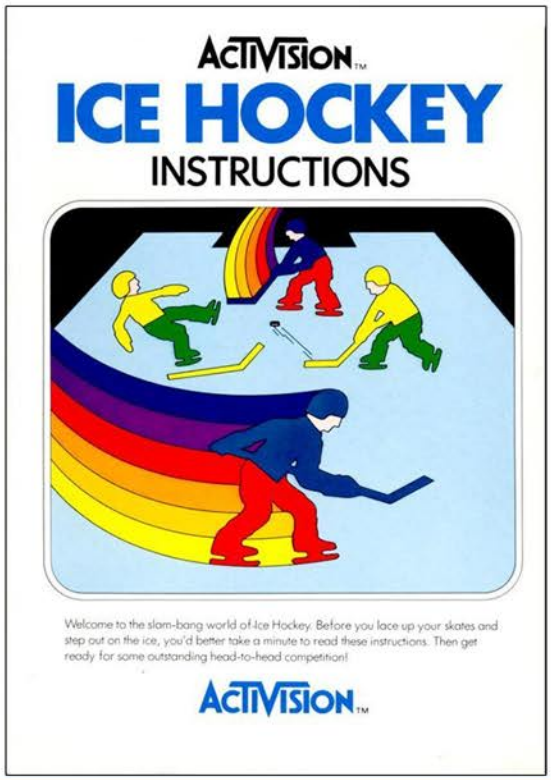
**Designed by Alan Miller.** Face off! Fight for the puck. Skate down ice past the defender for a slap-shot. Then, hurry back on defense as your opponent's goalie makes a remarkable save and a long pass to his forward. Here's fantastic head-to-head competition right at your fingertips. So real, it'll knock you off your skates!

ACTIVISION.
STAMPEDE™
VIDEO GAME CARTRIDGE

FOR USE WITH THE ATARI® VIDEO GAME SYSTEM

**Designed by Bob Whitehead.** Ready for a little roundup? With Stampede™ by Activision, you'll have to ride fast and rope even faster. Those little dogies seem to be everywhere, and they're all worth points. But, be careful! Your ol' horse can get a little edgy, especially when you take your eyes off the trail. So, head out West for hours of fun with Stampede!

Stampede and Ice Hockey available December, 1981.



ACTIVISION™

# ICE HOCKEY

## INSTRUCTIONS

Welcome to the slam-bang world of Ice Hockey. Before you lace up your skates and step out on the ice, you'd better take a minute to read these instructions. Then get ready for some outstanding head-to-head competition!

ACTIVISION™

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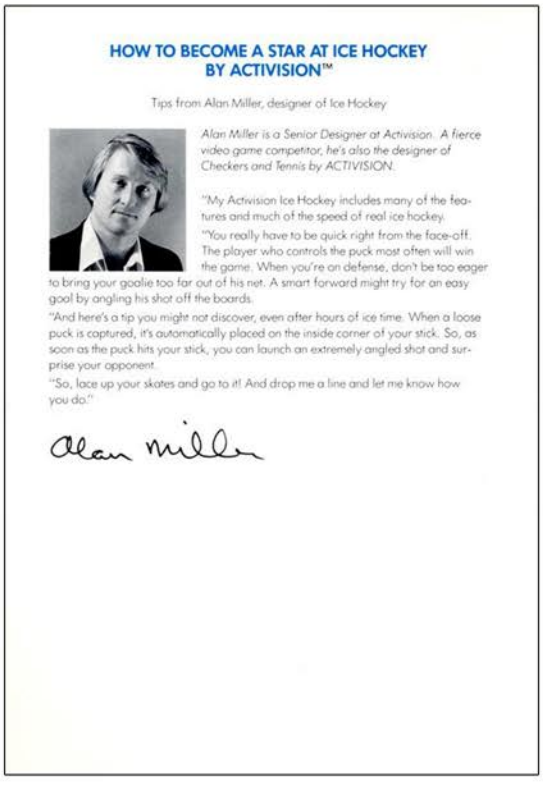


## HOW TO BECOME A STAR AT ICE HOCKEY BY ACTIVISION™

Tips from Alan Miller, designer of Ice Hockey



*Alan Miller is a Senior Designer at Activision. A fierce video game competitor, he's also the designer of Checkers and Tennis by ACTIVISION.*

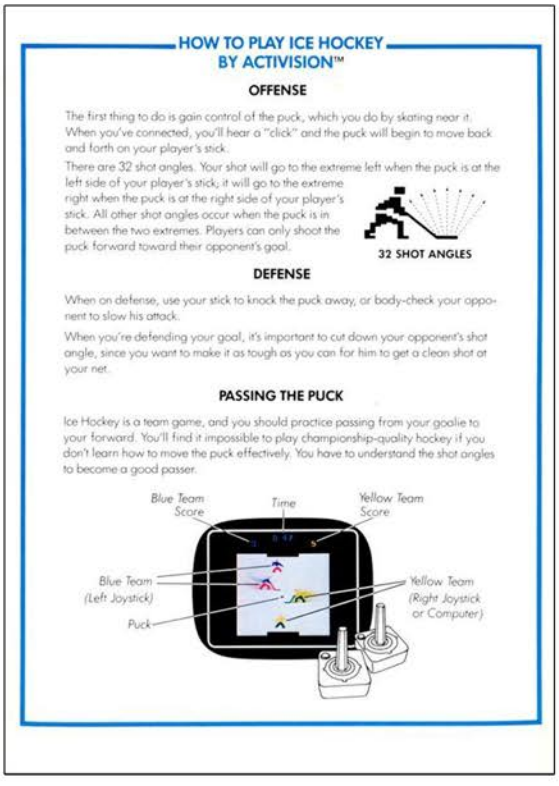
"My Activision Ice Hockey includes many of the features and much of the speed of real ice hockey.

"You really have to be quick right from the face-off. The player who controls the puck most often will win the game. When you're on defense, don't be too eager to bring your goalie too far out of his net. A smart forward might try for an easy goal by angling his shot off the boards.

"And here's a tip you might not discover, even after hours of ice time. When a loose puck is captured, it's automatically placed on the inside corner of your stick. So, as soon as the puck hits your stick, you can launch an extremely angled shot and surprise your opponent.

"So, lace up your skates and go to it! And drop me a line and let me know how you do."

Alan Miller



## HOW TO PLAY ICE HOCKEY BY ACTIVISION™

### OFFENSE

The first thing to do is gain control of the puck, which you do by skating near it. When you've connected, you'll hear a "click" and the puck will begin to move back and forth on your player's stick.

There are 32 shot angles. Your shot will go to the extreme left when the puck is at the left side of your player's stick; it will go to the extreme right when the puck is at the right side of your player's stick. All other shot angles occur when the puck is in between the two extremes. Players can only shoot the puck forward toward their opponent's goal.



32 SHOT ANGLES

### DEFENSE

When on defense, use your stick to knock the puck away, or body-check your opponent to slow his attack.

When you're defending your goal, it's important to cut down your opponent's shot angle, since you want to make it as tough as you can for him to get a clean shot at your net.

### PASSING THE PUCK

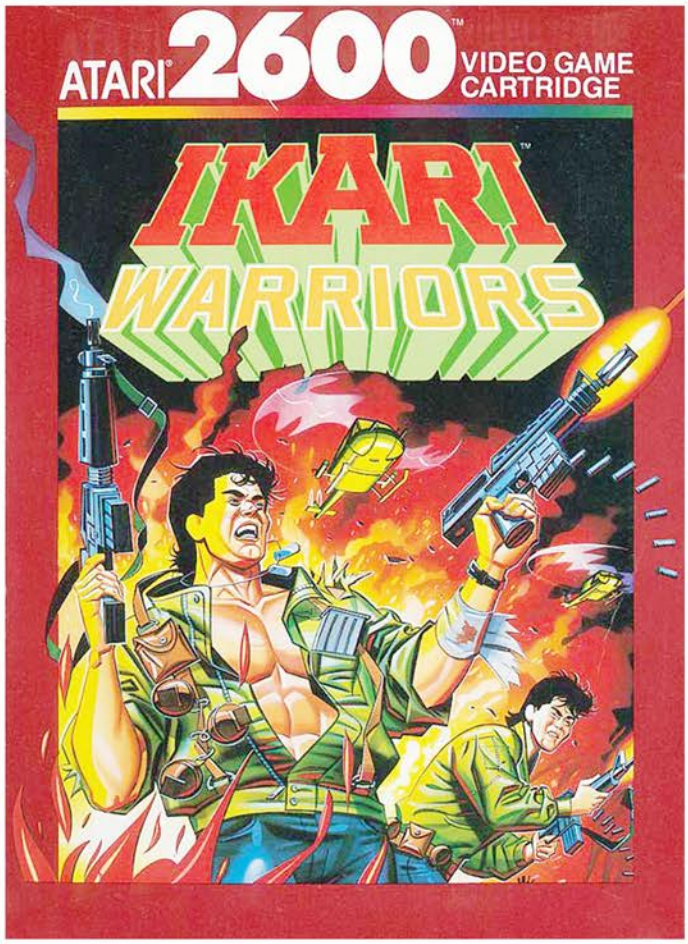
Ice Hockey is a team game, and you should practice passing from your goalie to your forward. You'll find it impossible to play championship-quality hockey if you don't learn how to move the puck effectively. You have to understand the shot angles to become a good passer.

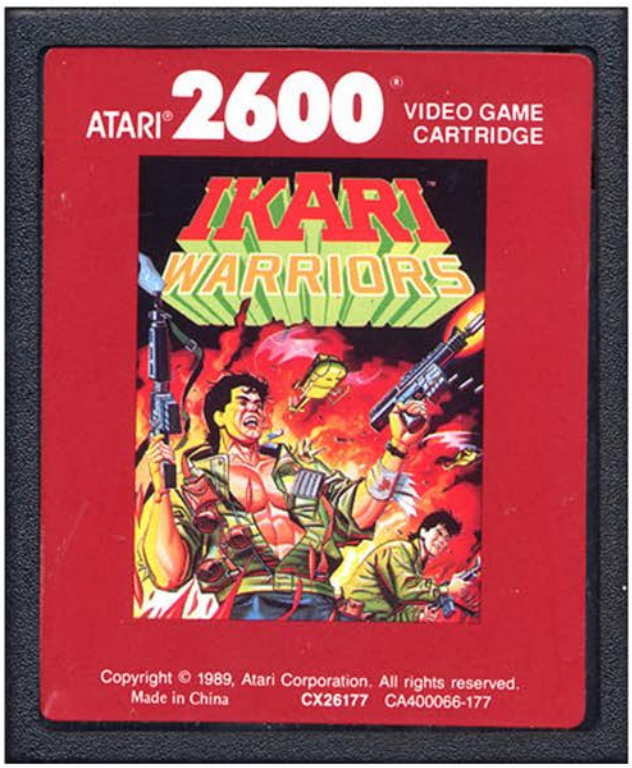
# Ikari Warriors

Release Date: 1989
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX26177
Rarity: 5
Programmer: N/A

This port of the arcade title is an admirable attempt at bringing it to the 2600.



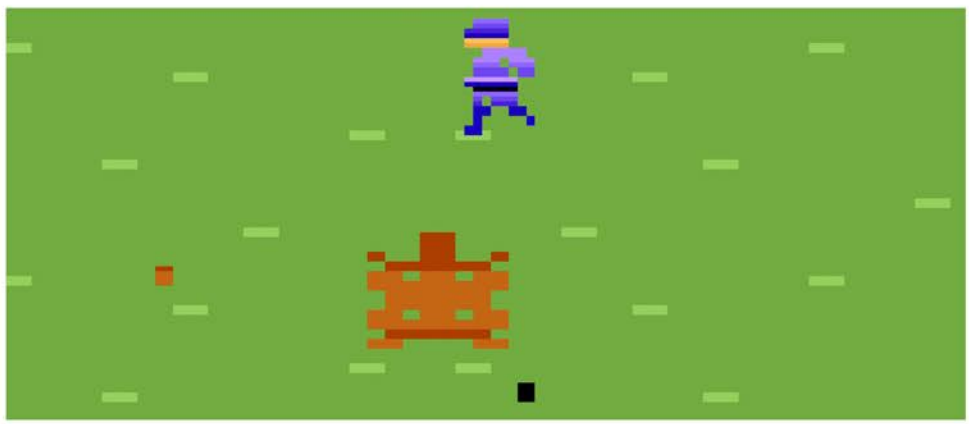
You are an Ikari Warrior, a member of the elite combat specialist force. Your mission is to go deep into the jungle and murder every single enemy soldier you come across. Sadly your superiors only saw fit to since two of you, armed only with a machine gun and grenades, which makes you wonder who you ticked off up the chain of command.

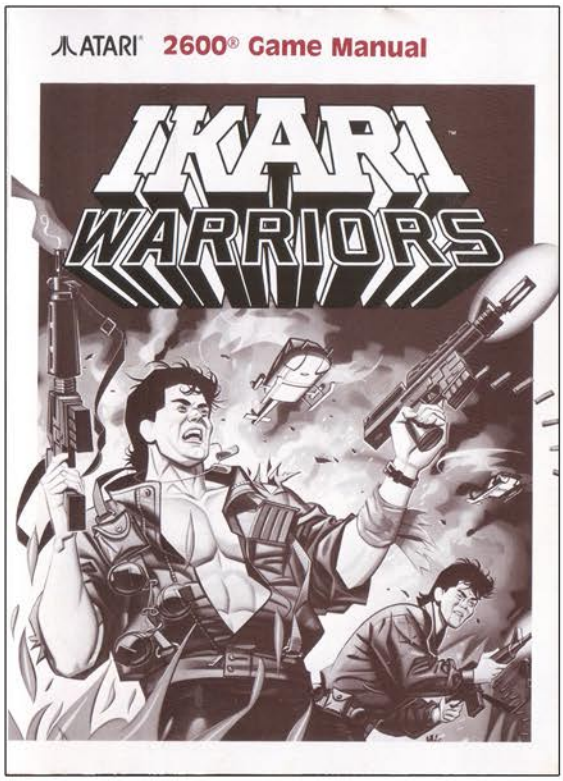
Both your machine gun and grenades have limited ammo, which is to be expected with the latter but annoying when it comes to bullets. You start out with ninety-nine bullets and ninety-nine grenades, which can only be described as a horrible distribution of resources. Of course carrying ninety-nine grenades explains why you die in a single touch, since it's obvious you just explode. Since all your ammo replenishes when you die, your best strategy is to just hold down the button as you run through the jungle, constantly sending bullets and grenades flying.

Due to the hardware limitations, there are rarely more than two enemies on screen at any given time. They can be a standard soldier, a tank, or a helicopter. The soldiers can be shot or blown up, while the machinery requires a grenade to take out. There are also other obstacles, like bunkers and buildings, that can be taken out with a single well placed grenade. For those looking for a little more firepower, there are enemy tanks that you can commandeer. Be careful though, because due to some questionable design choices, the tank will explode if it runs out of fuel.

As would be expected, there are a host of hardware limitations that really hold this game back. In addition to the lack of enemies on screen, the single button on the controller means your machine gun and grenades are tied together. In order to throw a grenade you have to hold the button down, which wastes three to four shots. The silver lining is that your character is so big and slow that the fast moving enemy projectiles will kill you long before you run out of ammunition.

Despite the issues, this is a solid attempt at porting the arcade game. However the game came far too late to really make any impact at all, since by 1989 the Sega Genesis had been released so for the same amount of money you could pick up games like Revenge of Shinobi, Golden Axe, and Phantasy Star II. Really difficult to compare the two really.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## Jungle Warfare!

### Playing the Game

Ikari Warriors is a one or two-player game of survival. You and your partner move behind enemy lines in hopes of wiping out the enemy. You begin the game with 50 grenades, 99 rounds of ammunition, and 3 lives. If you're lucky you can capture a tank to protect you from enemy fire.

Move your controller to maneuver through the jungle. Your main weapons are machine guns and grenades. To fire bullets and tank shells, press the fire button. To toss grenades, hold down the fire button for one or two seconds until the grenade launches.

Watch your bullet and grenade supplies carefully. Pick up new supplies before you run out. To pick up new supplies, simply walk over a supply icon. There are no icons that up-grade your fire power. (See **Items**.)

The tank, which moves only on dry land, provides safety from enemy bullets. To enter the tank, move your player onto the top of the tank.

The tank can be destroyed by enemy grenades. If the tank sustains damage while you are inside, you go with it. To exit the tank, hold down the fire button for one or two seconds. Press the fire button to fire shots from the tank.

You must pick up fuel along the way to keep the tank moving. The tank explodes if it runs out of gas, so don't miss the energy supply icons!

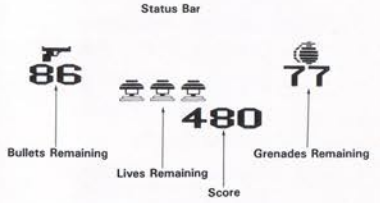
In your journey through the jungle, you will occasionally encounter a river or the sea. You will have to cross the water in order to continue. You can still fire while you are in the water.

If you come into physical contact with an enemy soldier you lose a life. You can hide behind rocks and rubble to avoid enemy gunfire. However, you will still be vulnerable to their grenades, so watch out!

Each time the enemy makes a successful hit, you lose a life. You receive a bonus life every 10,000 points. The game is over when you lose your last life. To win the game, you must rescue the colonel being held captive by the enemy.

### Screens

Game play takes place on the Action screen. The Status bar displays game information.




**Bullets** displays the number of rounds remaining.

**Grenades** displays the number of grenades remaining.

**Lives Remaining** displays the number of lives you have left.

### Items

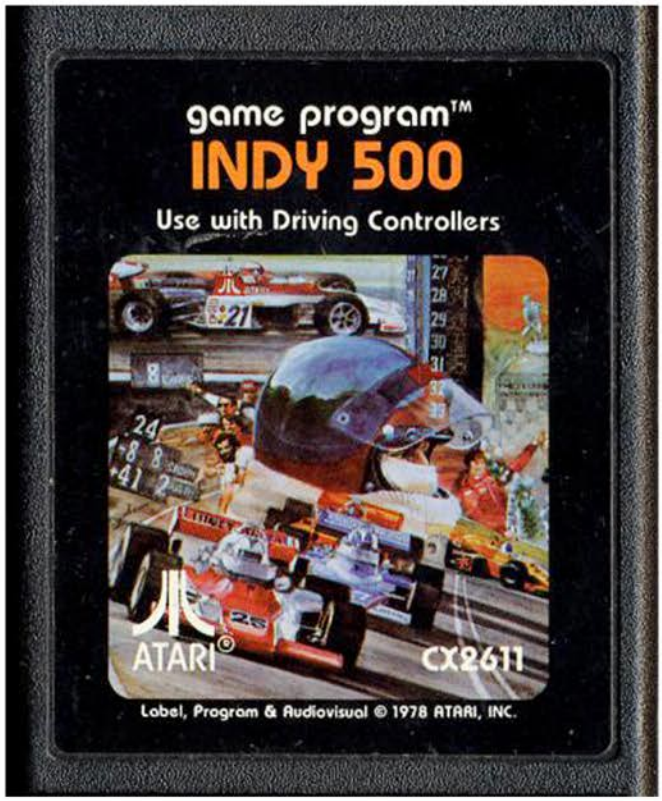
Walk or drive your tank over the icon labelled $ to replenish your fuel and ammo supplies.

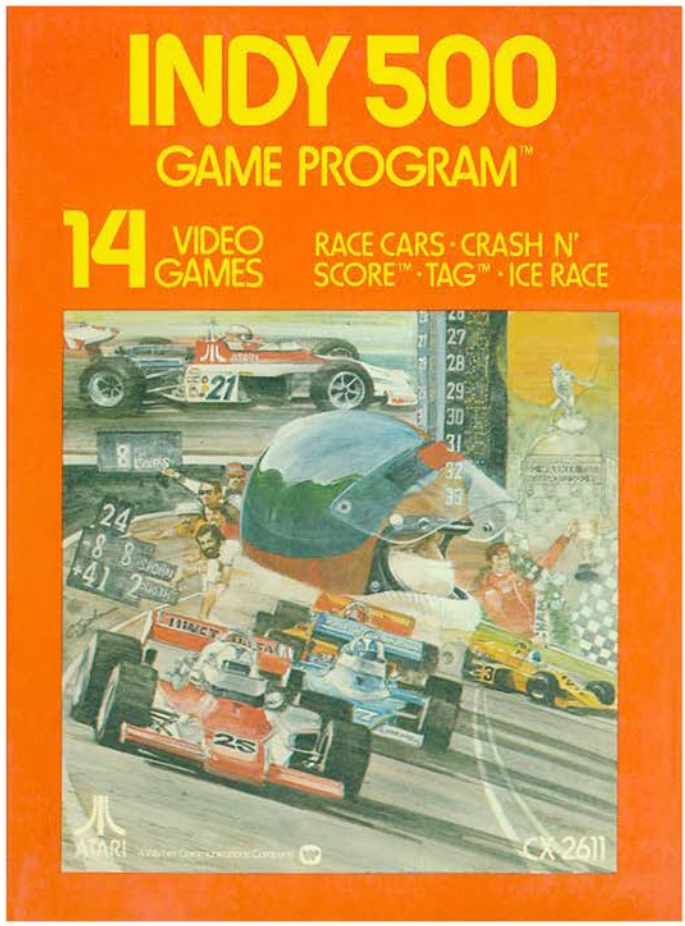
# INDY 500

Release Date: 1977
Publisher: Atari
Controller: Driving
Players: 1 - 2
Genre: Racing

Alternate Title: Race
Model #: CX2611
Rarity: 2
Programmer: Ed Riddle

Get behind the wheel of your very own formula one car and race for the checkered flag.

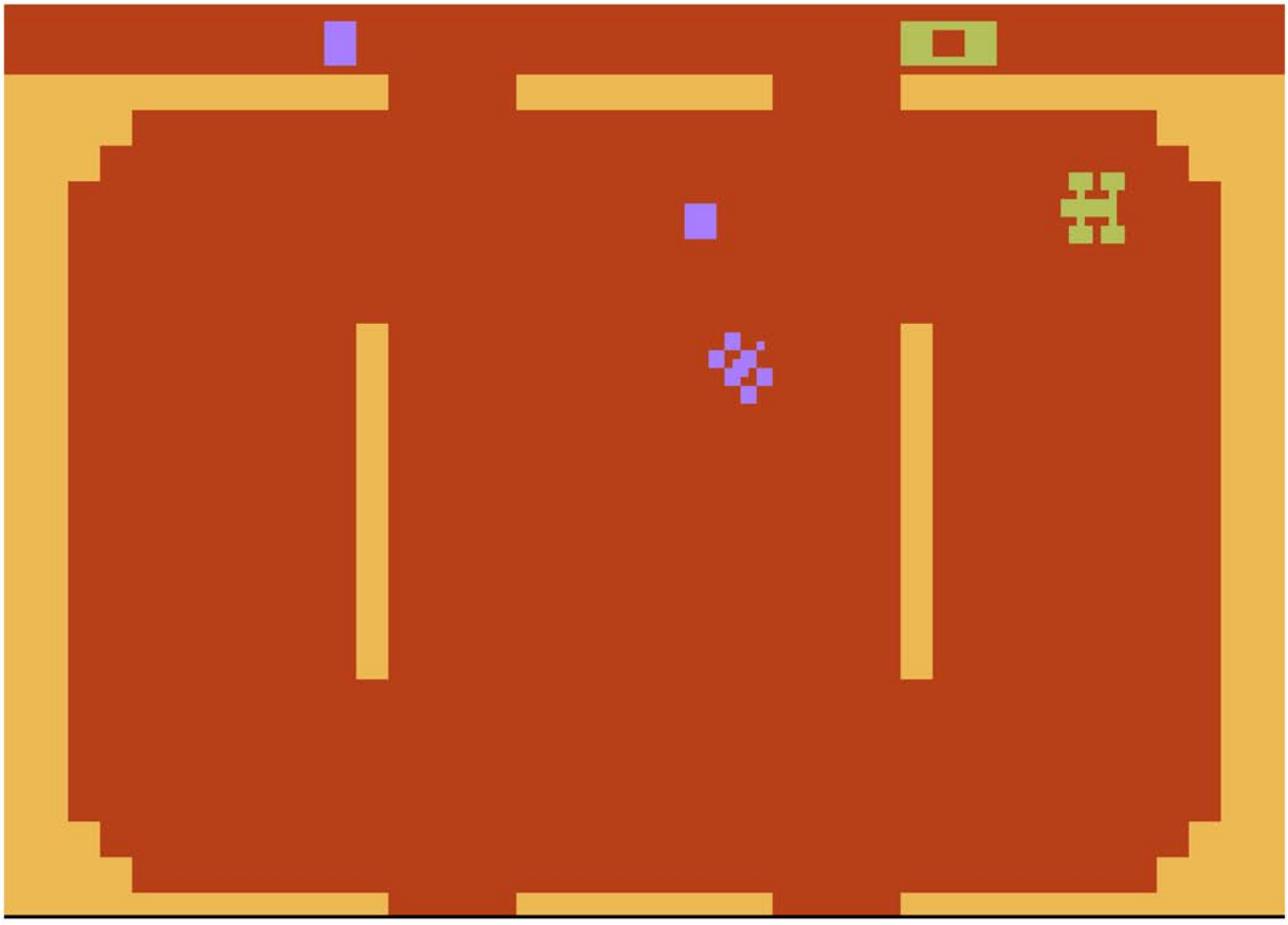


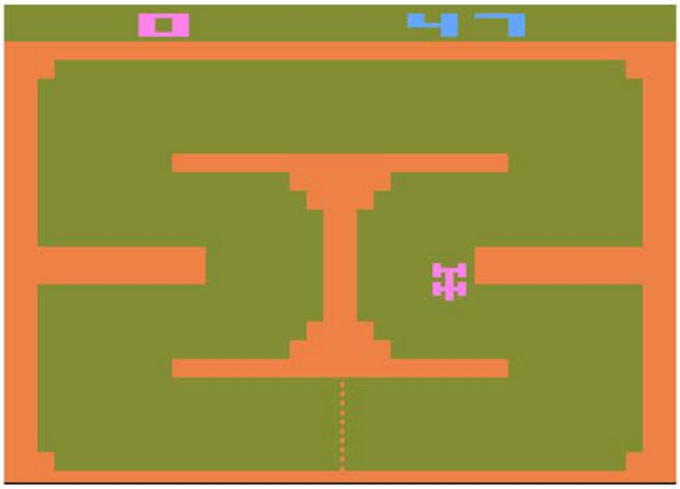



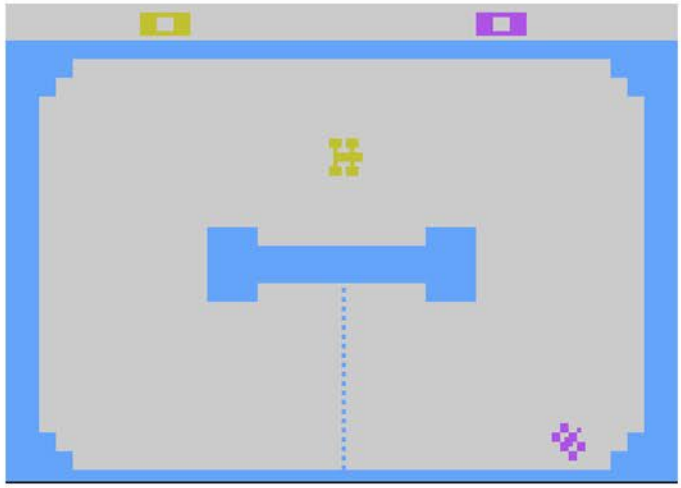
Well, provided you have a friend sitting beside you. If you are flying solo then it's nothing but time trials for you. There are four different events that test your driving ability. A standard race, Crash and Score, Tag, and the dreaded Ice Track.

The basic race has two different tracks: The Grand Prix and the Devils Elbow. When the green flag waves, hit the gas and try to be the first to complete twenty-five laps, or if you are alone see how many laps can be finished in a mere sixty seconds. The Grand Prix track is pretty basic and is little more than a circle, but the Devils Elbow is a never-ending stream of turns.

Crash and Score has much more wide open tracks, and tasks you with being the first to capture a dot that appears in the center of the screen. Once a car touches it the driver gets a point and the dot moves to a random place. This continues until someone collects the moving target fifty times. Just like the race, if you are alone you get sixty seconds to set a high score.





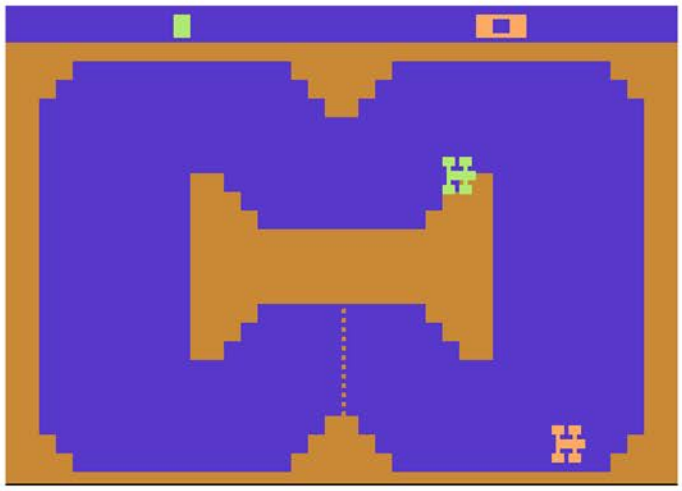


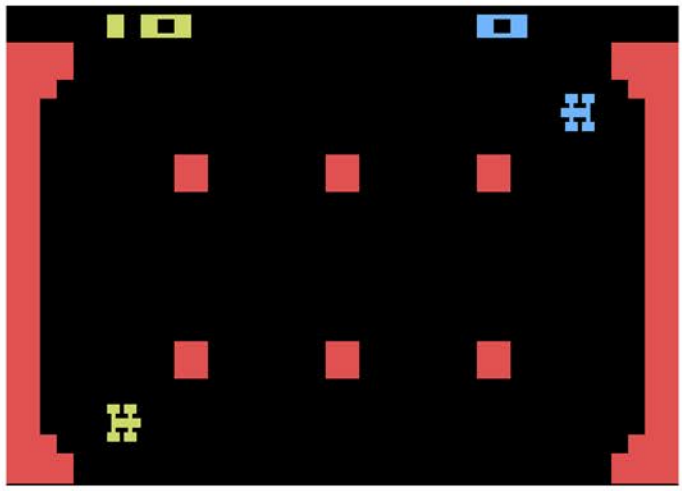
Tag is just what it sounds like, a simple game of tag. Only with high performance race cars. The only problem with this game is that if you don't bounce off of your opponent it's very easy for them to pass "it" right back to you.

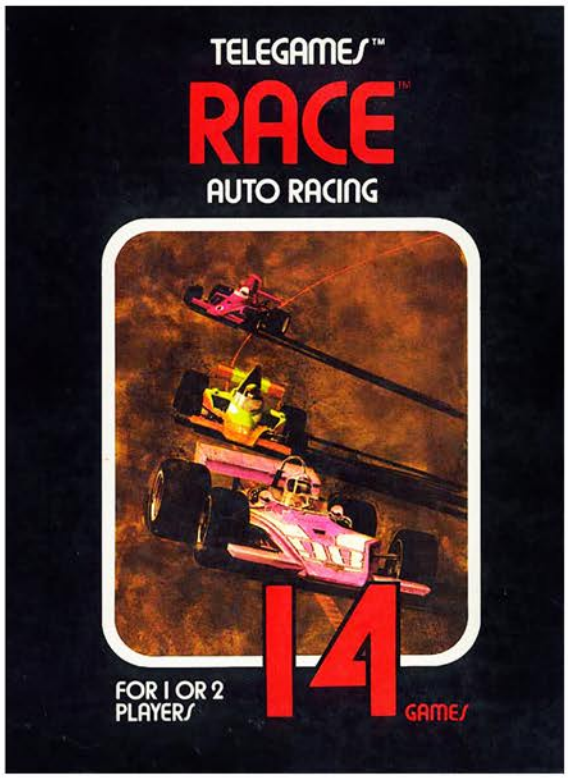
The final option is arguably the most fun, the Ice Track. This mode is just like the original race except it replaces the asphalt with an ice skating rink. On paper this sounds like a recipe for frustration, however in execution it turns your race car into a drift car. If you can time your turns right you can do donuts around the track, which is rather exhilarating.

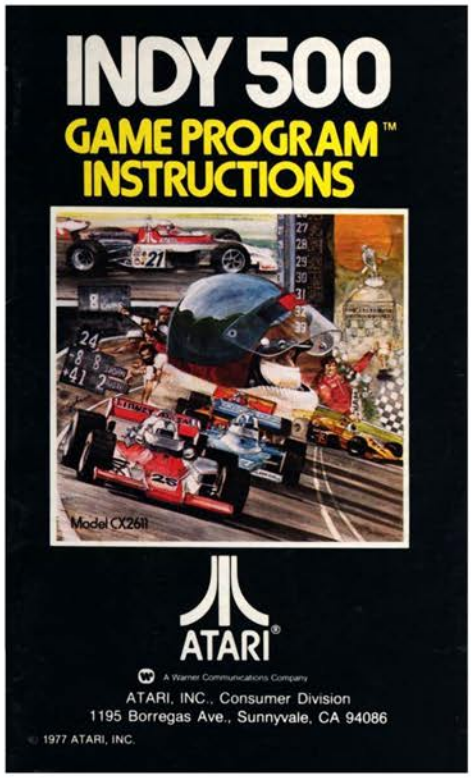
Now it's time for some good news and some bad news. The good news is that the driving controller is one of the most spot on controllers in video game history, giving you complete and precise control over your vehicle. The bad news is, that if you are playing this on emulation the mouse doesn't come close to capturing the perfection of the original setup.

Despite being one of the very first 2600 games, Indy 500 with a friend and a pair of driving controllers is one of the most solid racing titles in video game history.





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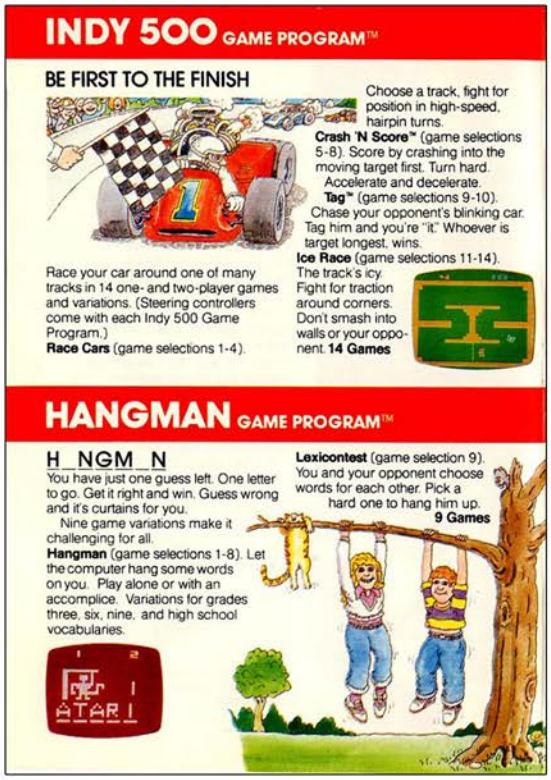
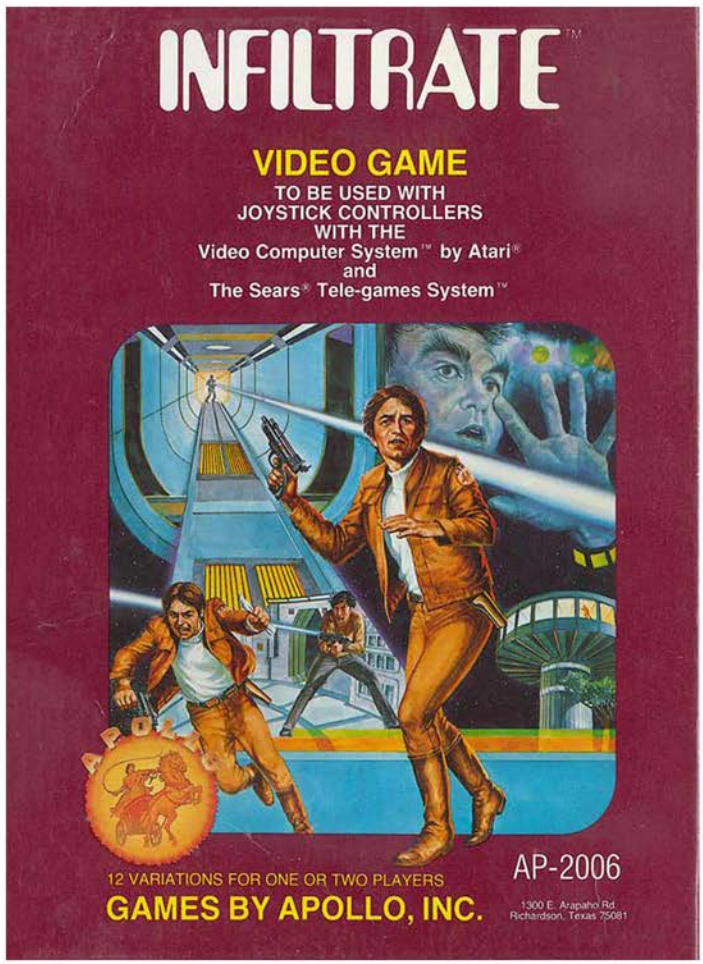


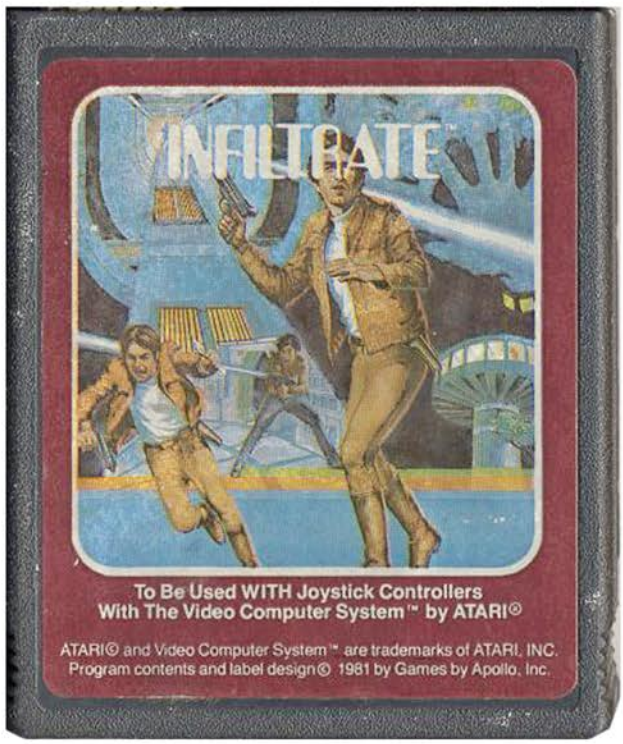
# INFILTRATE

Release Date: 1981
Publisher: Apollo
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AP2006
Rarity: 3
Programmer: N/A

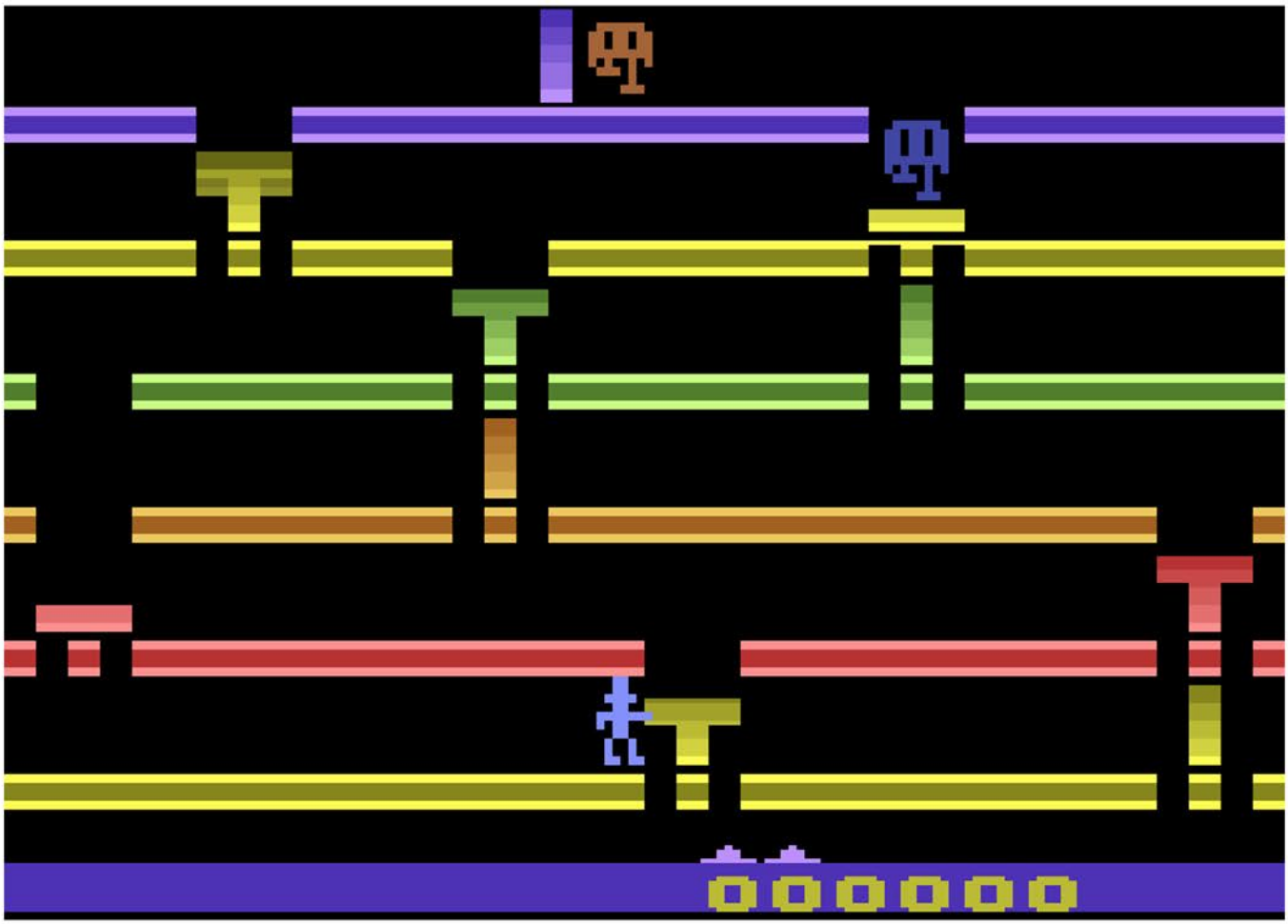
This super-spy themed game is fast paced and enjoyable.

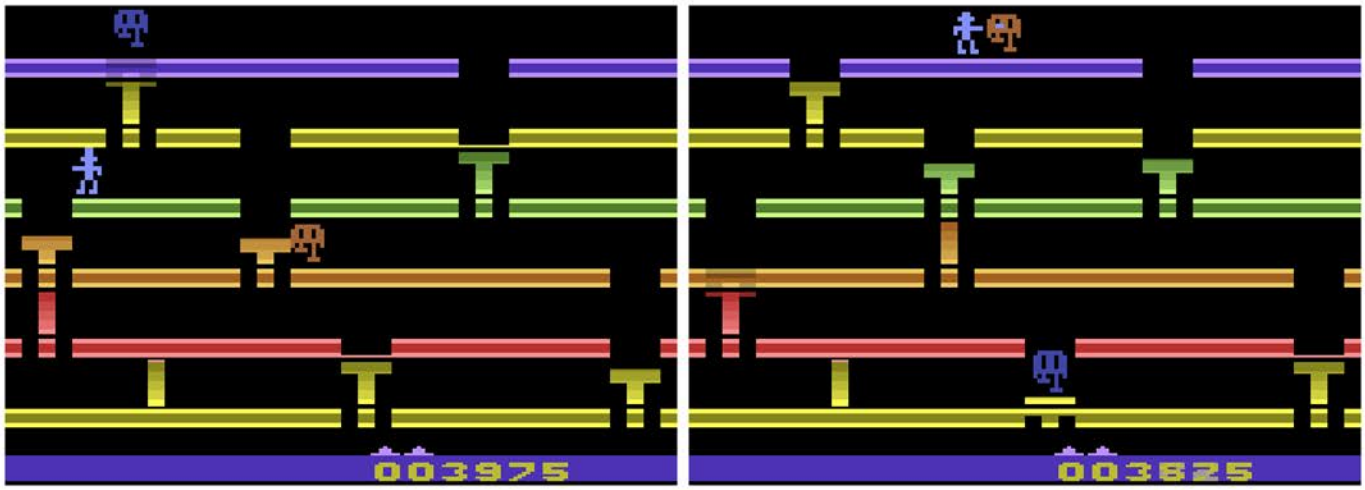


You are a highly trained agent sent on a dangerous mission to an undisclosed fortress, tasked with retrieving top secret documents from the enemy. Standing in your way are two robot assassins that will mercilessly pursue you through the base and gun you down on sight.

When your quest for information begins you will find yourself at the bottom of a six level building filled with elevators. The briefcase that must be captured is on the top floor, flanked by the armed duo. Both you and your mechanical nemesis move quickly, as do the moving platforms, meaning a confrontation won't take long to occur. The enemy will open fire as soon as they get a glimpse of the agent, so it's in your best interest to start shooting well before that. The only defense from the oncoming fire is to duck, which is something the would be assassins don't have.

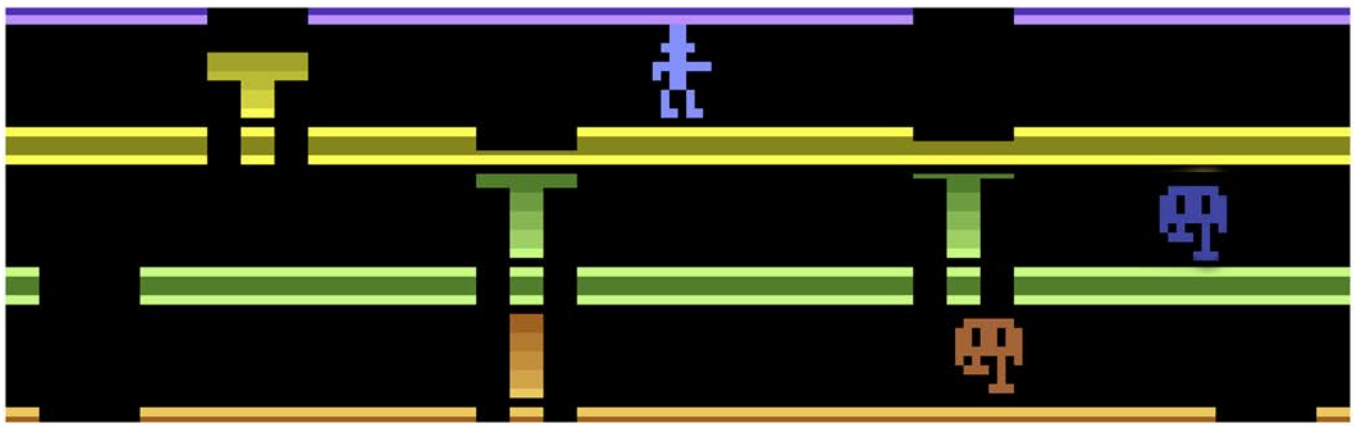


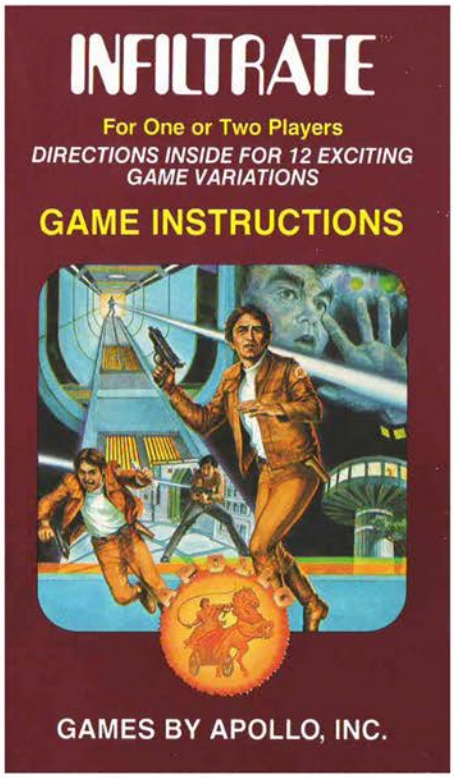



Once you reach the top floor and collect the prize, it respawns at the bottom of the screen. The location alternates between the upper and lower level, which means you will be spending the entire game traversing the same stage layout. This isn't the only issue with the game however, as the enemies have a bad habit of forcing cheap deaths. When they are destroyed, the reappear quickly and often right in front of you. This is an issue since they begin firing immediately, resulting in you being vaporized without an opportunity to react. The other, albeit minor, problem is with the touchy controls. It can be a pain to get on and off the elevators since it automatically puts you on the platform if you are standing beside it. Sometimes an unexpected ride when you are trying to avoid detection doesn't end well.

Sadly there isn't much variety when it comes to the gameplay selections, with no additional levels or layouts available. The only real change is the option to give your pursuers a cloaking device, making them invisible when they aren't on the elevators. This adds a significant level of difficulty to your mission, as well as an extra dose of frustration.

Even with the problems in Infiltrate, it's still a solid title for the 2600.



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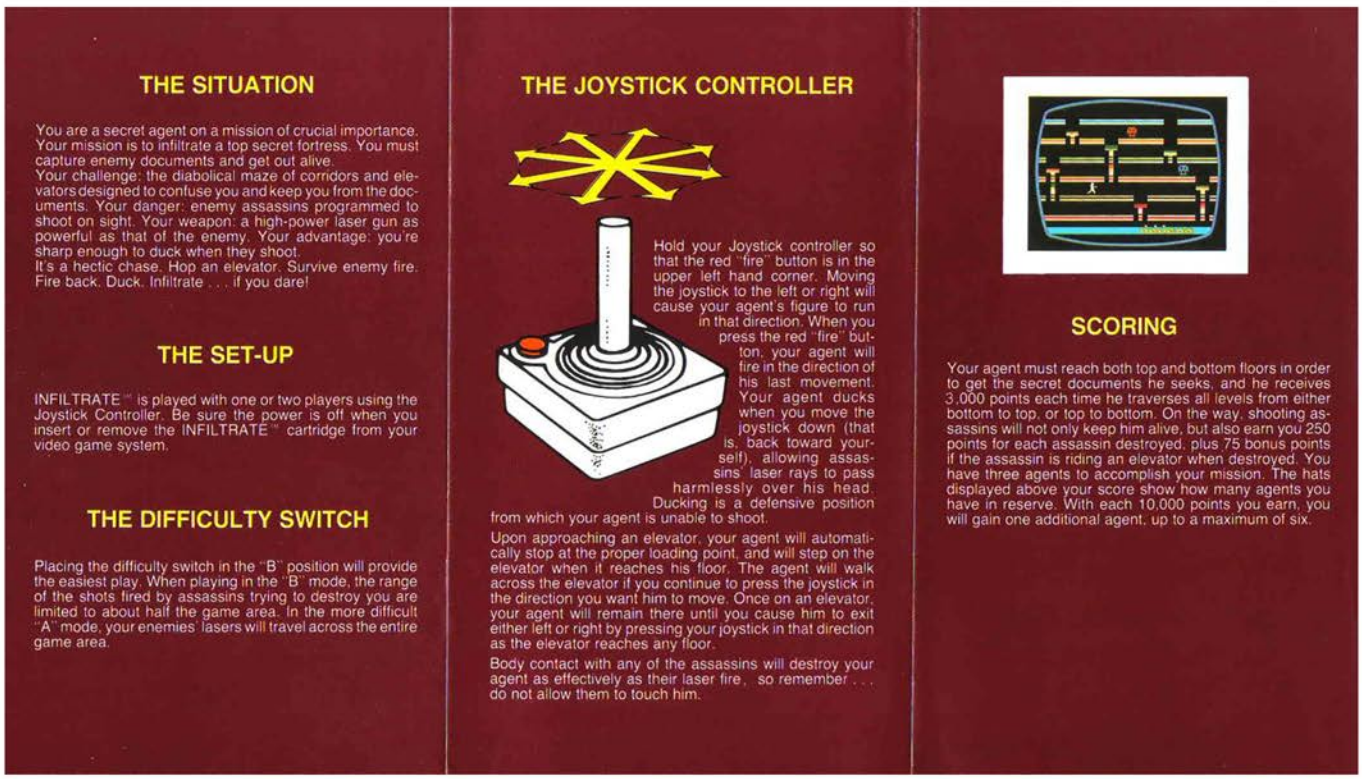


## THE SITUATION

You are a secret agent on a mission of crucial importance. Your mission is to infiltrate a top secret fortress. You must capture enemy documents and get out alive.
Your challenge: the diabolical maze of corridors and elevators designed to confuse you and keep you from the documents. Your danger: enemy assassins programmed to shoot on sight. Your weapon: a high-power laser gun as powerful as that of the enemy. Your advantage: you're sharp enough to duck when they shoot.
It's a hectic chase. Hop an elevator. Survive enemy fire. Fire back. Duck. Infiltrate . . . if you dare!

## THE SET-UP

INFILTRATE™ is played with one or two players using the Joystick Controller. Be sure the power is off when you insert or remove the INFILTRATE™ cartridge from your video game system.

## THE DIFFICULTY SWITCH

Placing the difficulty switch in the "B" position will provide the easiest play. When playing in the "B" mode, the range of the shots fired by assassins trying to destroy you are limited to about half the game area. In the more difficult "A" mode, your enemies' lasers will travel across the entire game area.

## THE JOYSTICK CONTROLLER

Hold your Joystick controller so that the red "fire" button is in the upper left hand corner. Moving the joystick to the left or right will cause your agent's figure to run in that direction. When you press the red "fire" button, your agent will fire in the direction of his last movement. Your agent ducks when you move the joystick down (that is, back toward yourself), allowing assassins' laser rays to pass harmlessly over his head. Ducking is a defensive position from which your agent is unable to shoot.

Upon approaching an elevator, your agent will automatically stop at the proper loading point, and will step on the elevator when it reaches his floor. The agent will walk across the elevator if you continue to press the joystick in the direction you want him to move. Once on an elevator, your agent will remain there until you cause him to exit either left or right by pressing your joystick in that direction as the elevator reaches any floor.

Body contact with any of the assassins will destroy your agent as effectively as their laser fire, so remember . . . do not allow them to touch him.

## SCORING

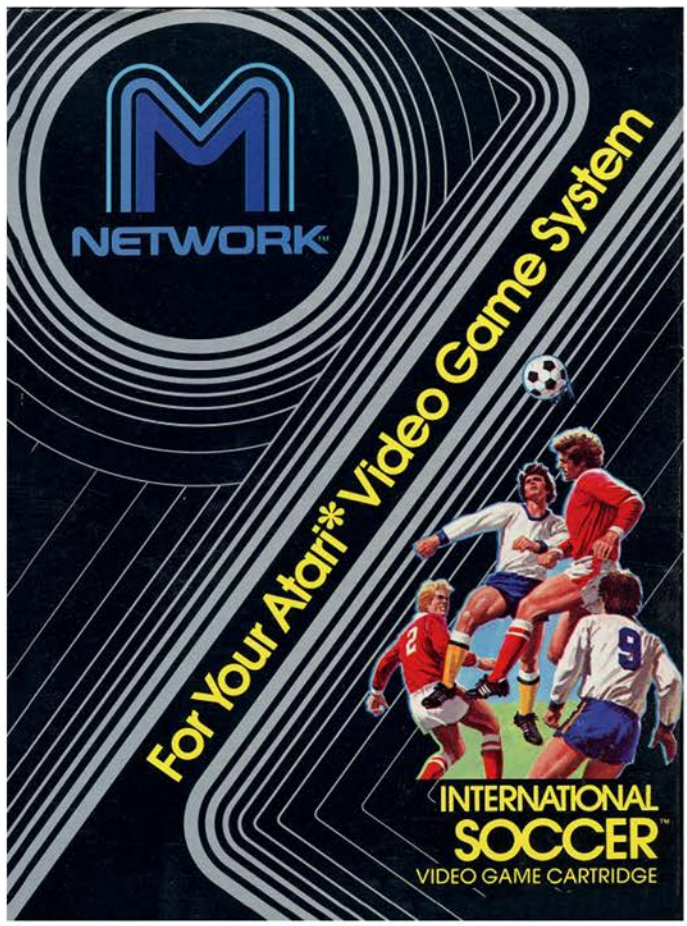
Your agent must reach both top and bottom floors in order to get the secret documents he seeks, and he receives 3,000 points each time he traverses all levels from either bottom to top, or top to bottom. On the way, shooting assassins will not only keep him alive, but also earn you 250 points for each assassin destroyed, plus 75 bonus points if the assassin is riding an elevator when destroyed. You have three agents to accomplish your mission. The hats displayed above your score show how many agents you have in reserve. With each 10,000 points you earn, you will gain one additional agent, up to a maximum of six.

# International Soccer

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 2
Genre: Joystick

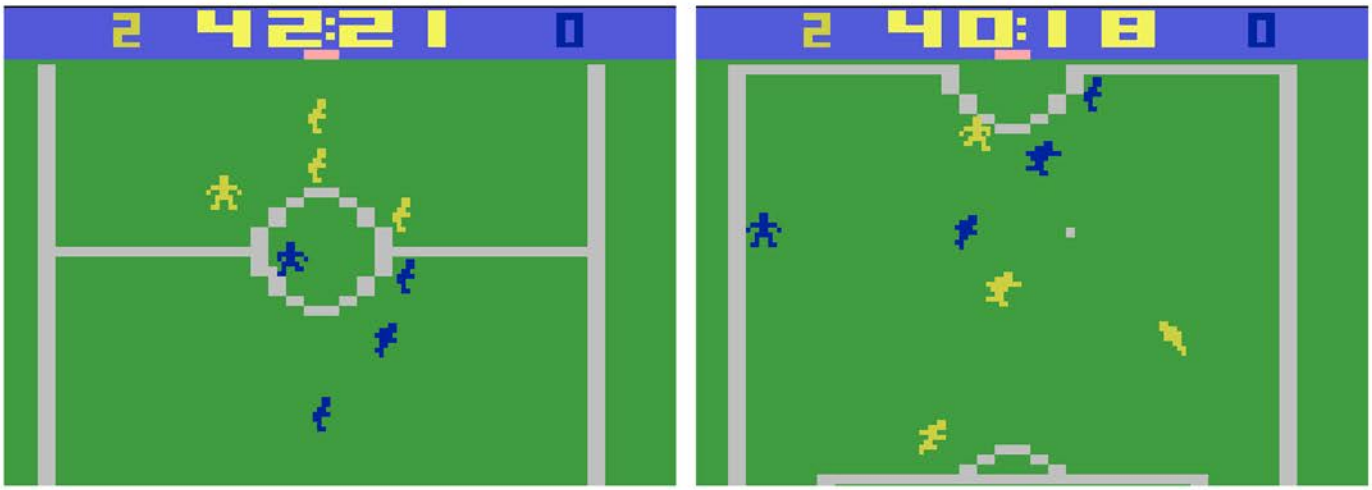
Alternate Title: N/A
Model #: MT2687
Rarity: 2
Programmer: Kevin Miller

Lace up your cleats and take to the pitch in this surprisingly decent version of soccer.



Decent provided that you have a friend along for the ride since there is no single player option. Oh, and provided you have an hour or so to kill since the in game clock runs only slightly faster than a real one, meaning the forty-five minute periods will take pretty close to that long to play.

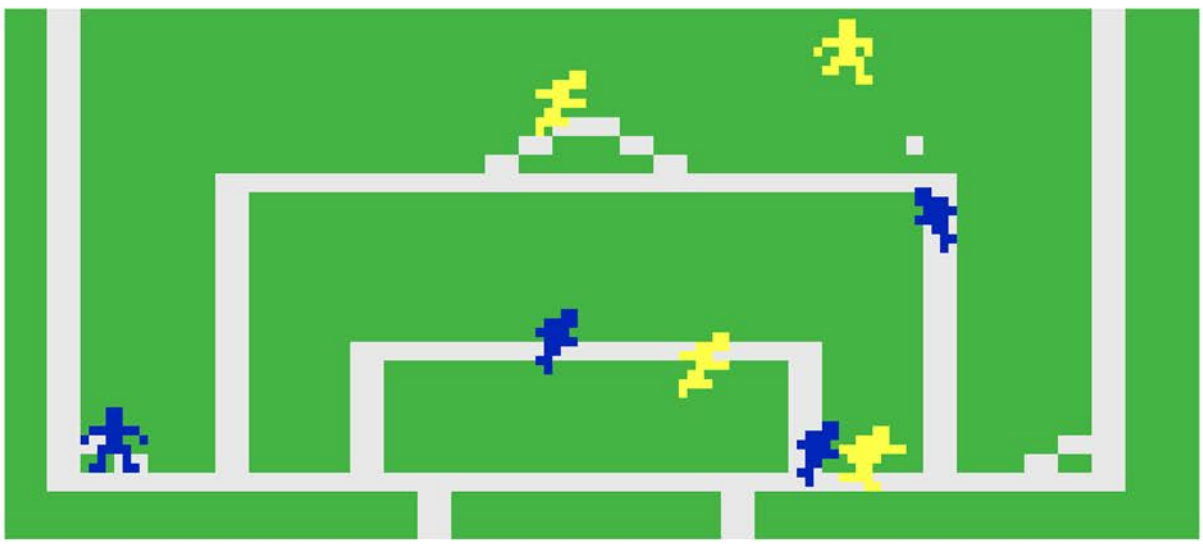
When you kick off there will be four players per side, with you in control of one of them. The field is broken up into thirds and scrolls depending on where the ball is. When you reach the top or bottom of the screen where the goals are, the computer controlled players from mid-field disappear and reappear as new players (either defenders or forwards). While there are never more than four players on your side on screen at a given time, this effect does give the appearance of a full team on the field.

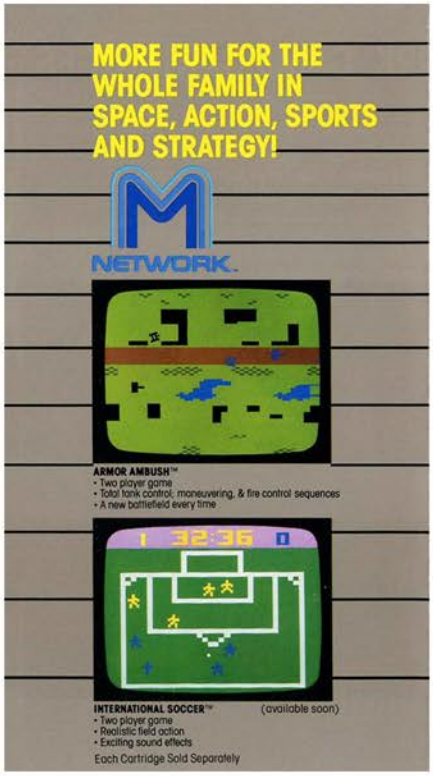


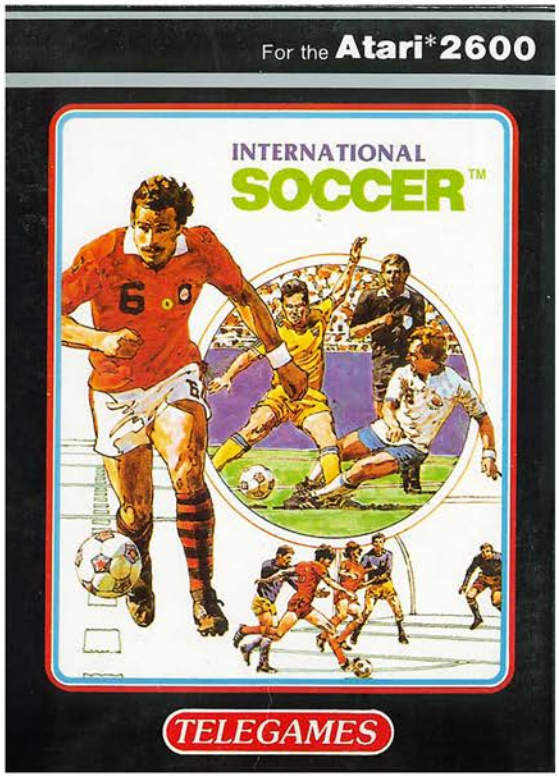
Outside of scoring a point when the ball goes into the net and the opposing team gets to kick off after that, there really aren't any other rules from the sport present here. Offsides, throw-ins, goal kicks, penalties and out of bounds are all missing. Although the lack of out of bounds can lead to some humorous moments since the ball bounces off the edge of the screen. Not only can you pass the ball to yourself, but if you position your players just right the ball will bounce endlessly from side to side.

For the most part the soccer action is spot on, with passing and shooting handled well. Defense is also solid, with the exception of the magician move. If you are defending your goal and your opponent is on a breakaway, simply run off the top of the screen and you will pop up behind your goal at the bottom and can save the day at the last moment. While it's not really realistic, it can make for some amazing saves.

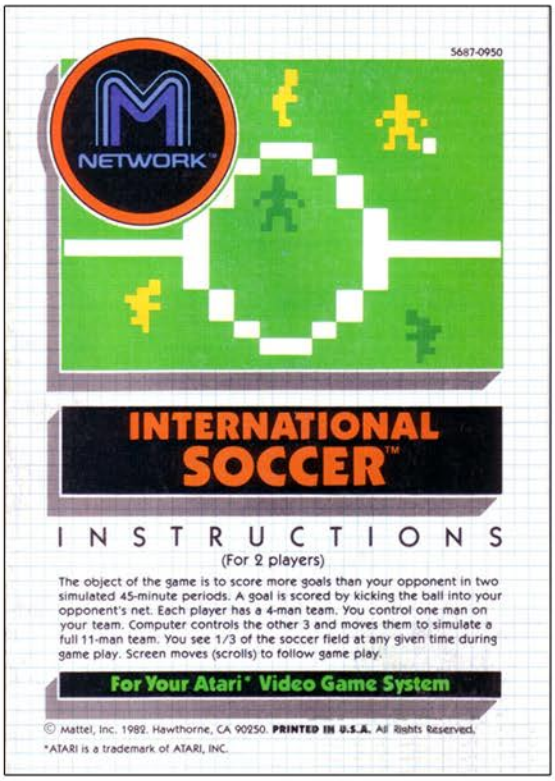
All in all, this is a solid sports title if you have a human opponent and plenty of time on your hands.






Top Left: Catalog Sample
Top Right: Telegames Box
Below: Manual Cover and Page Sample



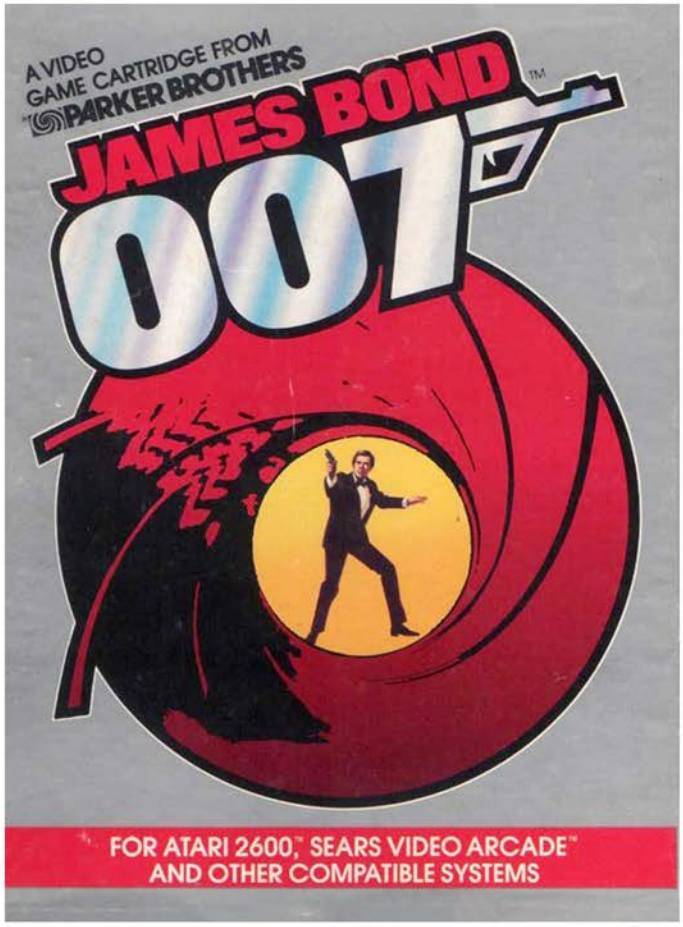
# International Soccer

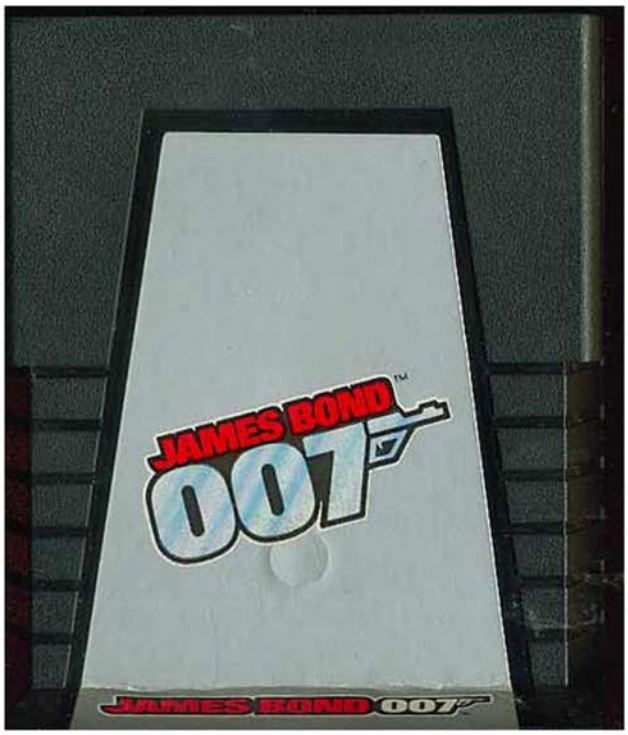
# James Bond 007

Release Date: 1983
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: PB5110
Rarity: 6
Programmer: Joe Gaucher

This take on the greatest spy of them all is more George Lazenby than Sean Connery.



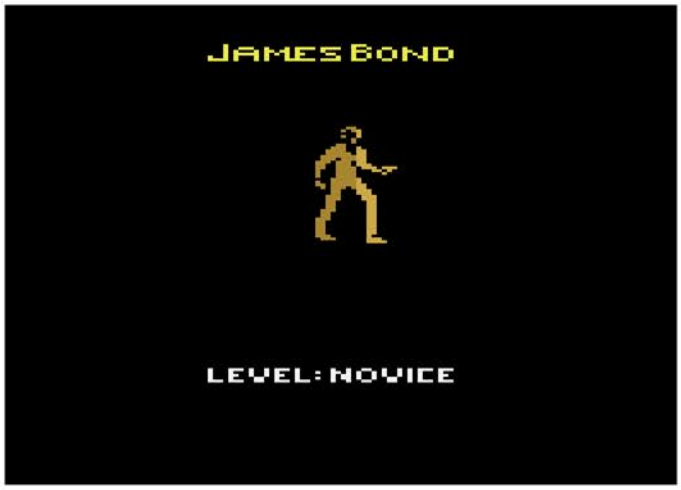
You are Bond. James Bond. The British Secret Service has instructed Q to provide you with the world's most sophisticated amphibious attack vehicle. It comes equipped with ground to air missiles, depth charges, and a robust suspension system that allows the car to leap high into the air. Unfortunately these features are rendered useless by the fact the car has a top speed of about fifteen miles per hour.

There are three missions in the game, all taken from the most recent movies. Diamonds Are Forever, Moonraker, and The Spy Who Loved Me. When the game begins you find yourself in the desert on a quest to steal back diamonds from a diabolical madman. This is accomplished by shooting them out of the sky, which makes about as much sense as the giant flaming pits in the desert that you must jump over. Defending these skyward jewels are helicopters and satellites, both of which are made out of indestructible material.

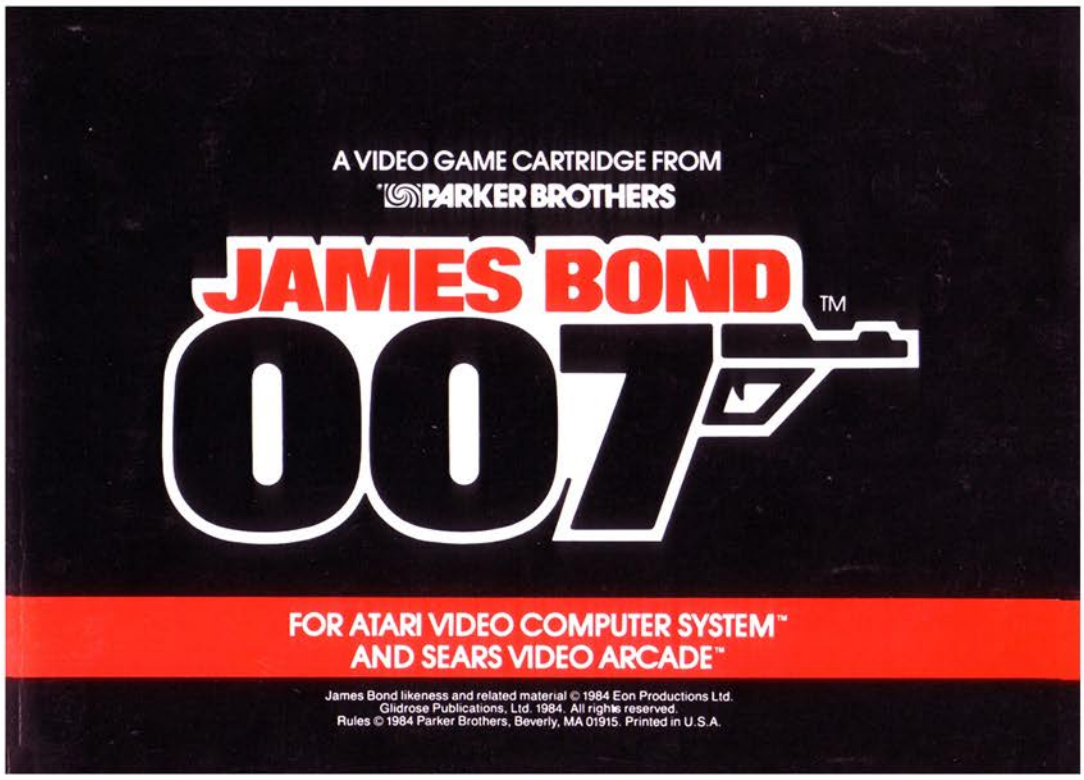
Despite the fact you have one of the most advanced cars ever designed, your firepower is completely ineffective against your aerial nemesis. Every shot you fire at them will pass through without leaving a mark, which is problematic to say the least. The satellite will approach your car from the rear, dropping bombs as it passes. The helicopter doesn't always fire, but when it does it means you are going to die. The projectiles coming from the chopper travel about five times as fast as you do, meaning your only hope for survival is to pray the pilot is asleep at the switch.

After you shoot a random number of diamonds you automatically progress to the next level, a lake. This is where the game becomes downright impossible. Not only do your enemies speed up, but the satellite will drop a bomb that creates a powerful wake in the water that will send you sinking towards a watery grave. This puts you in a catch-22 since if you preemptively leap to avoid it, you hit the bullet and die. Wait too long and you die. Needless to say, this takes a lot of fun out of the game.

There is a third underwater level, but only the most masochistic players will devote enough time to getting to it. Outside of a nice rendition of the Bond theme before you begin, this is a complete waste of a property.



Top Left: Title Screen
Top Right: Catalog Sample (of scrapped version of game)
Below: Manual Cover



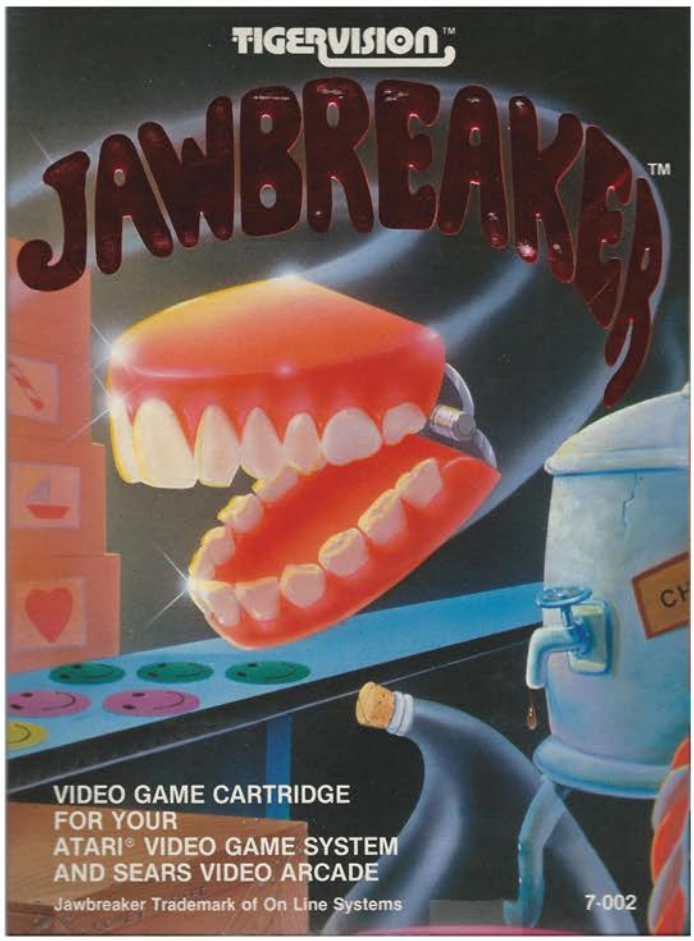

# James Bond 007

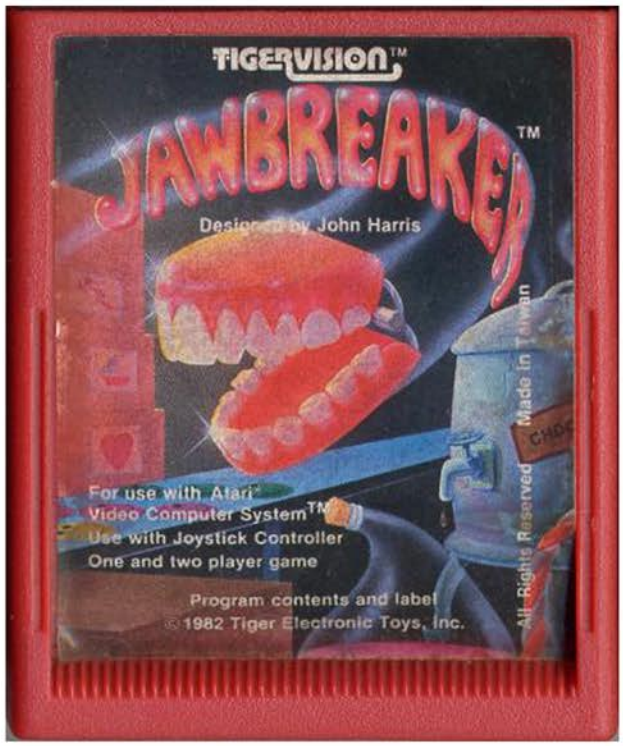
# JAWBREAKER

Release Date: 1982
Publisher: Tigervision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 7-002
Rarity: 5
Programmer: John Harris

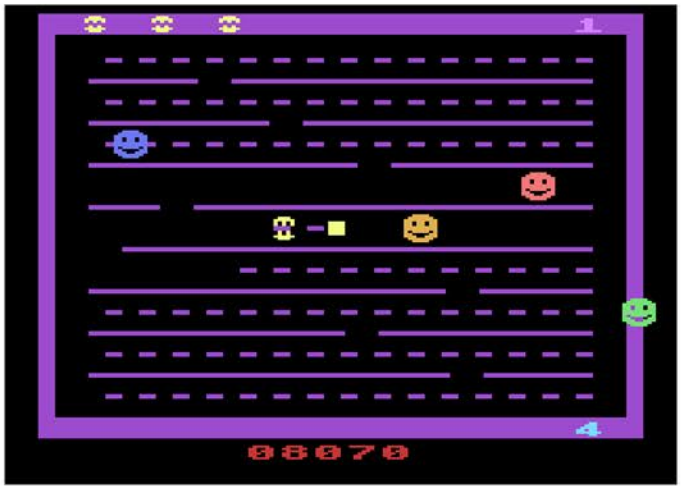
This is a fantastic spin on the Pac-Man style gameplay.



The good news is, you are trapped in a candy factory that is filled with rows and rows of chocolate bars. The bad news is, there are round smiley faces standing guard and who are in hot pursuit of you. The worst news is that you are a sentient set of wind up teeth that looks like they escaped from a 1950s joke shop.

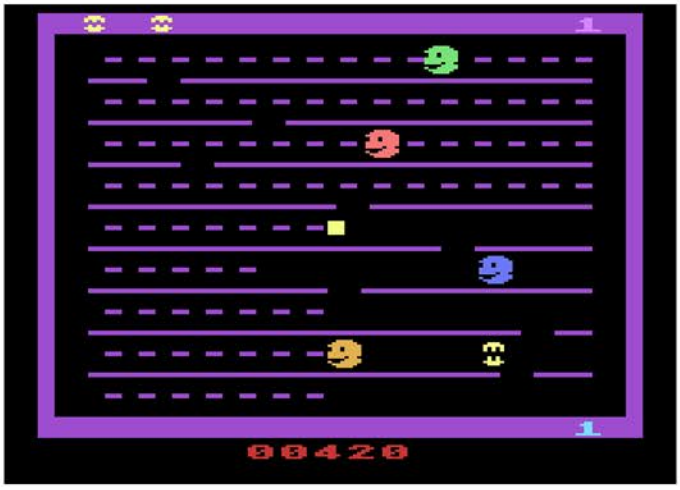
You begin your quest for diabetes in the middle of a nine level factory that has the candy bars lined up wall to wall. There are two ways to move between levels, either by going up the sides of the screen, or by sneaking through the escape hatches that are constantly moving back and forth. The hatches aren't the most practical way of making your way through the level, but in later waves they become vital to your survival.

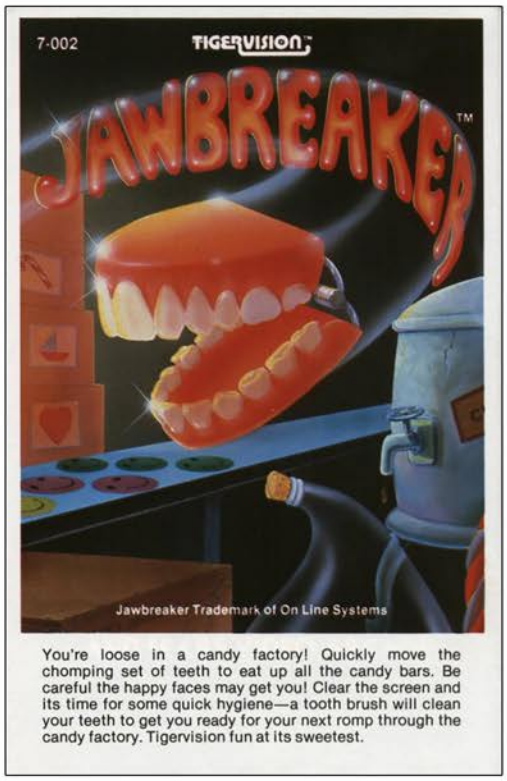



There are four multi-color smiley face guards attempting to prevent you from satisfying your sweet tooth. Despite their friendly demeanor, they are sneaky and ruthless. Rather than stay on screen to pursue you between floors, they with vanish offscreen and randomly reappear on another level. Be careful because they can also turn on a dime, reversing course whenever you try and sneak up behind them. If you get tired of being devoured by them, a vitamin pill will occasionally show up in the middle of the screen, which gives you the power to take a bite out of them.

If you are wily enough to collect all the chocolaty goodness, a giant toothbrush appears to clean your teeth before it's time to go again. The only difference is that your adversaries have sped up every so slightly, making them more dangerous than before. By the third or forth wave things will become even more hectic since most of your pursuers will be just as quick as you, with one of them being faster than you.

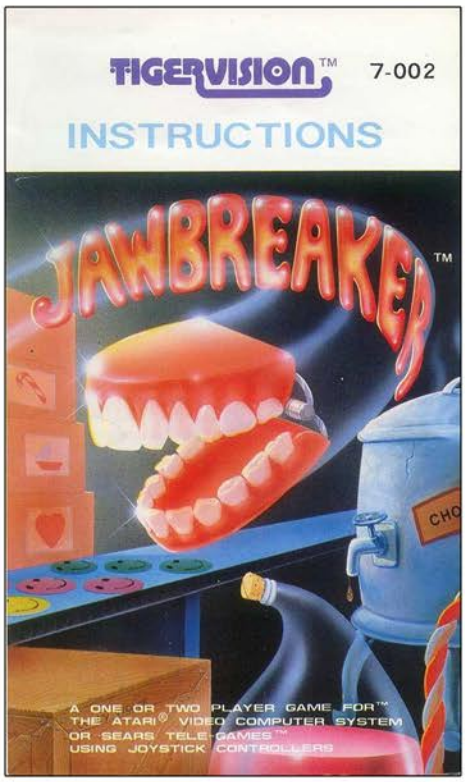
As far as Pac-Man clones go, this one is by far one of the best around. It takes just enough of the core concept, adds in some unique features, and ramps the speed up to a satisfyingly high level. If you enjoy this genre then Jawbreaker should be at the top of your list.

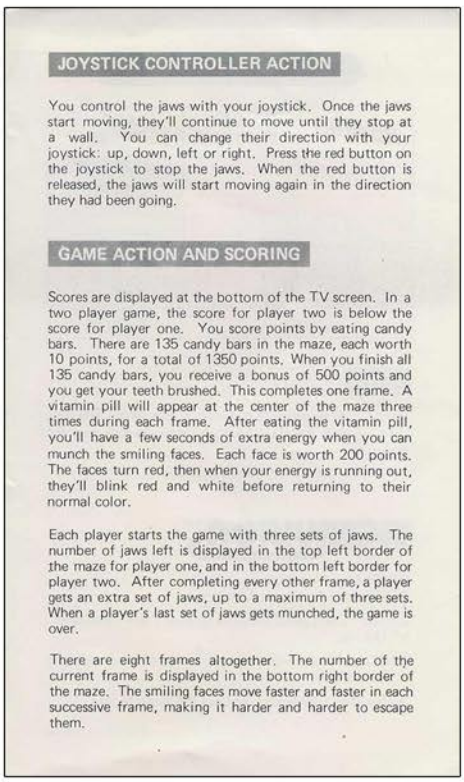





You're loose in a candy factory! Quickly move the chomping set of teeth to eat up all the candy bars. Be careful the happy faces may get you! Clear the screen and its time for some quick hygiene—a tooth brush will clean your teeth to get you ready for your next romp through the candy factory. Tigervision fun at its sweetest.

Top Left: Additional Screenshot
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



## JOYSTICK CONTROLLER ACTION

You control the jaws with your joystick. Once the jaws start moving, they'll continue to move until they stop at a wall. You can change their direction with your joystick: up, down, left or right. Press the red button on the joystick to stop the jaws. When the red button is released, the jaws will start moving again in the direction they had been going.

## GAME ACTION AND SCORING

Scores are displayed at the bottom of the TV screen. In a two player game, the score for player two is below the score for player one. You score points by eating candy bars. There are 135 candy bars in the maze, each worth 10 points, for a total of 1350 points. When you finish all 135 candy bars, you receive a bonus of 500 points and you get your teeth brushed. This completes one frame. A vitamin pill will appear at the center of the maze three times during each frame. After eating the vitamin pill, you'll have a few seconds of extra energy when you can munch the smiling faces. Each face is worth 200 points. The faces turn red, then when your energy is running out, they'll blink red and white before returning to their normal color.

Each player starts the game with three sets of jaws. The number of jaws left is displayed in the top left border of the maze for player one, and in the bottom left border for player two. After completing every other frame, a player gets an extra set of jaws, up to a maximum of three sets. When a player's last set of jaws gets munched, the game is over.

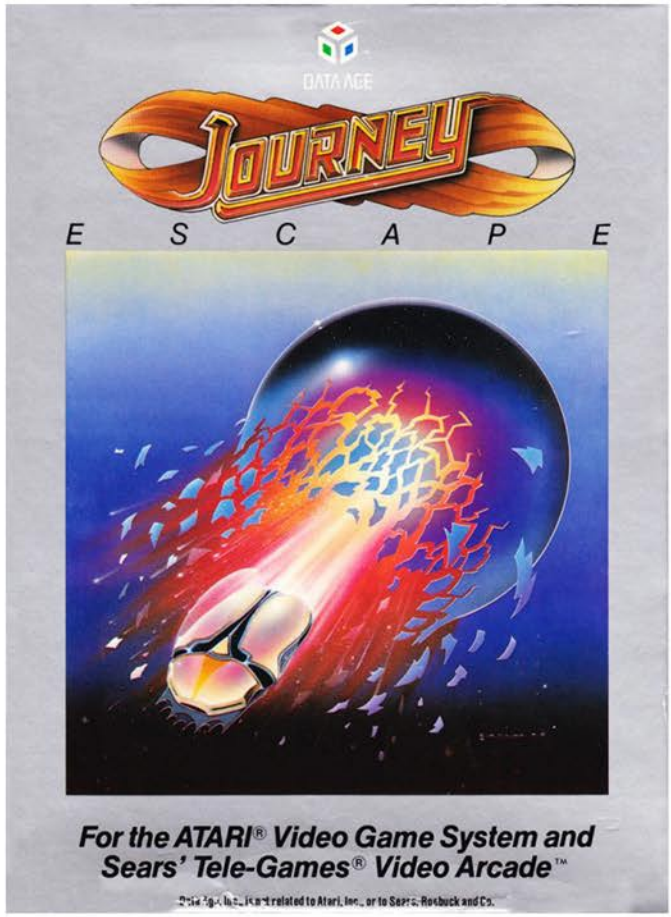
There are eight frames altogether. The number of the current frame is displayed in the bottom right border of the maze. The smiling faces move faster and faster in each successive frame, making it harder and harder to escape them.

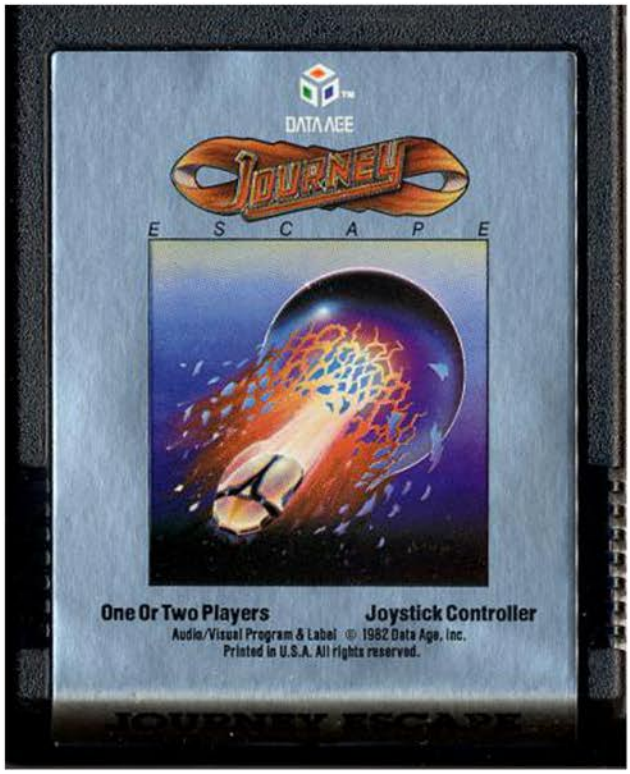
# Journey Escape

Release Date: 1982
Publisher: Data Age
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 112-006
Rarity: 2
Programmer: N/A

This is certainly up there in the discussion for “strangest object of a video game”.



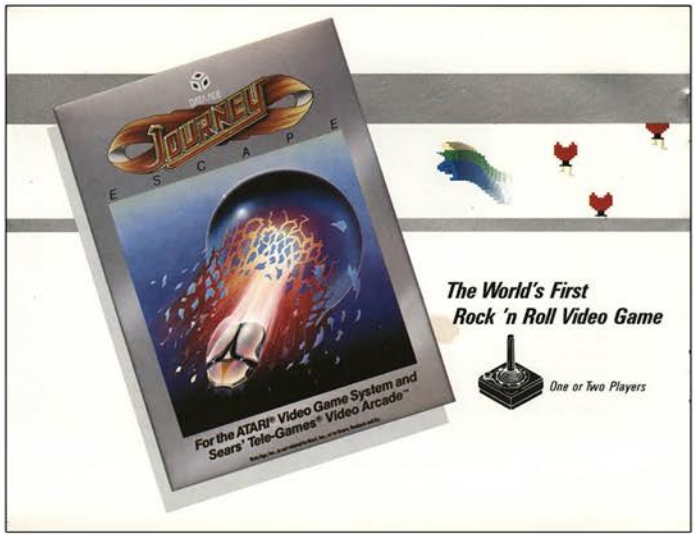
Take control of Journey,  the biggest band in the world (circa 1982) and guide them to their space ship so they can venture off into the galaxy and take on an unknown alien threat.  That second part is pure speculation based on the into screen that has the Journey Scarab flying through the stars and opening fire on something offscreen. Sadly, that would have made for a more interesting game.

Standing in the way of your escape are love crazed groupies, sneaky photographers, and shifty eyed promoters.  They filter down from the top of the screen, weaving across the screen and generally making your life difficult.  You do have backup that will grant you invulnerability on your quest to reach the escape pod, and they come in the form of roadies and the kool-aid man.  OK, he's actually your manager but he's a dead ringer for the fruit flavored drink mascot.

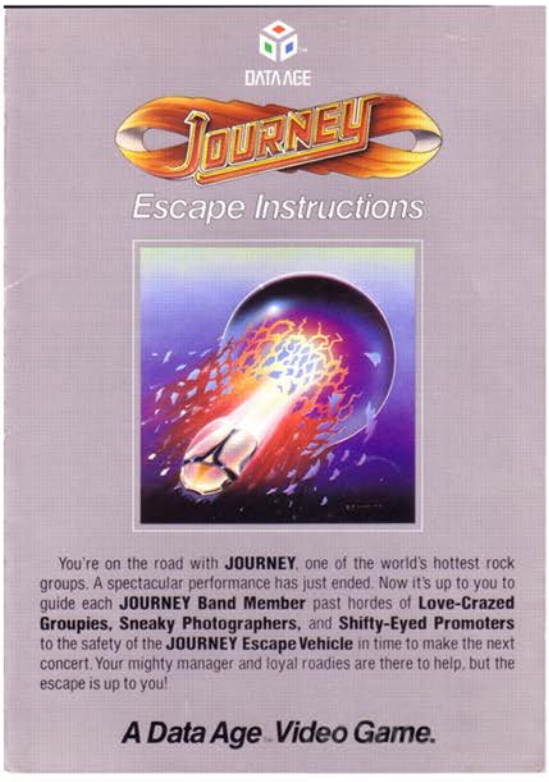
The kool-aid manager isn't the only odd character design choice. Your fans are giant hearts with legs that march towards you. The photographer are nothing more than flashing lights that can easily be mistaken for stage lighting, but the creepiest of all are the promoters who are severed heads that come in two varieties: a small trio in a line, or one giant head. Even though none of your obstacles have hands they will all steal money from you, which is a little odd coming from your love struck fans, but pretty spot on with the promoters.

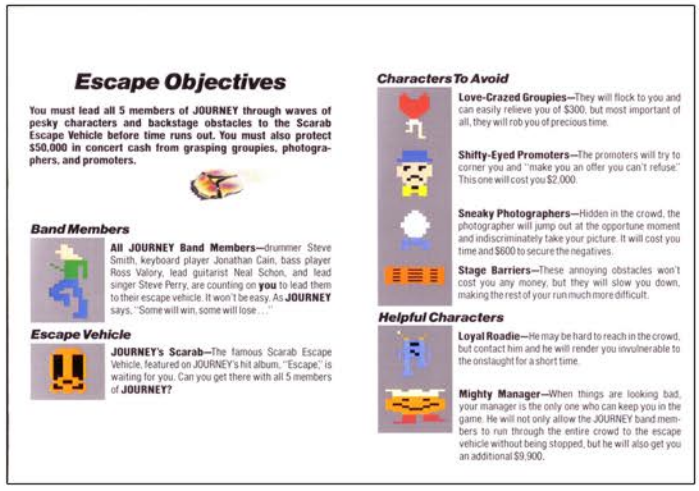
As for the gameplay, it's incredibly simplistic and nothing more than holding up on the controller and occasionally dodging the oncoming traffic. You have sixty seconds on the first level to escape, and should you be successful the leftover time is carried over to the next band member. The game ends when you run out of time, or you successfully traverse the crowd, which puts a five minute time limit on the game.

Despite being short and repetitive, there is enough oddness here to warrant it being checked out. Plus there is a really nice 2600 rendition of Don't Stop Believing, so you can't really go wrong there.




Top Left: Additional Screenshot
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



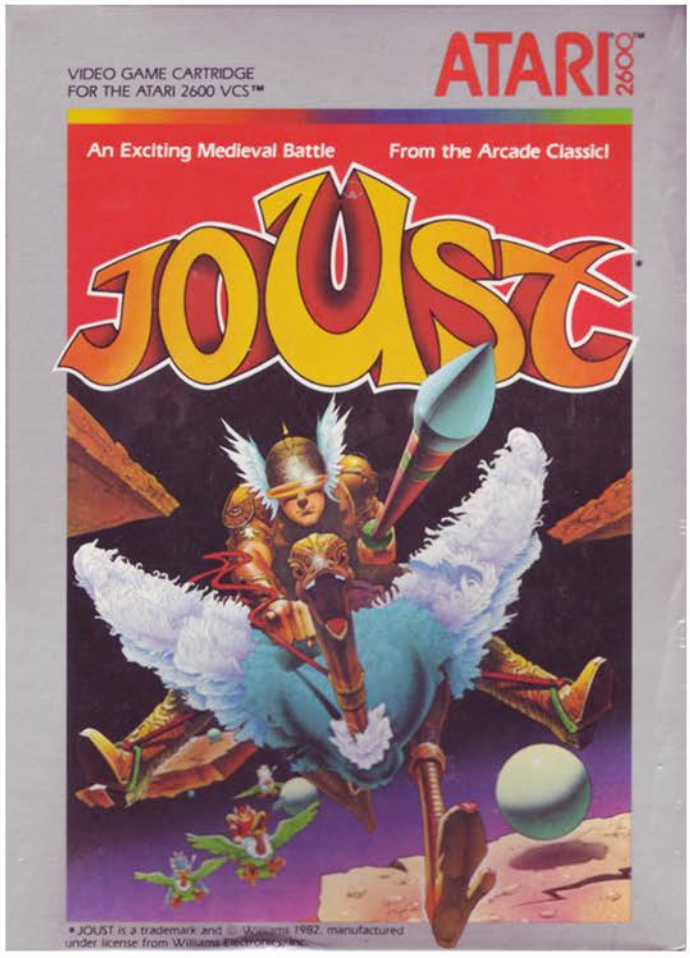

# JOURNEY ESCAPE

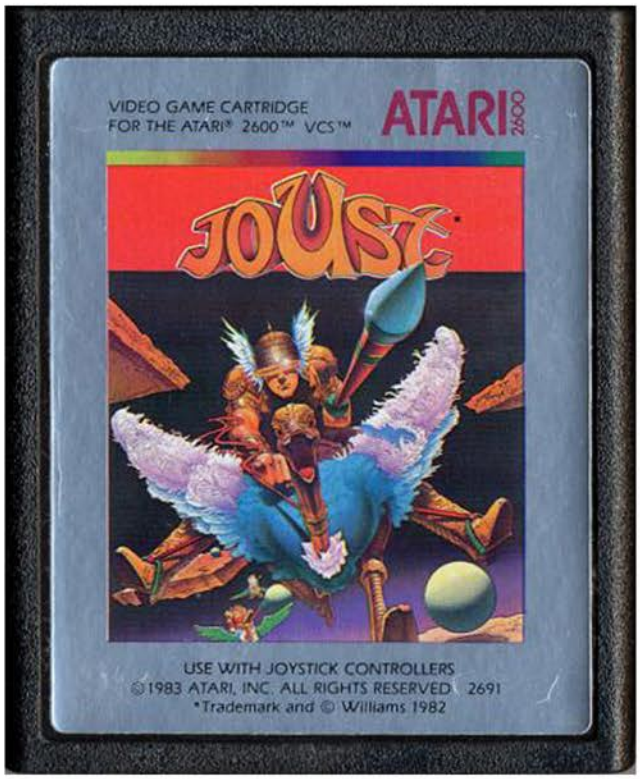
# JOUST

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2691
Rarity: 2
Programmer: Kevin Osborn / Michael Feinstein

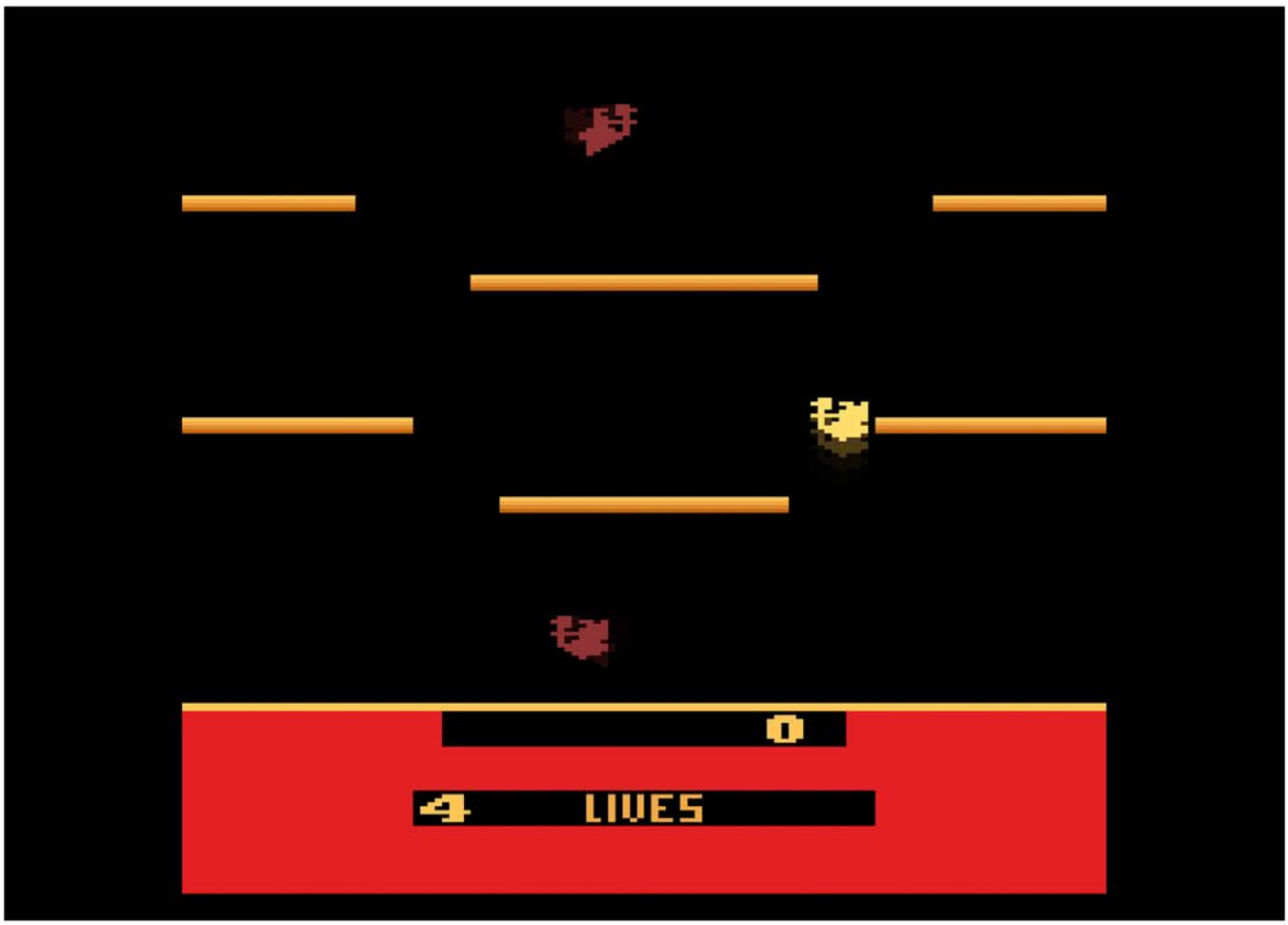
This is an admirable attempt at porting the arcade classic to the 2600.



The 80s were truly a magical era. It warms my heart to know that in an office somewhere, a game designer walked into a meeting and said something to the effect of “OK, what if we have futuristic knights dueling with each other, but on the backs of armored flying ostriches?”, and the higher ups said “heck yeah let’s do it!”. And shortly after that meeting, one of the best arcade games of the era was born.

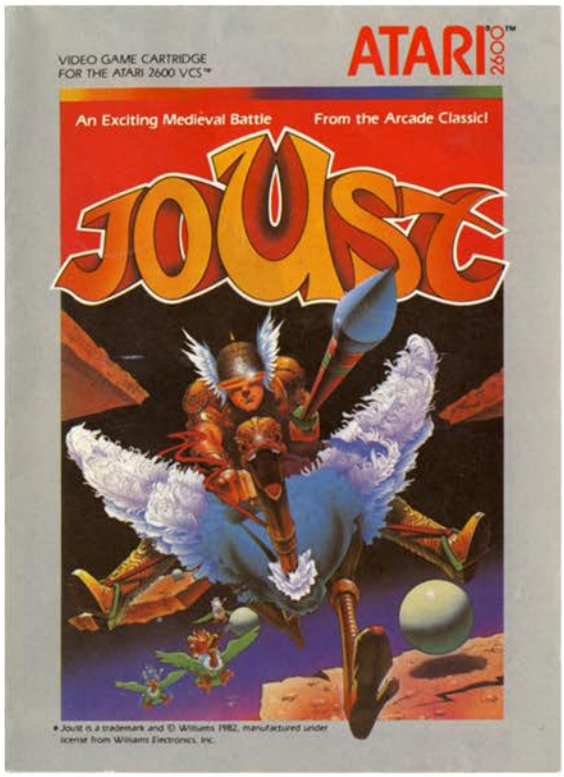
The gameplay is pretty straightforward, use your flying bird to gain the high ground against your opponents and strike them down. Once you land a killing blow, they turn into an egg that bounces around the screen. If you collect it in time, they are down for the count. If you fail to do so, they become reborn into a more deadly form. The first two (Bounders, Hunters) are fairly easy to deal with, as they fly in pretty predictable patterns. The final form, the Shadow Lord, is pure evil on a bird and will hunt you down with terrifying precision.



Once you complete a round you get a brief reprieve as the level changes shape before a new batch of enemies appears. The design shift can have some negative impact however if you find yourself standing above a lava pit. Nothing like catching your breath and immediately finding yourself boiling alive.

The biggest issue with the game are the controls, which are very, very floaty and imprecise. In the arcade game you had to smash the flight button several times to gain any altitude, which allowed for you to get into perfect position to joust your enemies. On the port however, with two button presses you are sky high, bouncing off the bottom of the platform and sending you rapidly back towards the ground. This makes killing an enemy frustrating at times as there simply isn't any precision.

Floaty controls aside, this does do a great job of bringing the arcade experience home. Which is more than can be said about some 2600 ports (cough…cough…Pac-Man….cough).




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

## KNIGHTS ON BIRDBACK!

How on earth did you fall into *this* bizarre world? Look around you—the sky is filled with knights astride enormous armored buzzards. These characters look *mean*, and the buzzards they ride don't look very friendly either!

## THE JOUST

The objective of JOUST is to defend yourself and score points by unseating opponents in a joust. The winner of a joust is the rider whose mount is highest at the moment of contact. If the mounts are of equal height, the joust is a draw.

Your opponents are the Buzzard Riders. There are three types, each more dangerous than the last: the Bounders (wearing red), the Hunters (wearing gray), and the Shadow Lords (wearing blue).

When you unseat a Buzzard Rider in a joust, he and his mount turn into an egg and float ominously around the jousting arena. If you grab the egg, it will disappear and you'll score bonus points. If you don't grab the egg it will eventually hatch into an even more dangerous opponent.

When you lose a joust, you'll materialize again on the bottom ledge—if you have any lives remaining. Until you fully materialize, you're protected from attack. Once your bird is moved, however, you become fair game for a joust.

## THE FIRE PITS AND THE PTERODACTYL

Fire pits are positioned on both sides of the lower ledge. After the second wave of game play the pits are uncovered, and any jouster who ventures too close may fall into the deadly lava.

At certain times during the game, another menace—the pterodactyl—appears. The pterodactyl will try to eat you, but if you hit it *directly* on its beak you'll destroy it and earn bonus points.

## SPECIAL WAVES

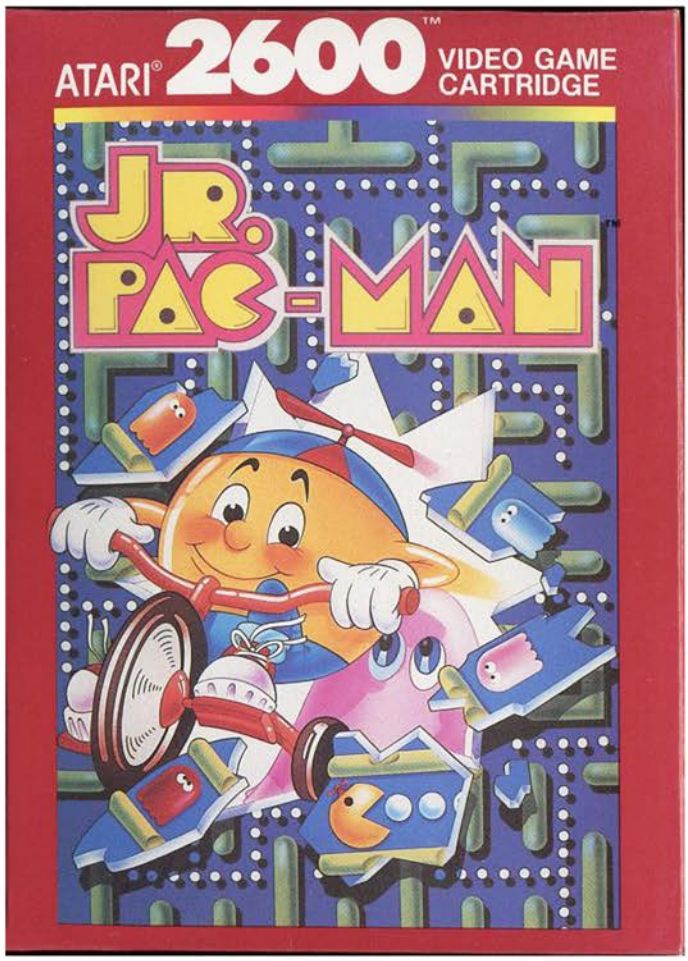
When all Buzzard Riders have been unseated, a new wave of game play begins. The wave number is shown between rounds at the bottom of the screen. In some waves you can earn bonus points. These waves are:

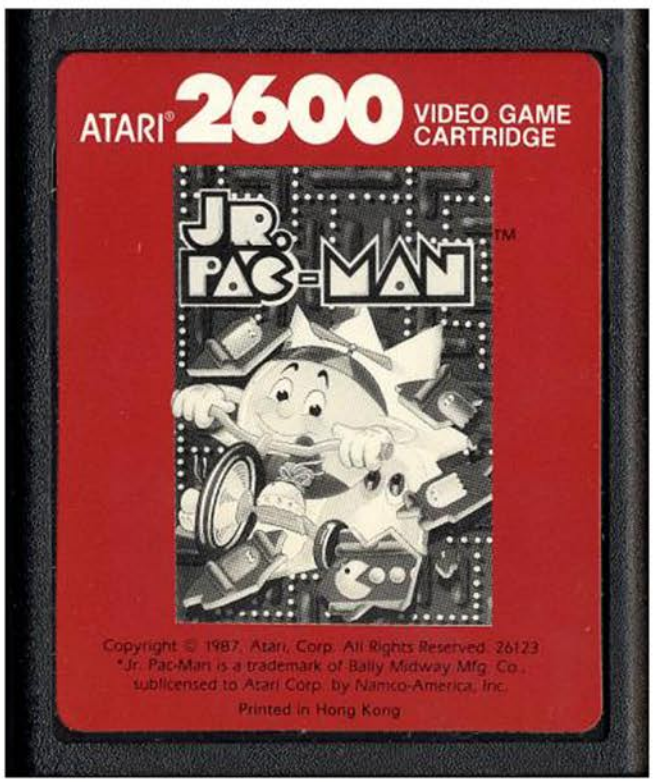
# Jr. Pac-Man

Release Date: 1986
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: CX26123
Rarity: 2
Programmer: Ava-Robin Cohen

This is easily one of the best arcade ports on the 2600.



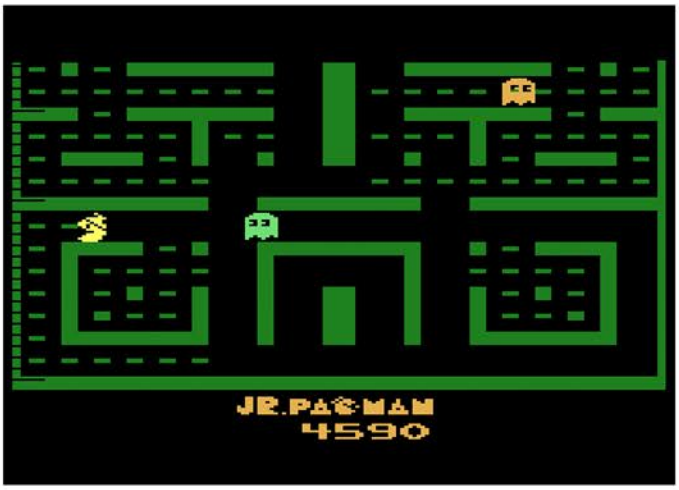



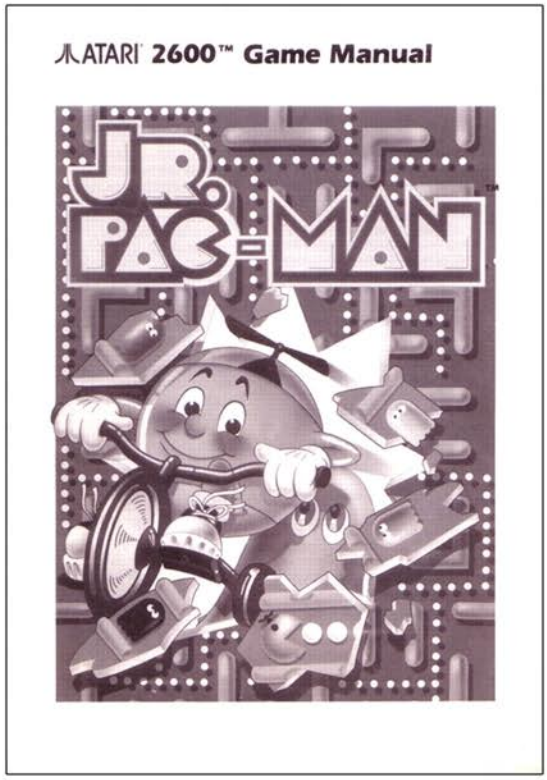
Strap on your beanie and hit the gigantic scrolling maze in search of a never ending supply of magic candy. You control the offspring of the first video game power couple as he darts around the level while avoiding the dreaded ghost bullies. If captured they will tickle the poor kid to death (which to be honest sounds like a horrific death), but you can turn the tables on them by grabbing a power pellet and eating them alive (again, sounds like a horrific death).

Like the previous entries into the Pac-Man series, the goal is simple. Collect all of the pellets in order to move on to the next level while trying to snag as many bonus points as possible. This can be accomplished by eating random bonus items like tricycles, kites and root beer, or by chomping down on one of your pursuers. The biggest change to the formula this time around is the size of the maze, which has roughly tripled in size. Given the scale, the screen scrolls as your explore it, with roughly a third being viewable at any given time. In addition to the size enhancement, there are also seven different ones to play hide and seek in. Although there isn't much different aside from a color swap and a few different pathways.

The biggest issue with the game is the difficulty level, which can be brutal to the casual player. Because the screen is scrolling it can be difficult to keep tabs on all four of the ghosts, so it's easy to become trapped when one appears above you from out of nowhere as you are fleeing one of his buddies. The other problem is that the ghosts are not only faster than you, but significantly so. If one of them locks onto you, it's only a matter of time before they are able to chase you down. This turns a difficult game into a frustrating one really quickly.

Jr. Pac-Man is a fantastic arcade port that really captures the spirit of the original in a way that most 2600 ports simply could not. Unfortunately this was released so late in the system's life cycle that a lot of gamers simply overlooked it, as it was released the same year that other old school classics like The Legend of Zelda, Castlevania, and Metroid were released. So while it's sad it fell through the cracks, it's not surprising.




Top Left: Additional Screenshot
Top Right: Maual Cover
Below: Manual Page Samples

# Kidding Around with Junior!

*I may be young, but I'm no baby! I'm a star just like my folks, Pac-Man™ and Ms. Pac-Man™. And I've got twice their energy!*

*Come play with me! We'll race around giant playgrounds. We'll chase down magic candy and run from ghostly bullies who'll tickle me to death if they catch me.*

*My playgrounds are full of challenging mazes with corners and alleys to hide in. I run faster than a speeding roller skate, ducking behind barriers, dodging those mean bullies. I can even race from one side of a playground to the other. That's a lot of ground to cover!*

*But I've got to play a lot harder than my folks to live up to the Pac-Man family name. That's why this is a whole new game!*

## Getting Started

1. Insert the Jr. Pac-Man cartridge into your ATARI 2600 as explained in your Owner's Manual, and turn on the console.
2. Plug a joystick into the left joystick jack.
3. Press **(Select)** to choose one of four skill levels: one teddy bear; two teddy bears; three teddy bears; or toy candy.
4. Press **(Reset)** or the joystick button to start the game. Following every other maze, action stops and a tune plays while the upcoming maze is displayed. After a few seconds the game continues. (If you don't want to pause, press the joystick button for immediate replay.)
5. Use your joystick to joyride throughout the maze. Jr. Pac-Man moves in the same direction you move the joystick. The maze scrolls when Junior moves to the top or bottom edge of the screen.

## Playing the Game

On the playground maze, Jr. Pac-Man runs like mad, eating every dot in sight while trying to avoid up to four ghost bullies—Inky, Blinky, Pinky, and Tim. You start the game with three turns, and lose a turn every time a bully catches Junior.

Have Junior eat a power pill when the ghost bullies start closing in. Suddenly, he's stronger than the bullies—they're running from him! Be aggressive and get them!

Watch for a toy-shaped candy that tromps across the playground. It turns every dot it touches into a bigger dot worth more points. But have Junior eat it before it goes too far—it can destroy the power pills!

## Strategy

Don't let Jr. Pac-Man eat the power pills too early. Wait until the bullies gain on him, then have him tease them toward a pill, quickly gobble it, and immediately chase them.

Have Junior eat as many dots as he can before he eats the power pills. This gives him more clear paths for chasing bullies.

Dots worth ten points slow Jr. Pac-Man down. Dots worth 50 points slow him down even more. So, when the bullies close in, have Junior dash into a clear path to outrun them.

Jr. Pac-Man turns corners faster than the ghost bullies. When the bullies are closing in, have him make lots of direction changes to outrun them.

Get to know the bullies' personalities. Each one is unique, and you can use that fact to your advantage.

Allow the toy candies to transform as many dots as possible into 50-point dots. But have Junior eat the candies before they destroy the power pills.

Pay attention to game sounds, such as the tromping sound of toy candies. They'll clue you to what's happening in parts of the maze you can't see.

## Skill Levels

When you graduate to each higher level, the playground is faster, tougher, and even more challenging than the one before.

**One Teddy Bear**—This is the easiest level, in which just one ghost bully chases Junior.

**Two Teddy Bears**—Junior runs from two bullies.

**Three Teddy Bears**—Three bullies pursue Junior.

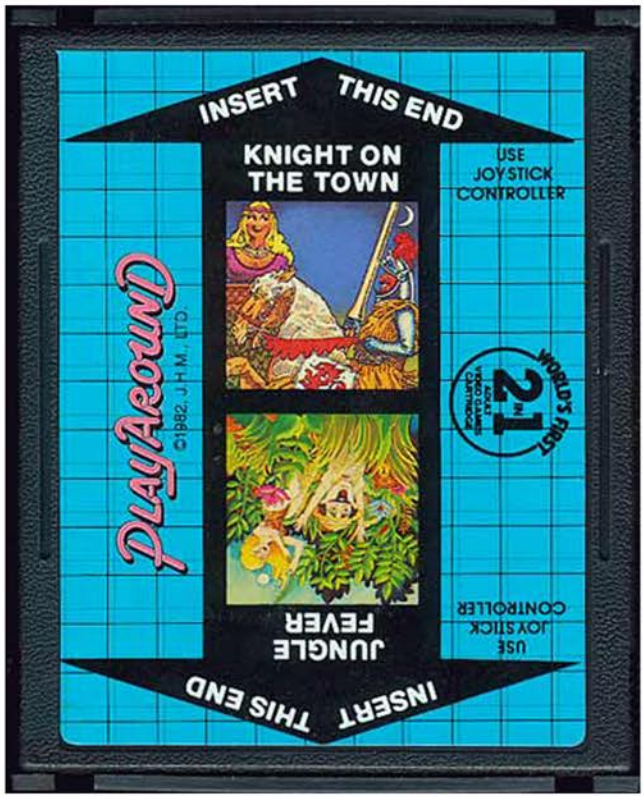
**Toy Candy**—This is the hardest level, in which Junior tries to outrun four bullies.

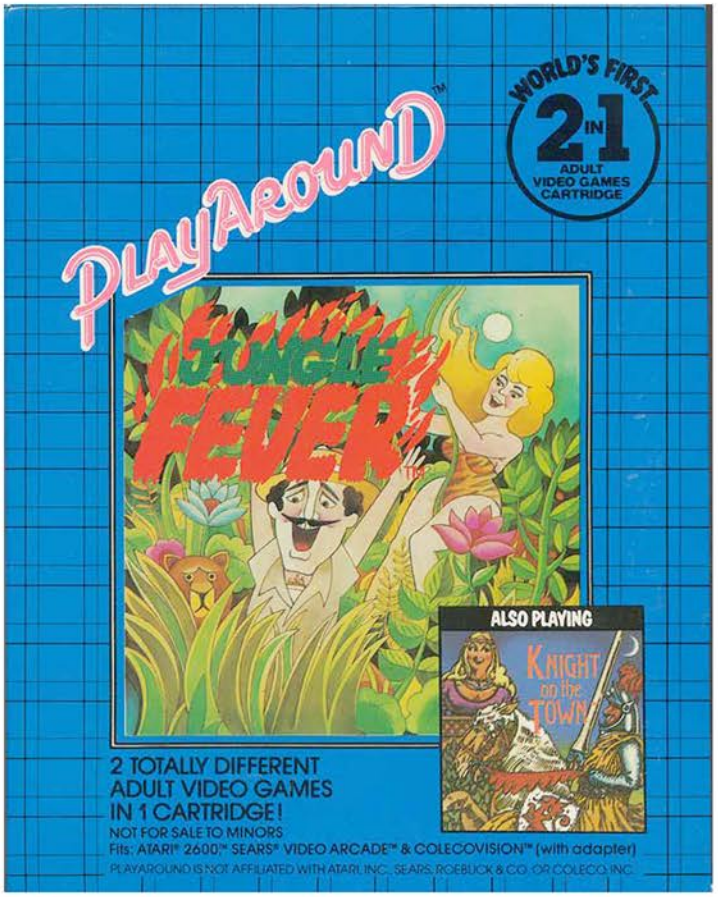
# Jungle Fever / Knight on the Town

Release Date: 1982
Publisher: Playaround
Controller: Joystick
Players: 1
Genre: Adult

Alternate Title: N/A
Model #: 203
Rarity: 5
Programmer: Joel H. Martin

This is one of the least playable adult titles on the 2600.



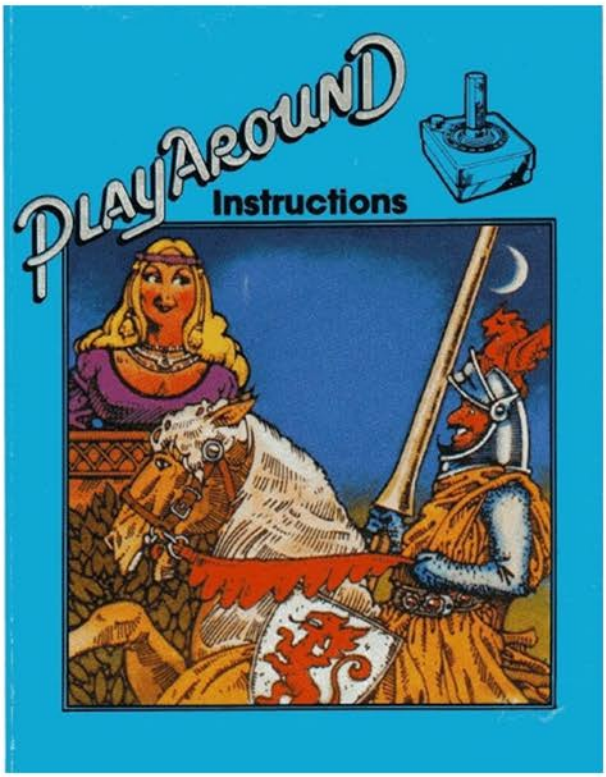
The princess has been kidnapped and it's to you to rescue her. While this has been a common setup throughout video game history, it's never been quite like this.

You are a naked knight who has no problem showing his sword to the world, but who really wants a place to sheathe it. Unfortunately for your knight, the only way that is going to happen is if he builds a bridge over an crocodile infested moat. Because he lacks equipment, well, building equipment, the knight must do this brick by brick. The entirety of the gameplay involves picking a brick up from the pile, walking or jumping across the bridge to where the water is, and dropping it into place. Then jumping back to the start and repeating the process. And yes, it's about as dull as it sounds.

If the killer croc is able to sneak up under the knight, he'll be pulled into the water and will be attacked in the most gruesome manner. The reptile under your feet won't be your only nemesis however, as the demon flying above will drop fireballs on your head, which will knock you into the water. The other threat to your well being is a hungry monster that will chase after you as you attempt to construct the bridge. If he latches on to you he'll hold you in place until you are pulled into the water for an untimely death.

Once you have successfully built the bridge across the moat, it's time for the reward. The princess, who is high above you on a ledge, will….ahem…present herself to you. When this happens you'll have to hop up and perform to her satisfaction, or she will kick you off into the moat. If you manage to please her, the game will end and you'll get your score. In this case, the lower the better since the timer constantly counts up.

While there is a certain amount of humor value that goes into a game like this, the gameplay really holds it back from being any sort of fun. If you need a laugh it's worth checking out once, but there's not much here after that.




Top Left: Jungle Fever Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

**KNIGHT ON THE TOWN™**

1. Follow the separate directions for selecting the correct game on your Playaround™ 2-in-1 Cartridge.
2. With the power off insert cartridge into game console.
3. Connect the left joystick. When playing hold the joystick with the red button at the upper left.
4. Turn power ON. If no picture, check your game and TV connections and then repeat steps 1, 2 and 3. If everything is OK then push reset to begin the game.

**GAME PLAY**

The object of this game is to rescue the lovely princess, held captive in the castle tower and become the object of her affections in the least possible time.

You accomplish this by maneuvering your knight (who's not in shining armor) to build a bridge across the moat, avoiding the dangers of a beast, a crocodile and in the more difficult version, a flying dragon which drops fireballs.

Start the game by pressing the game reset switch on the console, or by pressing the red button on the joystick control.

Moving the joystick to the left causes the Knight to face and walk toward the left of the screen. Move the joystick to the right and the Knight will face and walk toward the right side of the screen.

Pressing the fire button on the joystick will cause him to jump straight up when the joystick is in the center position, jump to the right when the joystick is held to the right and jumpt to the left when the joystick is held to the left. These moves are essential to help you avoid the monsters, and to climb up the tower after you have completed the bridge.

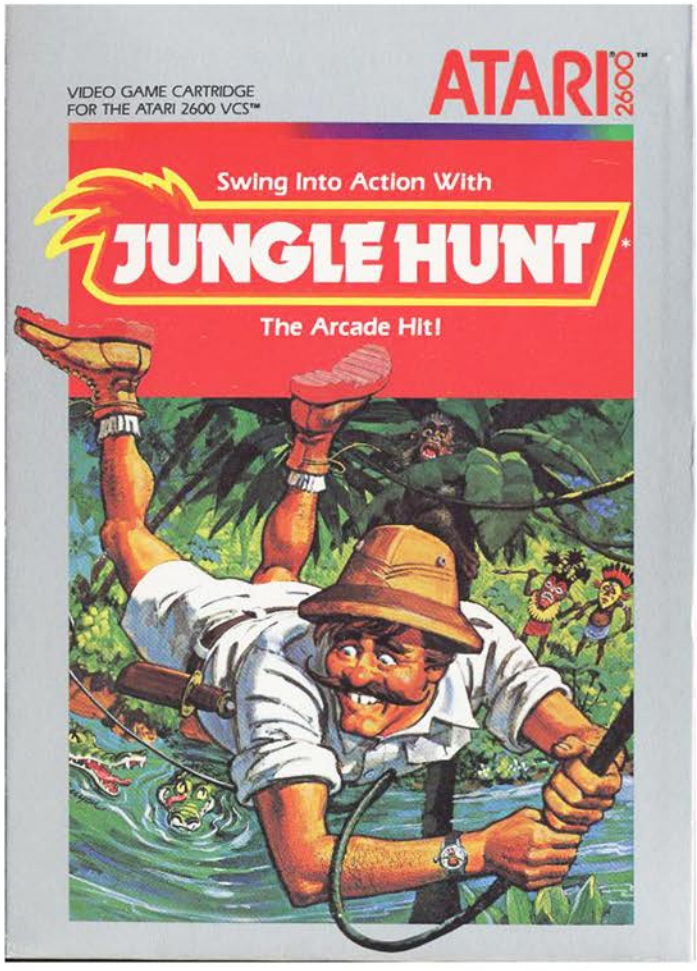
# Jungle Fever / Knight on the Town

# JUNGLE HUNT

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: CX2688
Rarity: 2
Programmer: John Allred / Michael Feinstein

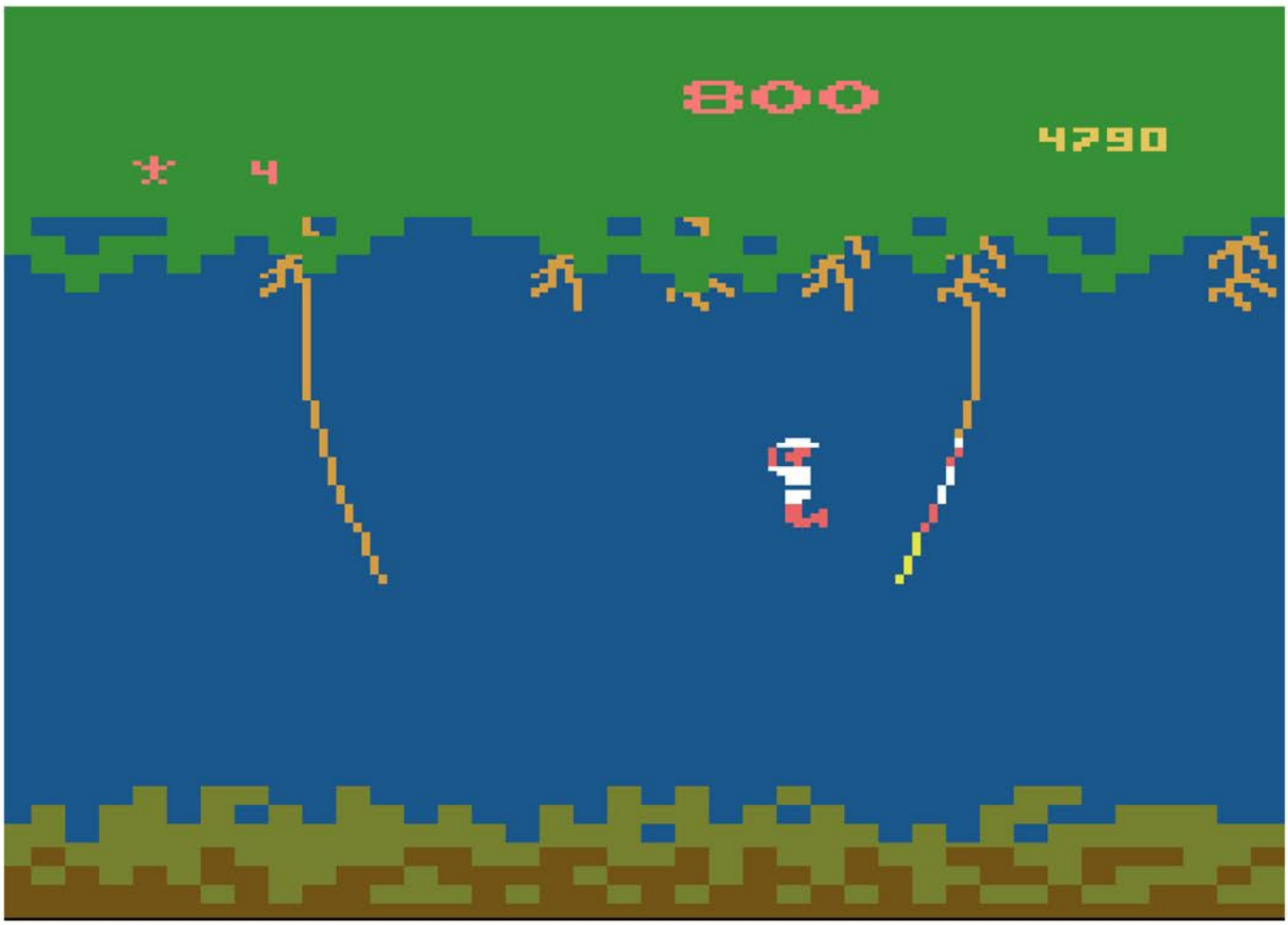
This arcade port does an admirable job of bringing home that experience.

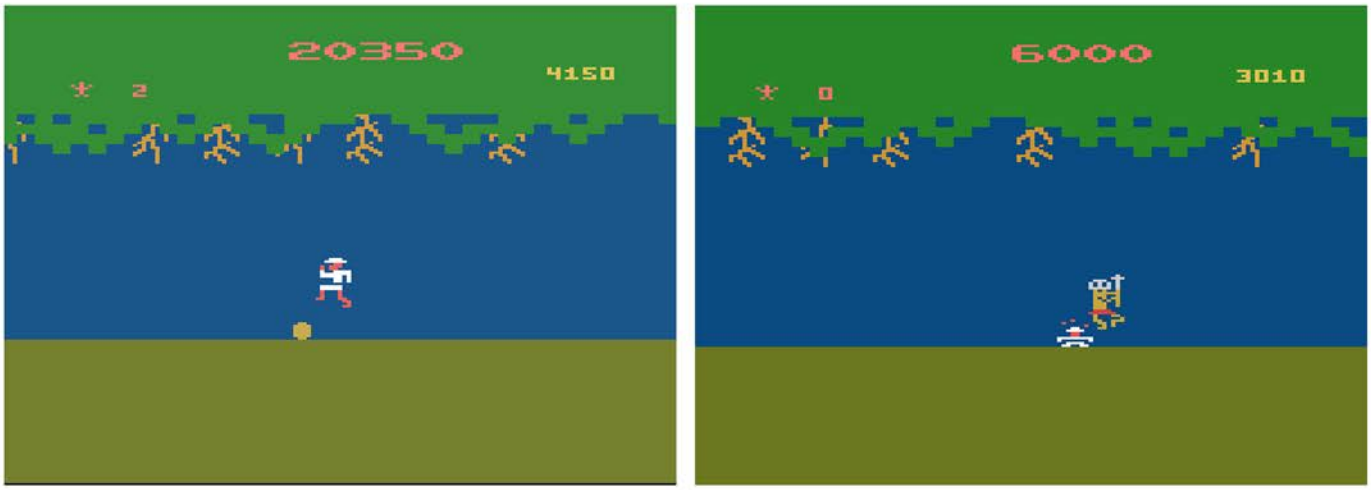


In this arcade port, you control Sir Dudley Dashly, big game hunter. Unfortunately you have decided to go hunting in a remote jungle that is filled with cannibals who aren't too happy at the fact you are trying to kill their animals. In retribution for your trespass, they have kidnapped your best girl, Lady Penelope Dashly, and are going to turn her into English woman broth to serve to the tribe. It's up to you to rescue her before she become dinner.

There are four levels standing in the way of your reunion, and they get progressively harder as they go along. You must overcome swinging on vines like Tarzan, swimming with crocodiles, dodging boulders and facing off against a pair of hungry tribesmen.

Traversing the vines is by far the easiest of the four, requiring you to leap when the vine is at the highest point. Do that a handful of times and it's time to rip your shirt off and dive into the water. Here you must swim through crocodile infested waters armed with nothing more than your incredible lung capacity and your fists.



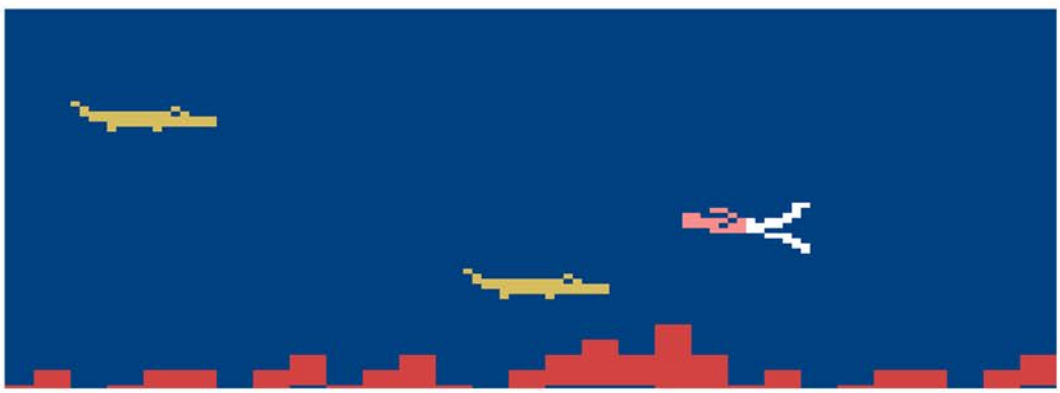


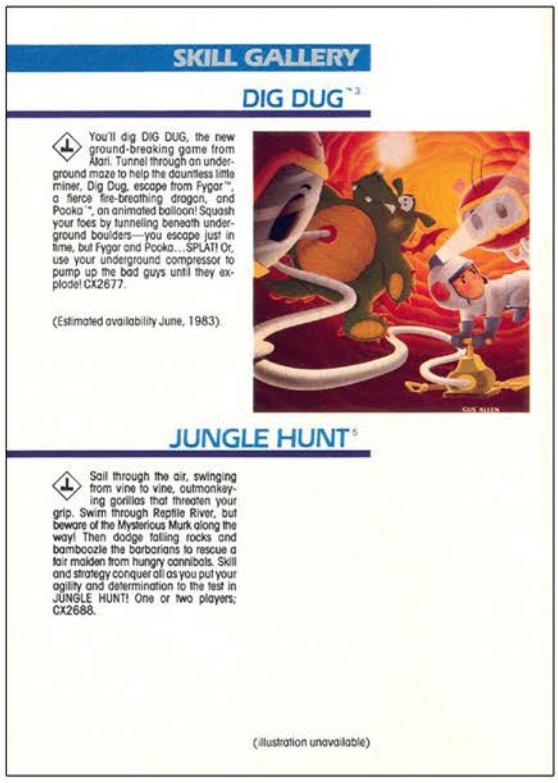

If one of the reptiles gets too close for comfort, and their jaws are shut, you can dispatch them with a punch right on the snout. With this knowledge one can only assume how Sir Dudley was hunting his big game.

After drying off and finding a new shirt and hat, it's time to make the final push to the cannibal camp. Seeing as how the natives aren't excited about there being an unwelcome dinner guest, they have begun rolling boulders down the hill towards you. The smaller ones are easy enough to jump over, but some of the giant ones require you to pause briefly and duck. Should you foolishly attempt to take the high road, expect to be flatter than a pancake.

The final obstacle are a couple of mask wearing tribesmen armed with poisoned spears. Luckily they are attached to the spears, so they never throw them, only hop back and forth. A couple of well timed jumps and you are in the clear and off to rescue your lady. After a brief reunion she is apparently kidnapped once again, and taken to a much more difficult jungle.

There is an impressive amount of gameplay variety present, and unlike a lot of arcade ports, this one actually does the original version justice.





SKILL GALLERY

DIG DUG™

You'll dig DIG DUG, the new ground-breaking game from Atari. Tunnel through an underground maze to help the dauntless little miner, Dig Dug, escape from Fygar™, a fierce fire-breathing dragon, and Pooka™, an animated balloon! Squash your foes by tunnelling beneath underground boulders—you escape just in time, but Fygar and Pooka...SPLAT! Or, use your underground compressor to pump up the bad guys until they explode! CX2677.

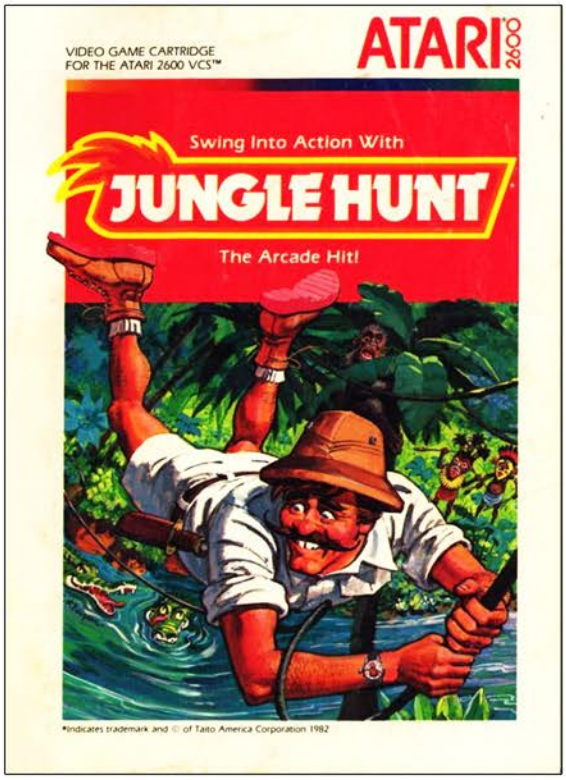
(Estimated availability June, 1983).

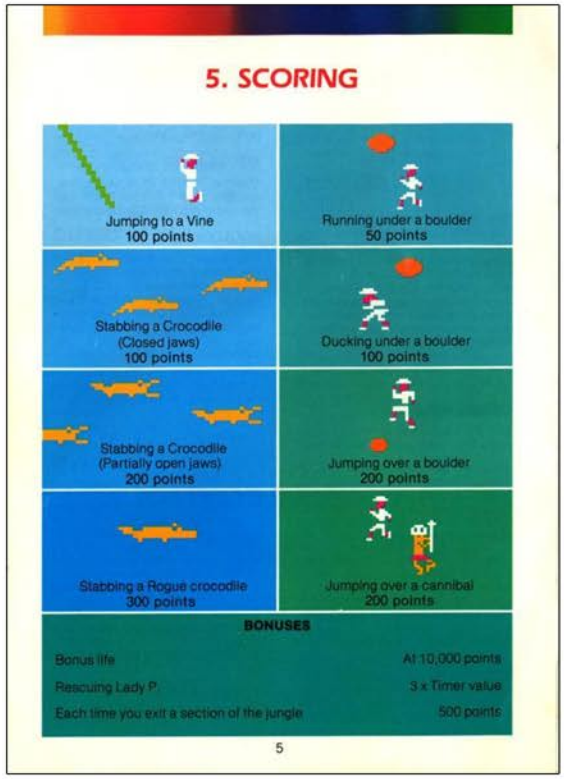
JUNGLE HUNT™

Sail through the air, swinging from vine to vine, outmonkeying gorillas that threaten your grip. Swim through Reptile River, but beware of the Mysterious Murk along the way! Then dodge falling rocks and bamboozle the barbarians to rescue a fair maiden from hungry cannibals. Skill and strategy conquer all as you put your agility and determination to the test in JUNGLE HUNT! One or two players; CX2688.

(illustration unavailable)

Top Left: Winning Screenshot
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



5. SCORING

| | |
|---|---|
| Jumping to a Vine 100 points | Running under a boulder 50 points |
| Stabbing a Crocodile (Closed jaws) 100 points | Ducking under a boulder 100 points |
| Stabbing a Crocodile (Partially open jaws) 200 points | Jumping over a boulder 200 points |
| Stabbing a Rogue crocodile 300 points | Jumping over a cannibal 200 points |

BONUSES

| | |
|---|---|
| Bonus life | At 10,000 points |
| Rescuing Lady P. | 3 x Timer value |
| Each time you exit a section of the jungle | 500 points |

5

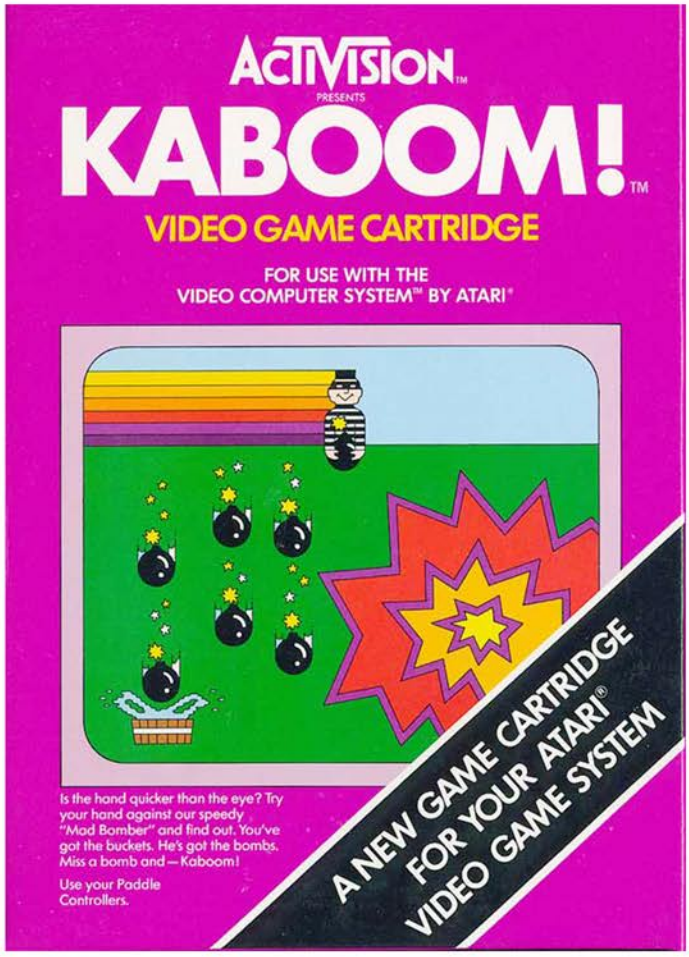
# JUNGLE HUNT

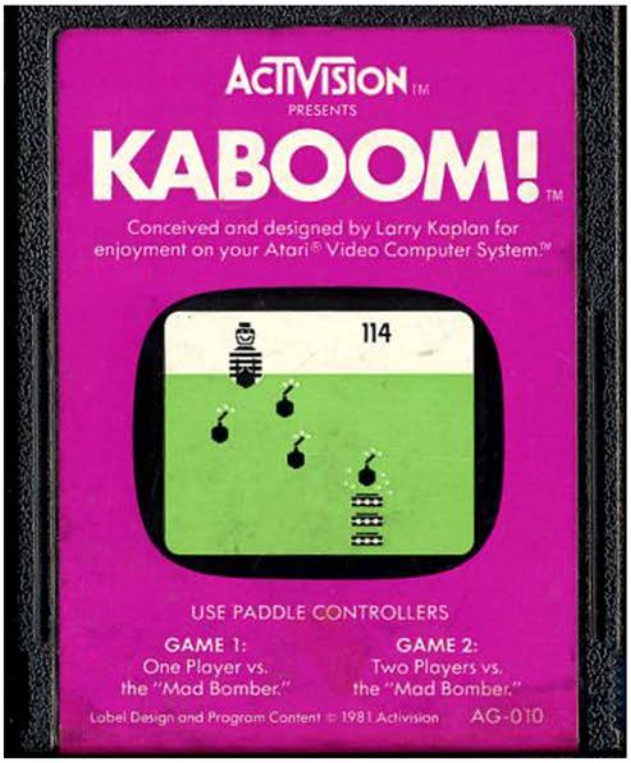
# KABOOM!

Release Date: 1981
Publisher: Activision
Controller: Paddles
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AX-010
Rarity: 2
Programmer: Larry Kaplan

This is one of the very few must own games if you had the paddle controllers.



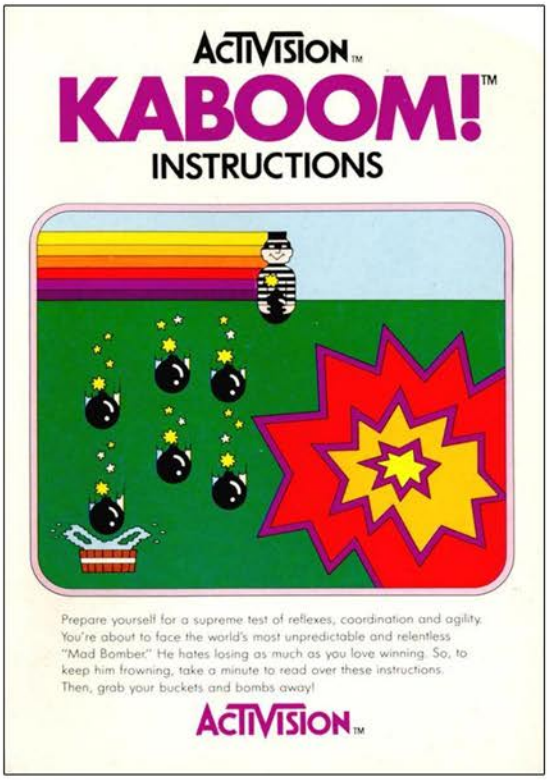
Grab your water buckets because it's time to face off against the Mad Bomber. This masked jailbird has reached his breaking point and is ready to unleash the full fury of his arsenal upon you. Perched atop his wall, he will throw bomb after bomb at you, and the only way to prevent them from detonating is to catch them.

The gameplay starts out at a leisurely pace, giving you a little time to get accustomed to the controls. Only ten slow moving explosives are thrown in your direction, making the task at hand simple. This goodwill on behalf of the criminal mastermind is short-lived however, as by round three you will be scrambling to prevent death and destruction.

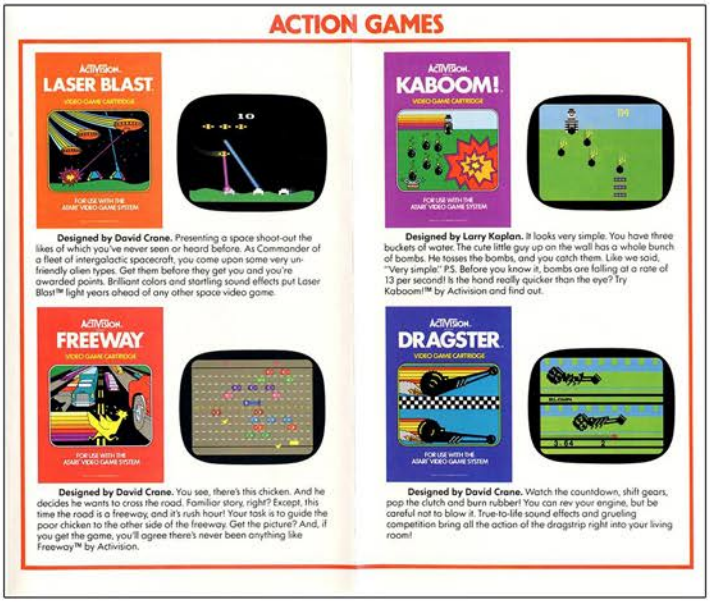
By the forth or fifth wave a constant stream of munitions descend upon you, not only at a rapid pace but also all over the map. This is the point where most players go from being calm and calculating to employing a strategy turning the paddle controller as fast as they can back and forth and praying that everything is captured. For the most part this isn't a terrible strategy, at least until you lose one of your buckets.

When a bomb reaches the ground it explodes with such force that it destroys the lowest water bucket you have remaining. This adds a lot of pressure since it gives you less time to catch the explosives. For most players, losing the bottom two buckets results in the controller being set down and letting your inevitable death take place.

Despite it's simplicity, Kaboom! is one of the defining games on the 2600. The action is fast paced, challenging, and incredibly addictive. It really should be checked out by everyone.



Top Left: Manual Cover
Top Right: Patch (3,000 Points)
Below: Catalog Samples

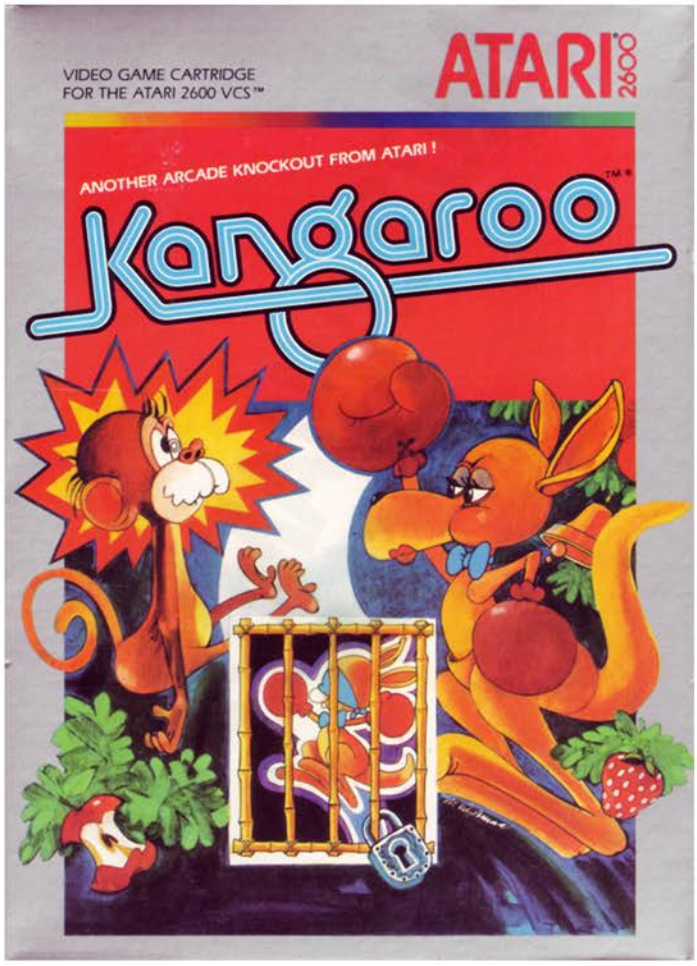


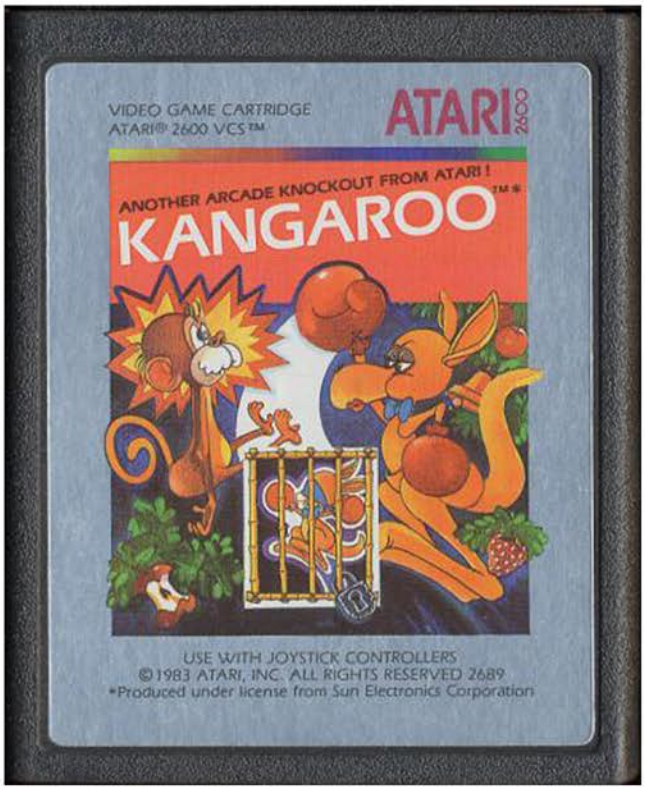
# KANGAROO

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2689
Rarity: 2
Programmer: Kevin Osborn

A pretty solid, if dumbed down, port of the popular arcade game.

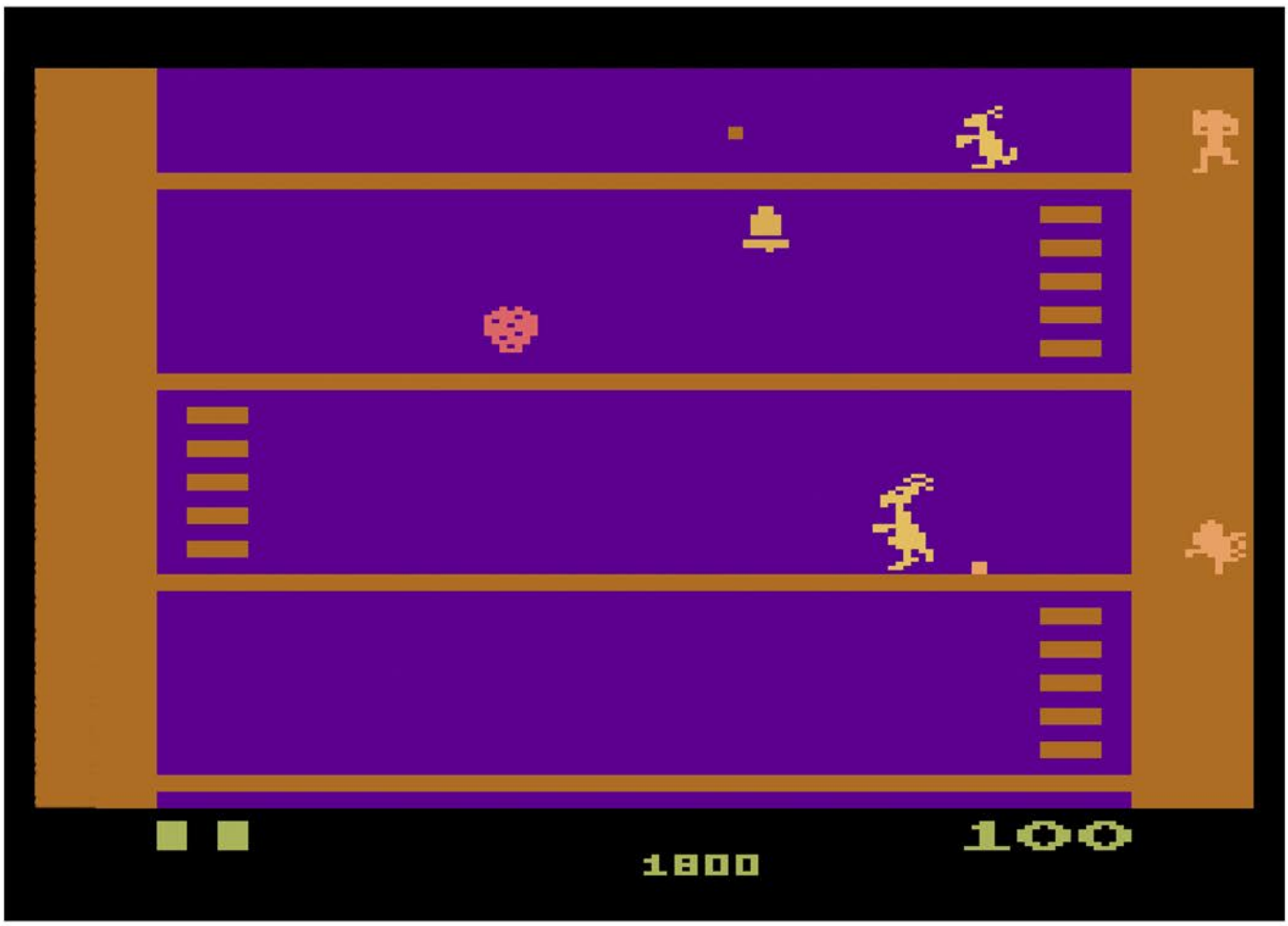


Have you ever wanted to punch monkeys in the face? Have you ever wanted to control an angry kangaroo wearing boxing gloves? If the answer to either of those questions is yes, then this is the game for you.

You are playing as a mama kangaroo who must traverse a dangerous landscape to rescue your joey. along the way you must climb ladders, jump up on raised platforms, and perform a death defying jump over holes in the floor. But all of those threats pale in comparison to your deadliest foe, an apple. Yes apples the nemesis of doctors and kangaroos will have you cursing their name as you try to free your captured youngster.

As you move up each of the three levels, the deadly flying fruit will come at you from the sides and from above. The horizontal shots are easy to dodge, as you are able to keep an eye on the dastardly monkeys that will throw them, not to mention you can neutralize the threat with a well place bop on the nose.

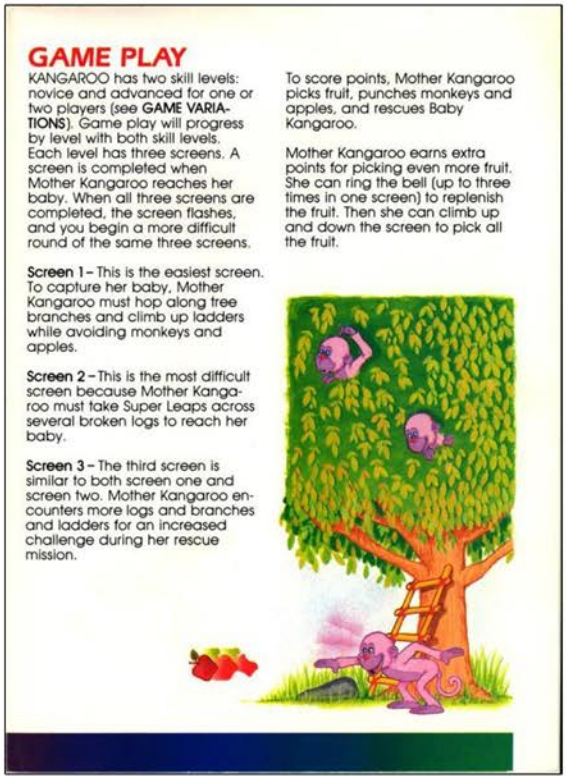


The death apples from above however will drive you crazy. They appear on the top left of the screen and bounce across until they line up with you, at which time they drop. Which is great if you are on the right side of the screen, but if you are climbing a ladder on the left side, expect to have an unavoidable death.

The controls are solid for the most part, however some of the jumping mechanics can feel floaty and not precise. In order to do a super jump, which is necessary to clear gaps, you have to hit diagonally on the controller. This is complicated by the fact your character doesn't walk, she hops, so it's very possible the timing won't be perfect. On more than one occasion my poor mama kangaroo has plummeted to her demise because her hops weren't synced with my jump.

Despite being an arcade port, there is a fair amount of content here. Three levels, several bonus items, and a couple of tunes. There is the Kangaroo theme song, and when you hit a bell, the song your grandmother's clock makes will play. If you are looking for solid 2600 arcade gameplay, this is a pretty good way to go.

Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples



## GAME PLAY

KANGAROO has two skill levels: novice and advanced for one or two players (see **GAME VARIATIONS**). Game play will progress by level with both skill levels. Each level has three screens. A screen is completed when Mother Kangaroo reaches her baby. When all three screens are completed, the screen flashes, and you begin a more difficult round of the same three screens.

**Screen 1** – This is the easiest screen. To capture her baby, Mother Kangaroo must hop along tree branches and climb up ladders while avoiding monkeys and apples.

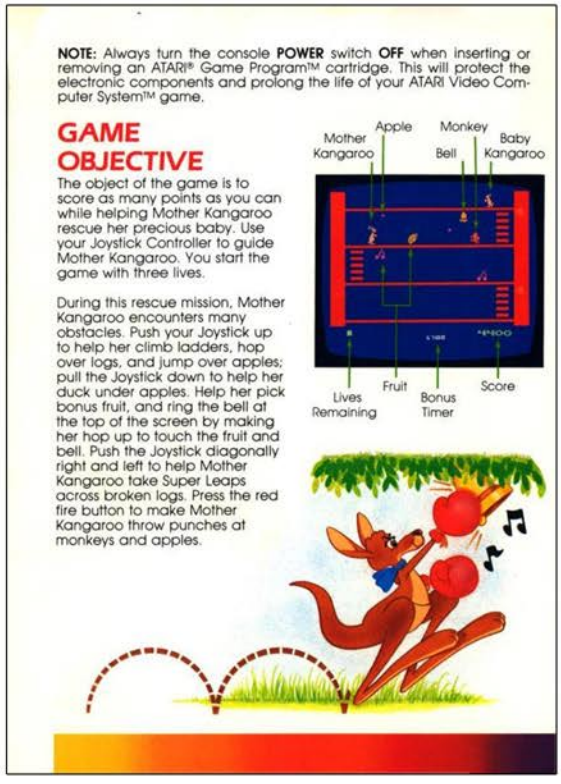
**Screen 2** – This is the most difficult screen because Mother Kangaroo must take Super Leaps across several broken logs to reach her baby.

**Screen 3** – The third screen is similar to both screen one and screen two. Mother Kangaroo encounters more logs and branches and ladders for an increased challenge during her rescue mission.

To score points, Mother Kangaroo picks fruit, punches monkeys and apples, and rescues Baby Kangaroo.

Mother Kangaroo earns extra points for picking even more fruit. She can ring the bell (up to three times in one screen) to replenish the fruit. Then she can climb up and down the screen to pick all the fruit.





**NOTE:** Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

## GAME OBJECTIVE

The object of the game is to score as many points as you can while helping Mother Kangaroo rescue her precious baby. Use your Joystick Controller to guide Mother Kangaroo. You start the game with three lives.

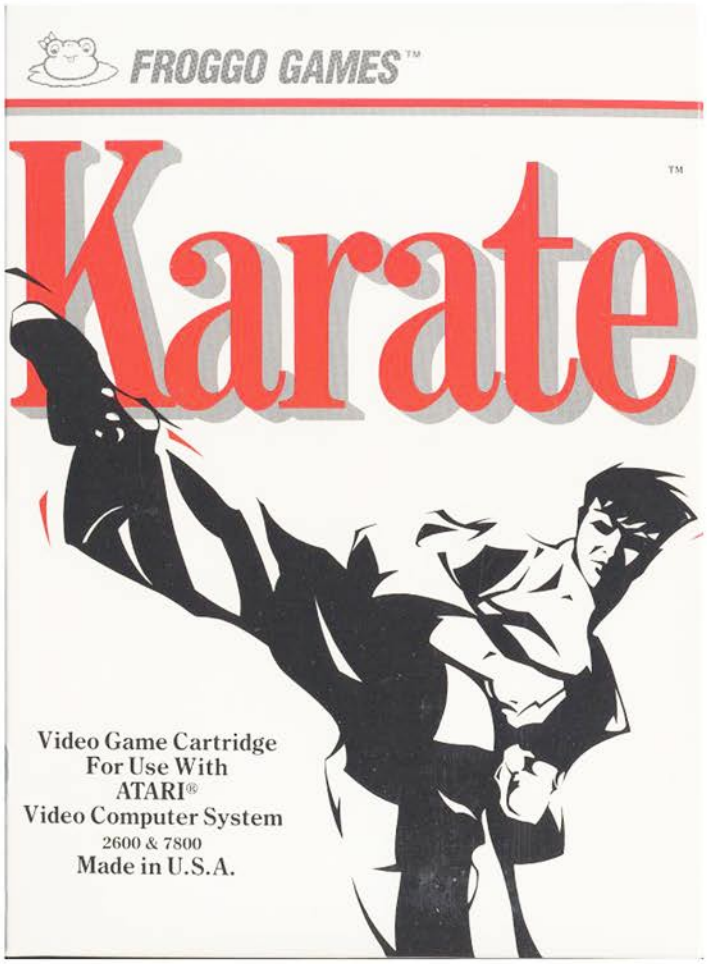
During this rescue mission, Mother Kangaroo encounters many obstacles. Push your Joystick up to help her climb ladders, hop over logs, and jump over apples; pull the Joystick down to help her duck under apples. Help her pick bonus fruit, and ring the bell at the top of the screen by making her hop up to touch the fruit and bell. Push the Joystick diagonally right and left to help Mother Kangaroo take Super Leaps across broken logs. Press the red fire button to make Mother Kangaroo throw punches at monkeys and apples.

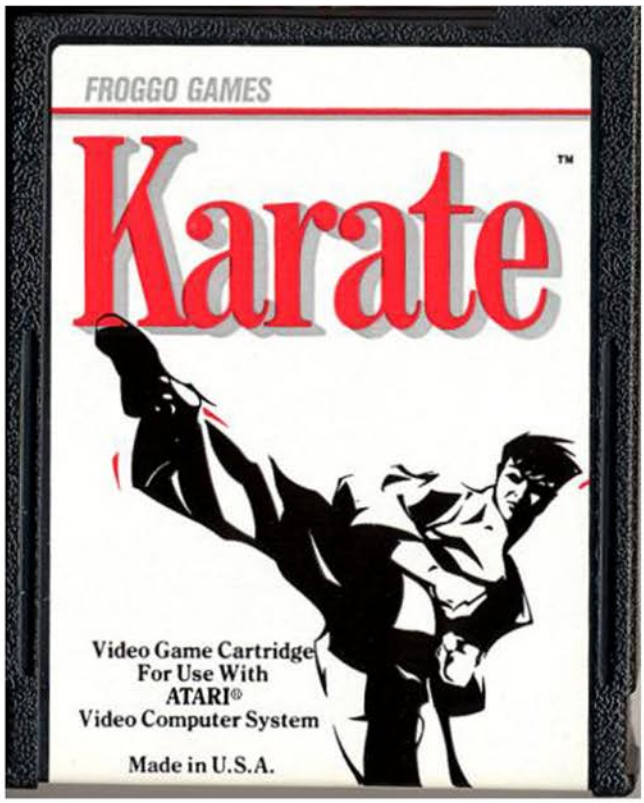
# KARATE

Release Date: 1982/1987
Publisher: Ultravision / Froggo
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: FG1001
Rarity: 10 / 4
Programmer: Joseph Amelio

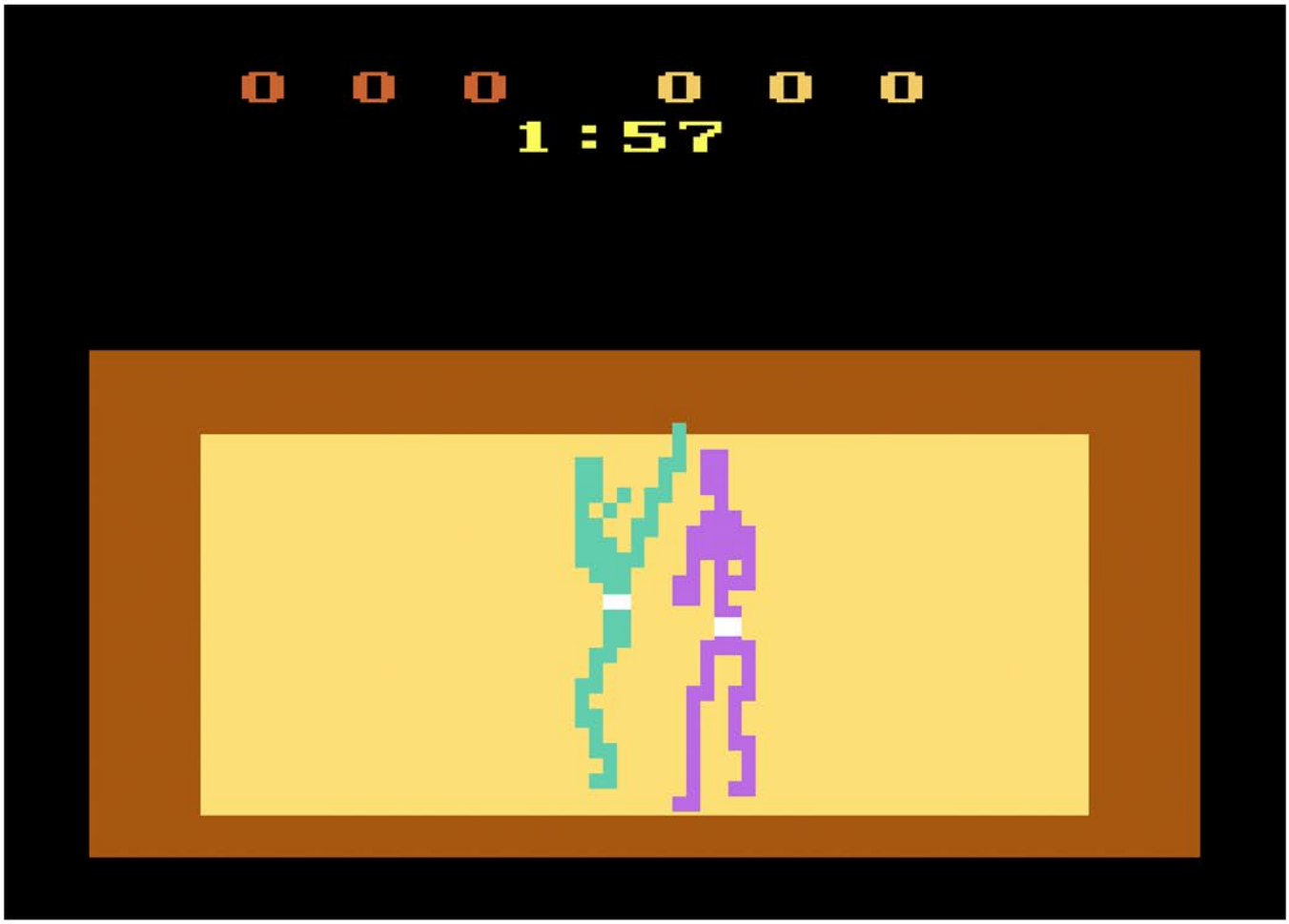
This is in contention for worst game in the 2600 library, and easily the worst fighting game ever.

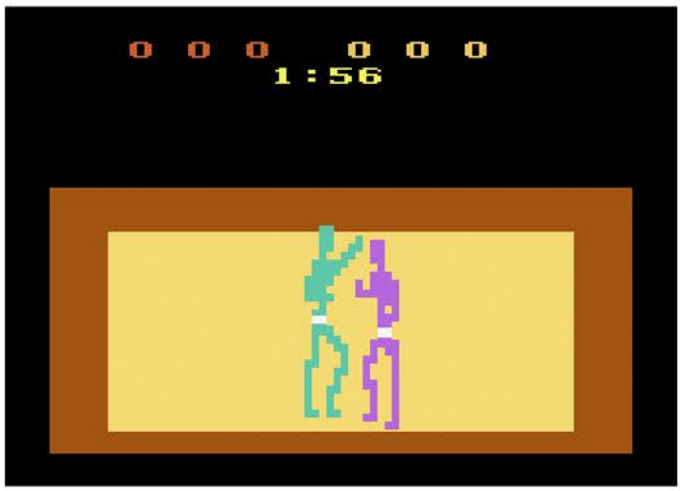


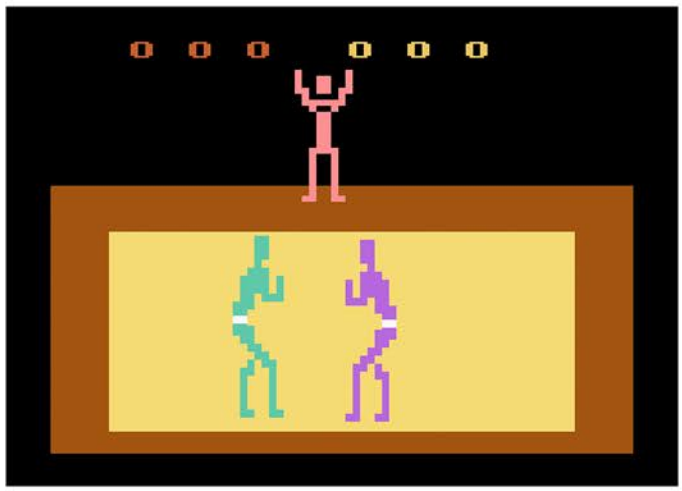



Prepare to do battle in the dojo as you don your karate gi and face off against another white belted opponent. You have a self described "Body Arsenal" that consists of straight punches and kicks, as well as high punches and kicks. Not exactly a Swiss Army Knife of options here, but with enough precision the combination of those four could be deadly enough. Well…about that.

The game begins as two of the tallest, lankiest, ugliest figures in video game history shuffle towards the center of the ring to start fighting. With each frantic push of the button and direction on the controller, your karate fighter will flail about, kicking wildly like an uncoordinated six year old playing soccer for the first time. Normally in fighting games the goal is to get close enough to your opponent to land a direct hit, but the designers decided to do it a bit differently here and completely do away with collision detection.



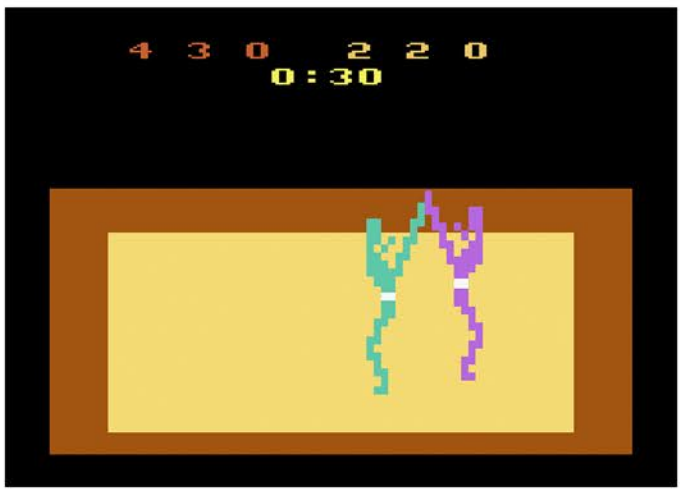


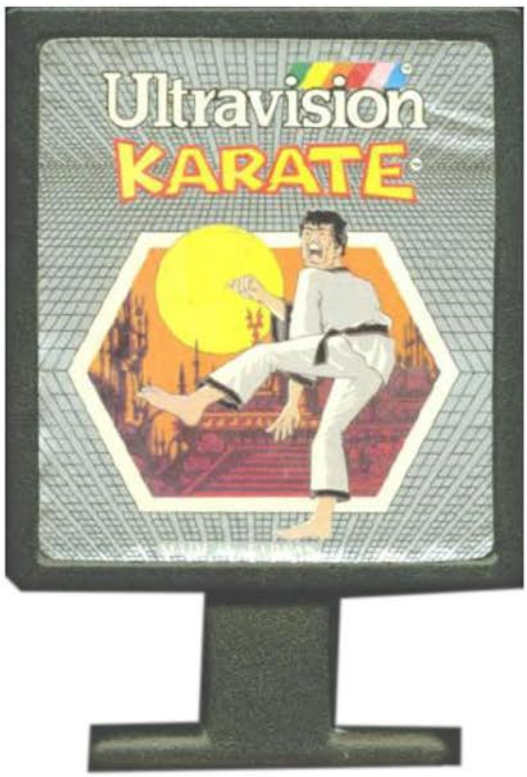



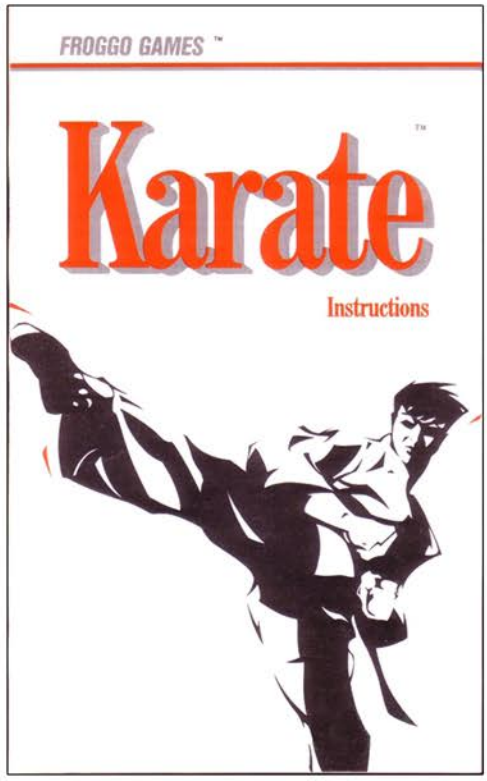

If your foot or fist goes through your enemy, nothing will happen to them at all. However if you kick six inches in front of their face, you just might land a blow and score some points. There really isn't any rhyme or reason as to what constitutes a successful blow since the graphics are so terrible you'll have problems figuring out what is what. Every now and then you'll get lucky and land a killing blow to the other fighter's face, sending them down to the ground on one knee. Again there isn't any way to do this on a regular basis, just have to get lucky with the button presses.

There is a two minute timer that constantly runs, and whoever has the highest score at the end of the round wins the bout and is promoted to the next belt type before the fight begins. It's unknown if the different colored belt improves your speed or power, but the manual hints at it. If true, this means that if you lose two matches in a row you might as well give up since your opponent will be too powerful for you to defeat.

While I don't recommend this game for really anyone if they are looking for a fun fighting game, I wholeheartedly encourage everyone to give it a shot just to see how terrible a video game can be.






Top Left: Ultravision Cart
Top Right: Manual Cover
Below: Manual Page Samples

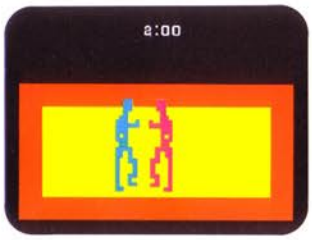
## Karate

Karate is a full-color action game, for one or two players, to be played on the ATARI® Video Computer System.™

Speed, skill and guts are not enough! You must also be constantly alert and clever enough in your strategy to outfight your opponent. You start out as a white belt... the same as your opponent. But that may be the last time it's an equal match. After the first furious 2-minute round, one of you advances to red belt level while the loser stays a white belt. And it could get even more difficult after that, because **someone** advances after each match. If it's not **you** who advances, you could be in for the beating of your life!

As a beginning white belt, you have a 'body arsenal' including straight punches and up punches, straight kicks and up kicks. But so does your opponent! While you're on the attack, you must also dodge or block your opponent's kicks and punches.

Everything happens at close quarters, and the action gets faster and more furious as you battle your way to the highest honor—**The Black Belt.** And even then, your opponent will challenge you to defend your status!




## Instructions For Setup

1. Follow the manufacturer's instructions to connect the ATARI® Video Computer System™ to your TV.
2. Install only the Left Joystick control for a single player. Install both Joysticks if two players are engaging in Karate action.
3. Make certain that the ATARI® power switch is OFF, then insert the game cartridge.
4. Set the TV TYPE switch to the proper setting.
5. Set the DIFFICULTY switches to **A** (slow) or **B** (fast).
6. Set the CHANNEL 2-3 switch to the proper setting for your TV.
7. Move the POWER switch to **ON.**

## Instructions For Play

1. Push SELECT to select 1 player or 2 players, and get ready!
2. The match starts automatically after a few seconds. You can restart the game at any time by pushing RESET. This returns both fighters to white belt status and restarts the 2-minute clock.
3. The Joystick moves each fighter up/down and right/left across the screen. The fighters can rotate positions, so each one can fight from either the right or left side of the screen.
4. **Punches & Kicks:** Pushing the red button while holding the Joystick in various positions delivers punches and kicks as follows:

**Joystick:**

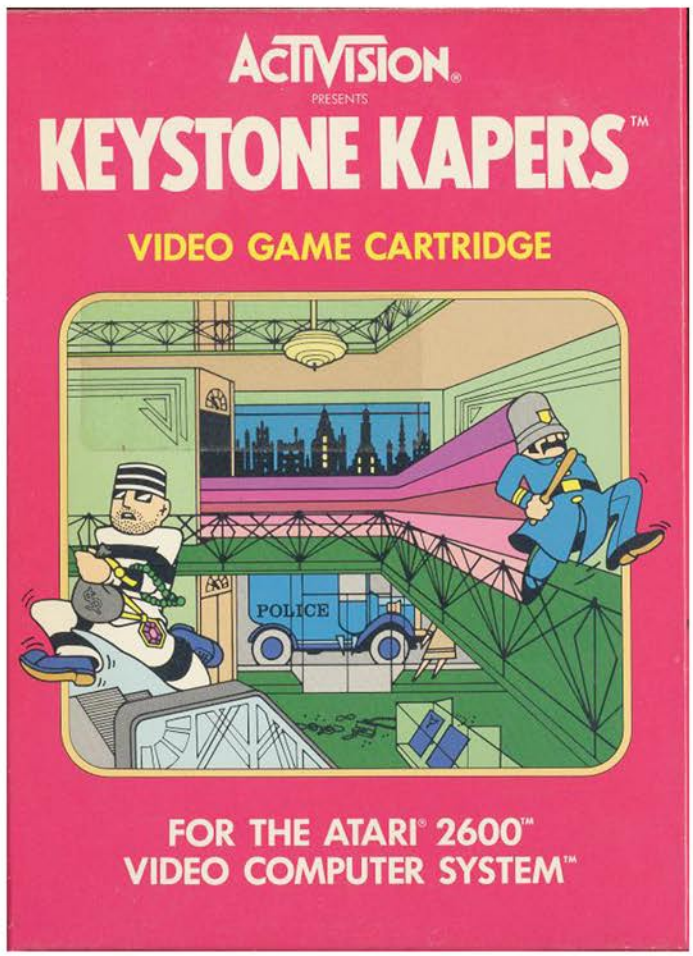
| | | | | |
|---|---|---|---|---|
| NEUTRAL | + | BUTTON | = | UP PUNCH |
| UP | + | BUTTON | = | UP PUNCH |
| DOWN | + | BUTTON | = | STRAIGHT PUNCH |
| RIGHT | + | BUTTON | = | STRAIGHT KICK |
| LEFT | + | BUTTON | = | UP KICK |

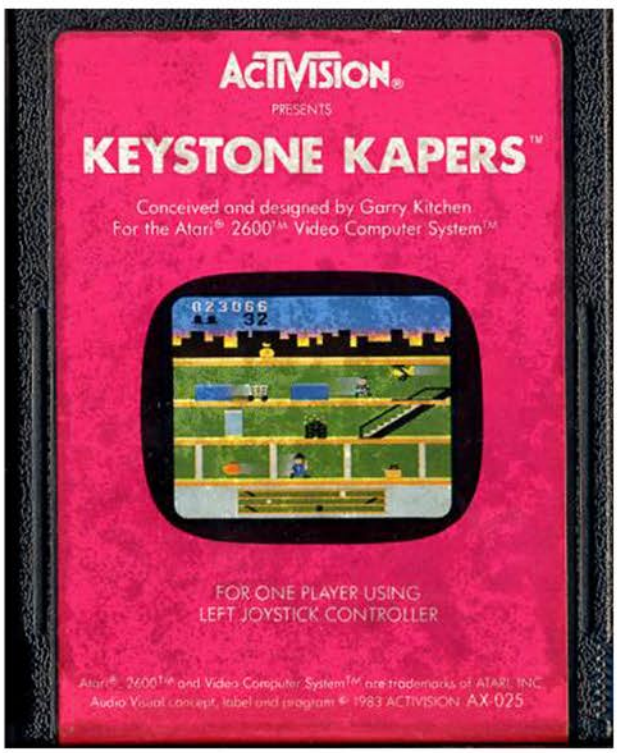
# KEYSTONE KAPERS

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: AX-025
Rarity: 2
Programmer: Garry Kitchen

Take control of Officer Kelly, the most physically fit cop in the history of video games.



While on patrol at Southwicks Department Store he is alerted to the fact that Harry Hooligan is going on a robbing spree and must be stopped. Of course given Harry's jailhouse pinstripes it's kind of hard not to notice that he is up to no good.

The good officer begins on the first floor and must catch up to the fleeing criminal, who has a floor and a half head start to his rooftop escape. Fortunately Kelly is not only fleet of foot, but can keep up his robust pace indefinitely, proving once again the importance of cardio. It's not as simple as catching up to him however, as there are a multitude of obstacles standing in your way. Runaway shopping carts, beach balls, old timey radios, and the deadly biplanes. Touching most of these results in a loss of time, however the biplanes are a one hit kill.

There are two ways to reach the upper floors, escalators and elevators. The escalators are one way, so once you go up you are stuck, however the elevator will move you wherever you want to go. Using the lift can be hit or miss since it's on a random timer, so you have to decide on the fly whether or not its worth waiting for. Paying attention to the in store security system is vital, as it is important not to get ahead of Harry, since he will change direction and move to a lower floor, making it difficult for you to catch up.

As the levels progress the obstacles gain enough speed that you must face them multiple times on a single screen. For the objects you leap over it's not that big of a deal, but for the planes it can eat up a lot of time thanks to the stopping and starting required to stay alive. Thanks to this, your success it tied to how lucky you are with catching the elevator.

While it takes some time for the difficulty level to ramp up, requiring you to repeat the same basic stage multiple times, this is a solid title for the 2600 and is worth checking out.

NEW FOR USE WITH THE ATARI® 2600 SYSTEM™

ACTIVISION
DOLPHIN
VIDEO GAME CARTRIDGE
FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™

Coming in April 1983

Designed by Matthew Hubbard, Dolphin™ is ready to ride the wave. Make way for the first game to use sound effects to let you know of off-screen hazards and escape routes that are looming ahead. You're being chased by a hungry sea monster. As the sun moves across the horizon, you must make your way through schools of sea horses and try to catch the power of the magic seagull. Being chased by a sea monster has never been this exciting before.

ACTIVISION
KEYSTONE KAPERS
VIDEO GAME CARTRIDGE
FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™

Coming in April 1983

Designed by Garry Kitchen to floor you. Start with one greedy burglar. Next, put him in "Burglar-Heaven," in this case, a large, metropolitan department store. He starts swiping things...of course. But wait, you're the blue clad, perplexed policeman with a bowler hat assigned to stop him. From floor to floor, up and down escalators and elevators, the stumbling, bumbling, fumbling, chase is on. For people who love video games, this is exactly the right department.

4

Top Left: Catalog Sample
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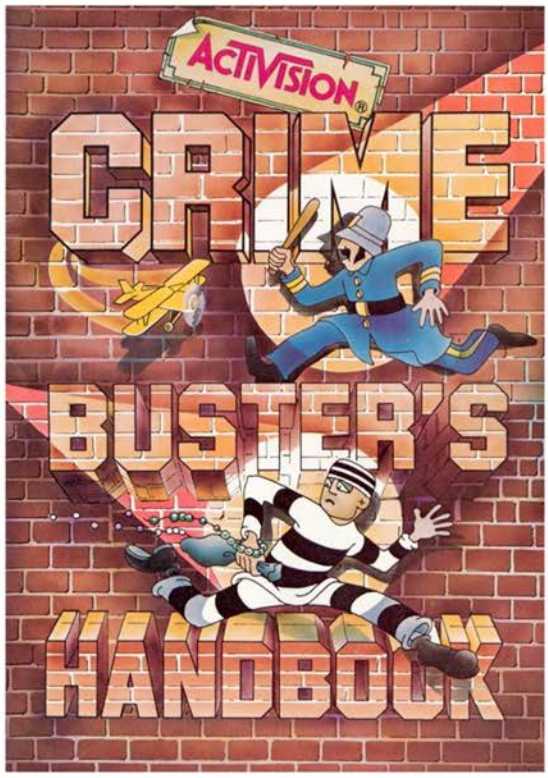
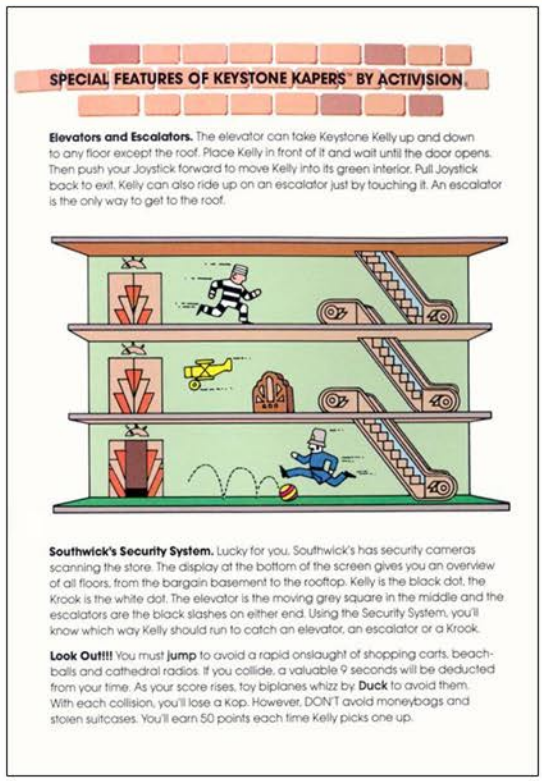
Below: Manual Cover and Page Sample



SPECIAL FEATURES OF KEYSTONE KAPERS™ BY ACTIVISION

**Elevators and Escalators.** The elevator can take Keystone Kelly up and down to any floor except the roof. Place Kelly in front of it and wait until the door opens. Then push your Joystick forward to move Kelly into its green interior. Pull Joystick back to exit. Kelly can also ride up on an escalator just by touching it. An escalator is the only way to get to the roof.

**Southwick's Security System.** Lucky for you, Southwick's has security cameras scanning the store. The display at the bottom of the screen gives you an overview of all floors, from the bargain basement to the rooftop. Kelly is the black dot, the Krook is the white dot. The elevator is the moving grey square in the middle and the escalators are the black slashes on either end. Using the Security System, you'll know which way Kelly should run to catch an elevator, an escalator or a Krook.

**Look Out!!!** You must **jump** to avoid a rapid onslaught of shopping carts, beach-balls and cathedral radios. If you collide, a valuable 9 seconds will be deducted from your time. As your score rises, toy biplanes whizz by. **Duck** to avoid them. With each collision, you'll lose a Kop. However, DON'T avoid moneybags and stolen suitcases. You'll earn 50 points each time Kelly picks one up.

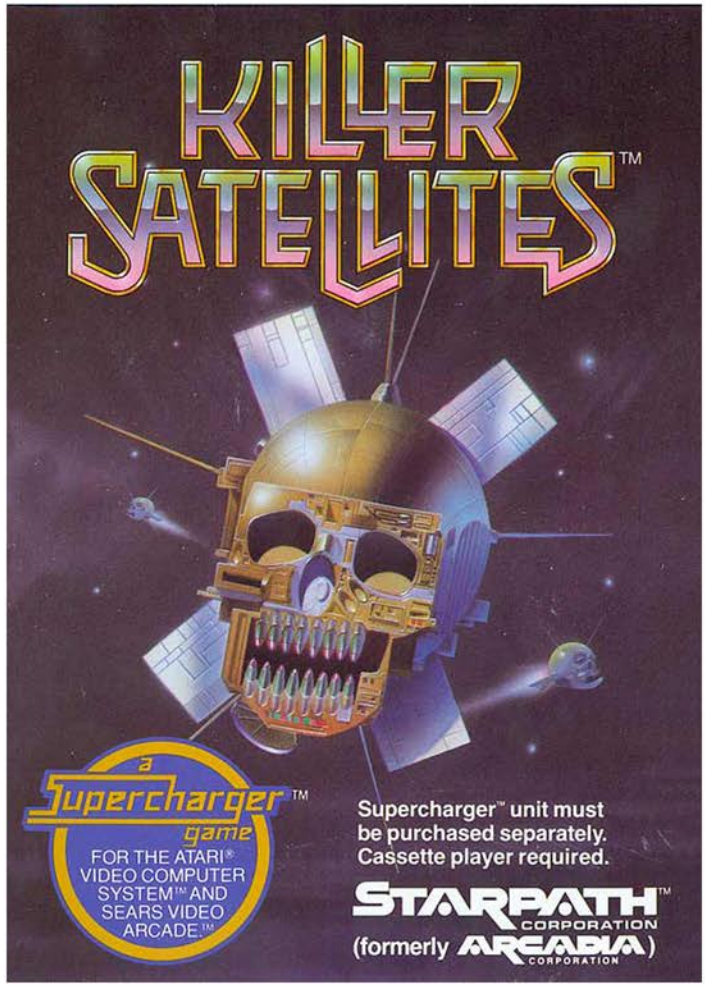
# KEYSTONE KAPERS

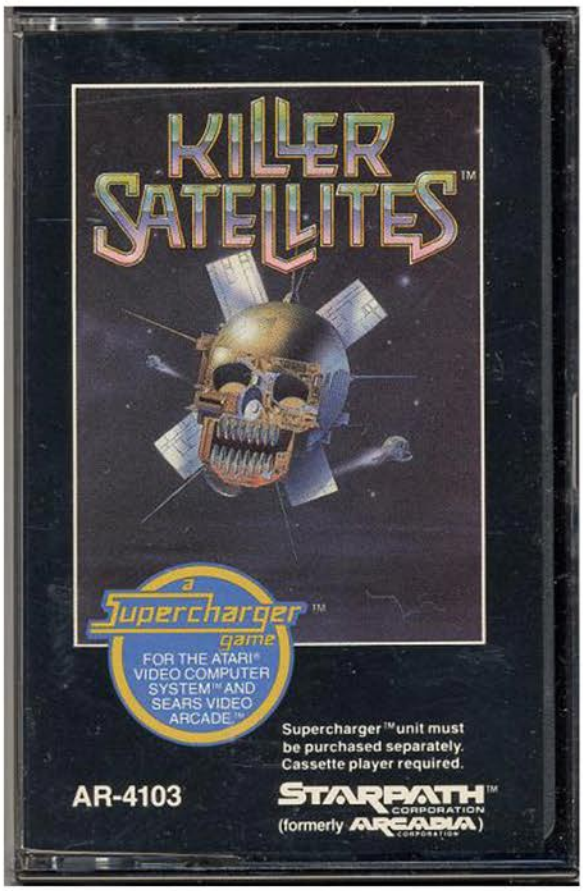
# KILLER SATELLITES

Release Date: 1983
Publisher: Starpath
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AR4103
Rarity: 4
Programmer: Kevin Norman

This is a Defender inspired shooter that ultimately falls flat.



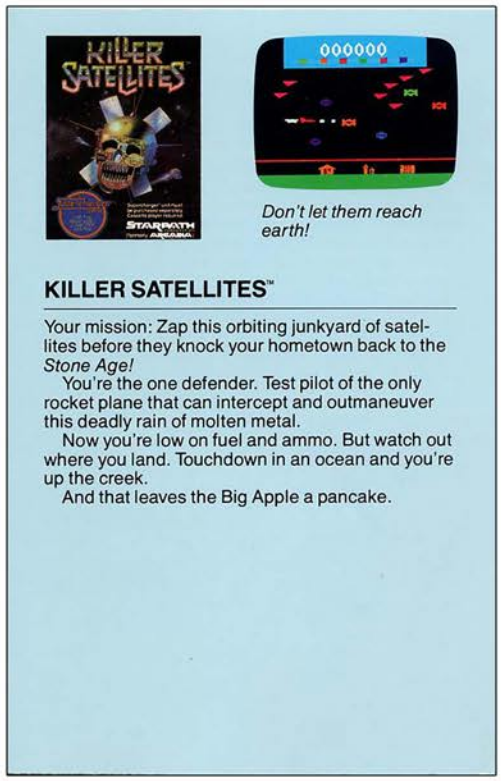
For some reason people on Earth thought it was a wise idea to send thousands of killer satellites into orbit, and now it's coming back to bite them. Long abandoned, these flying death machines have awoken from their slumber and are now descending upon the planet looking for revenge. The only thing standing in their way is a lone pilot who is out to protect the innocent civilians from being wiped out.

As the game begins your rocket ship soars through the air, able to move in all four directions but limited to horizontal fire. Soon after taking control blips start showing up on your radar, letting you know where the enemy is descending from. Simply fly over and blast them before the reach the ground. Fail, and they will destroy one of the houses or buildings, regardless if they score a direct hit or not. They will detonate even if it happens offscreen, so you'll have to be quick to prevent it. Eventually asteroids will join the assault, luckily however there is an energy barrier that protects the civilians from them. Your ship however will be blown to bits should it come into contact with one.

Your ship does have some weaknesses that will need to be watched. You have a limited amount of fuel that will deplete rapidly as you fly around the planet. Run out of fuel and you'll crash to the ground below and be left helpless as the planet is destroyed. Your laser, while rapid fire, will overheat in short order. This means you need to plan your shots carefully or else you'll have to become an unwilling kamikaze.

The action begins slowly, really slowly. The first few levels you will be left hovering all alone as the satellites decide to wander down from space. It doesn't take long for the action to heat up though, with the screen being filled with enemies stretched across the entire horizon. If you don't want to wade through the sluggish start, you can select your starting level which goes up in increments of five. Level twenty seems to be the right about of starting challenge, however to get a glimpse of an impossible game check out level fifty.

While this is a decent spin on the Defender style gameplay, the fact that everything drops from the sky and nothing shoots back at you puts it a step below that all-time great.

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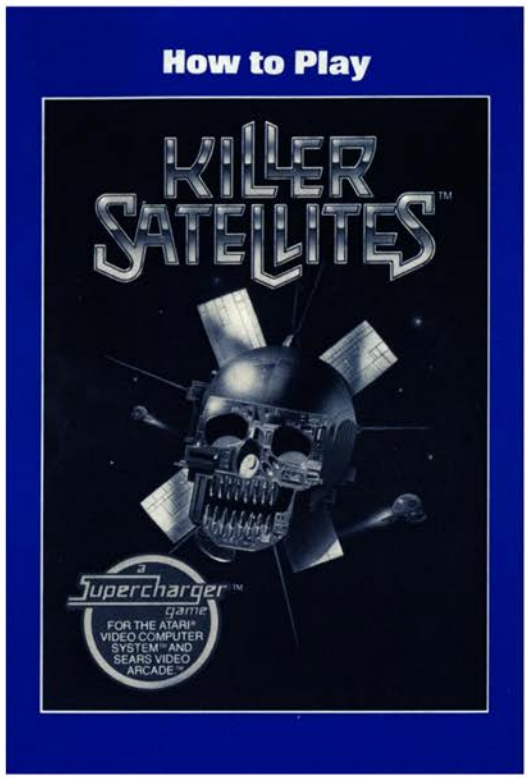
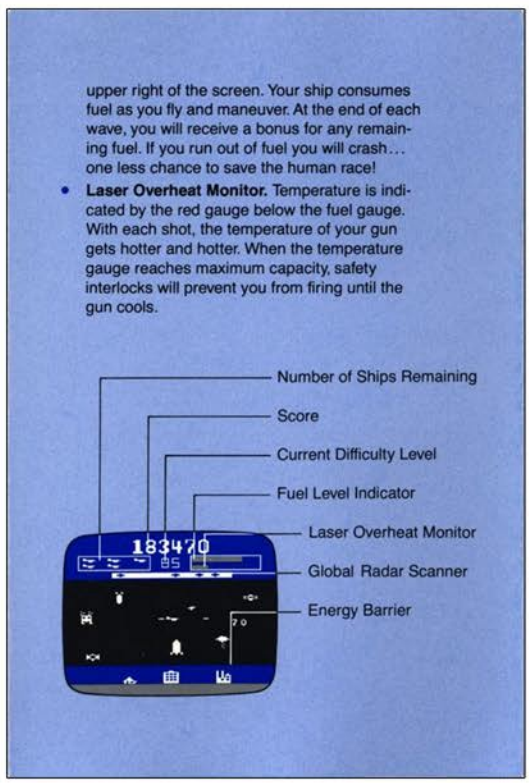


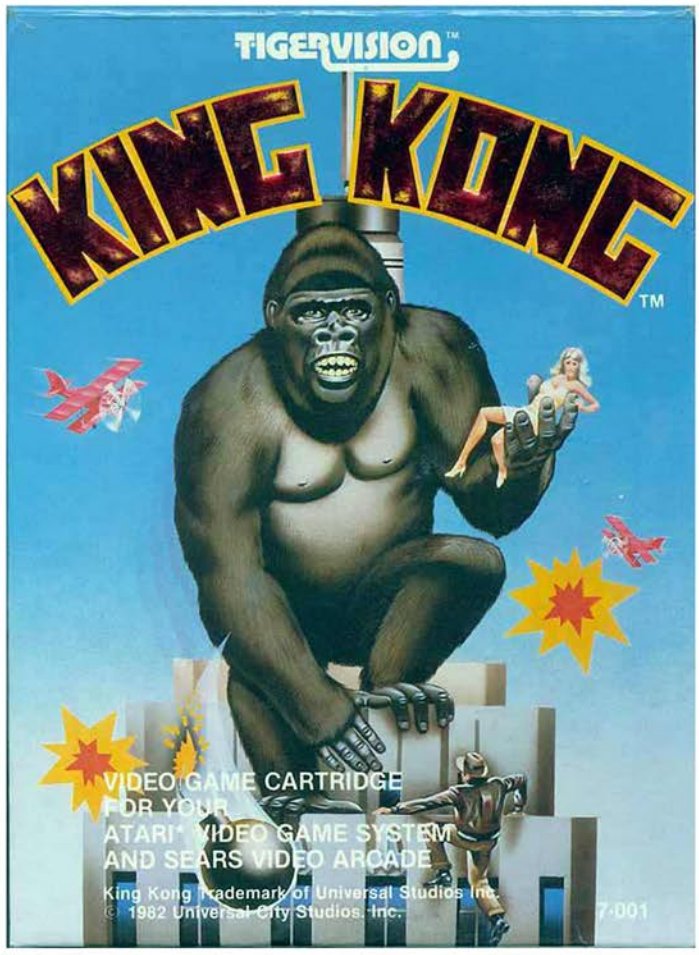

# KILLER SATELLITES

# KING KONG

Release Date: 1982
Publisher: Tigervision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 7-001
Rarity: 5
Programmer: Kari T. Olinger

This Donkey Kong clone falls flatter than Kong when he hit that New York street.

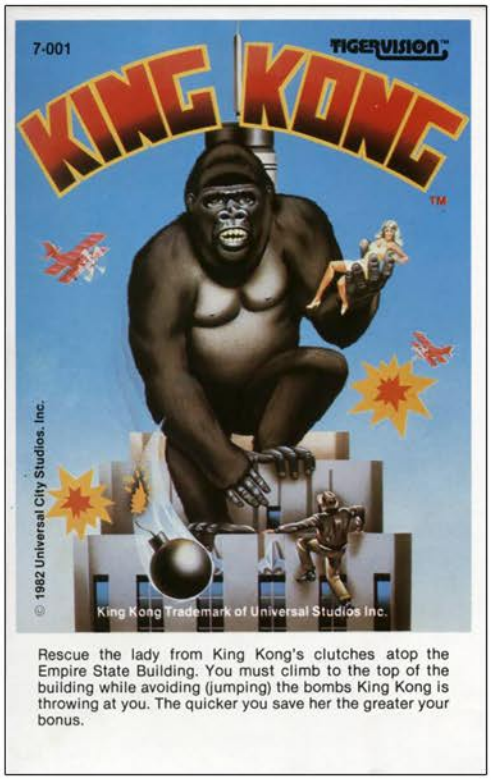


The movie King Kong is an American classic, complete with one of the most iconic scenes ever put to film. During the climax, the famous ape grabs his best girl and climbs to the top of the Empire State building, only to meet his demise at the hands of a squadron of bi-plane fighter pilots. This could have set the stage for an incredible video game setup, unfortunately it was decided that this should be a cheap Donkey Kong knockoff.

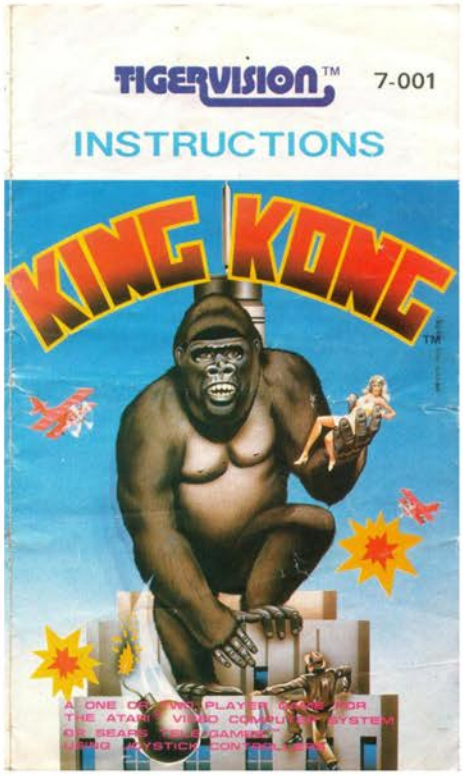
When the game begins, Kong leaps floor by floor to the top of the seven story building, setting your girlfriend on the roof. You start at the bottom and must weave back and forth to reach the ladders that will eventually lead you to your kidnapped love. Kong isn't unarmed however, as he will throw two different varieties of bombs towards you. There are basic round bombs and magic bombs that look like multicolored dynamite. Leaping over the basic ones keeps you alive, while jumping the magic ones will send you flying through the air to the next plateau. Unfortunately this will result in your death half of the time since it will send you into another explosive.

That's just the tip of the iceberg when it comes to the massive problems present in this game. For staters you control the least physically fit hero in the history of video games. He is so slow that he moves about half as fast as the bombs do, and that's just on the first level. If you play long enough to save your lady friend once, the bombs will be moving so quickly that they will catch you as soon as you get off the first ladder. To make this situation worse the bombs start moving back up the screen after reaching the bottom, leaving you to deal with incoming fire from all sides. Due to your lacking agility it won't take long before you explode.

When you throw in the fact that there is only one level, this game is a complete and total disappointment. If you want to see an early example of a quick cash grab by slapping a popular film franchise onto a subpar game, it's worth checking out. If you are itching to play Donkey Kong, you should stick with the original.




Rescue the lady from King Kong's clutches atop the Empire State Building. You must climb to the top of the building while avoiding (jumping) the bombs King Kong is throwing at you. The quicker you save her the greater your bonus.

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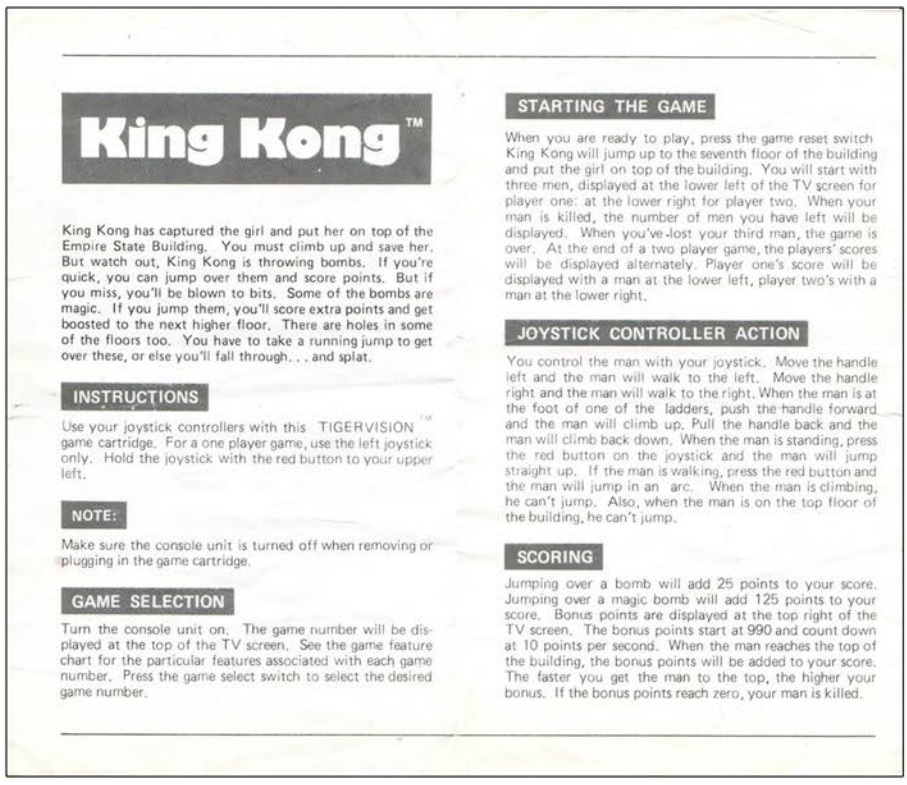


# King Kong™

King Kong has captured the girl and put her on top of the Empire State Building. You must climb up and save her. But watch out, King Kong is throwing bombs. If you're quick, you can jump over them and score points. But if you miss, you'll be blown to bits. Some of the bombs are magic. If you jump them, you'll score extra points and get boosted to the next higher floor. There are holes in some of the floors too. You have to take a running jump to get over these, or else you'll fall through. . . and splat.

## INSTRUCTIONS

Use your joystick controllers with this TIGERVISION™ game cartridge. For a one player game, use the left joystick only. Hold the joystick with the red button to your upper left.

## NOTE:

Make sure the console unit is turned off when removing or plugging in the game cartridge.

## GAME SELECTION

Turn the console unit on. The game number will be displayed at the top of the TV screen. See the game feature chart for the particular features associated with each game number. Press the game select switch to select the desired game number.

## STARTING THE GAME

When you are ready to play, press the game reset switch. King Kong will jump up to the seventh floor of the building and put the girl on top of the building. You will start with three men, displayed at the lower left of the TV screen for player one; at the lower right for player two. When your man is killed, the number of men you have left will be displayed. When you've lost your third man, the game is over. At the end of a two player game, the players' scores will be displayed alternately. Player one's score will be displayed with a man at the lower left, player two's with a man at the lower right.

## JOYSTICK CONTROLLER ACTION

You control the man with your joystick. Move the handle left and the man will walk to the left. Move the handle right and the man will walk to the right. When the man is at the foot of one of the ladders, push the handle forward and the man will climb up. Pull the handle back and the man will climb back down. When the man is standing, press the red button on the joystick and the man will jump straight up. If the man is walking, press the red button and the man will jump in an arc. When the man is climbing, he can't jump. Also, when the man is on the top floor of the building, he can't jump.

## SCORING

Jumping over a bomb will add 25 points to your score. Jumping over a magic bomb will add 125 points to your score. Bonus points are displayed at the top right of the TV screen. The bonus points start at 990 and count down at 10 points per second. When the man reaches the top of the building, the bonus points will be added to your score. The faster you get the man to the top, the higher your bonus. If the bonus points reach zero, your man is killed.

# Kool-Aid Man

Release Date: 1983
Publisher: M Network
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: MT4648
Rarity: 4
Programmer: Steve Tatsumi

This is arguably the best 2600 game based on a grocery store item.

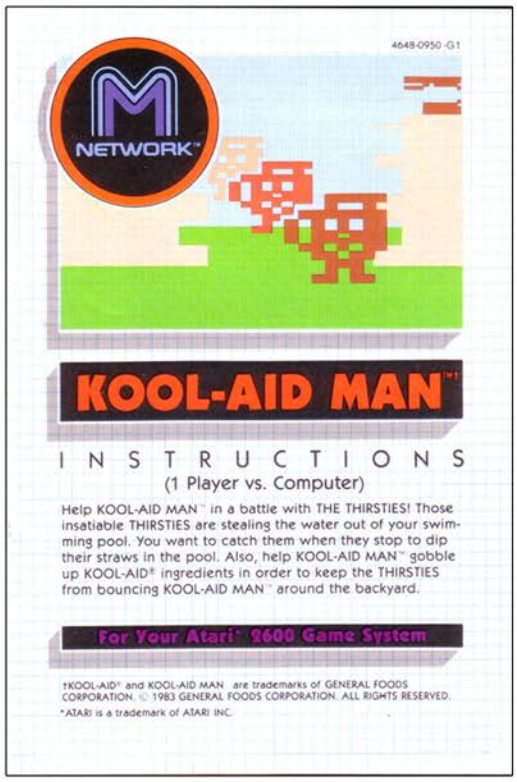
Oh Yeah!  You are the Kool-Aid Man, and it's up to you to help save a Summer day by preventing the sinister Thirsties from drinking all the pool water.  One would think this could be accomplished by offering them some non-chlorine tainted Kool-Aid, but that would be too easy.

When the game begins the Kool-Aid Man performs his signature move, busting through a brick wall, before being his assault on the water stealing enemies.  Unfortunately he used all of his strength breaking down the wall, because he has been reduced to a small pitcher of Kool-Aid.  You can power up your hero by gathering ingredients (represented by W, S, and K for water, sugar and Kool-Aid), however it is nothing more than a sugar high as it only last for two seconds.  To put this in perspective, this is like playing a Superman game and spending ninety-eight percent of the time as Clark Kent.

Even though you spend the bulk of your time as a lowly pitcher, you do have the power to take out your adversaries. Well, provided they have stopped moving and have lowered their straws into the pool below. If the Thirsties touch you before that you will be sent flying across the screen, bouncing off of everything in sight. The enemies show no mercy, as they will kick you while you are down, so on later levels expect to watch helplessly as the pitcher travel the entirety of the screen thanks to the chain reaction.

Thankfully there are no bonus lives, so the only real threat is from how full the pool is. If it empties, it's game over. The water level doesn't replenish between waves, only when you grab the power ups. There is a sixty-second time limit to take out all thirty enemies per stage, which isn't a big deal since the Thirsties will have drained the pool long before the timer hits double zero.

Despite the fact that the title character only makes cameo appearances, this is a solid fast paced title.

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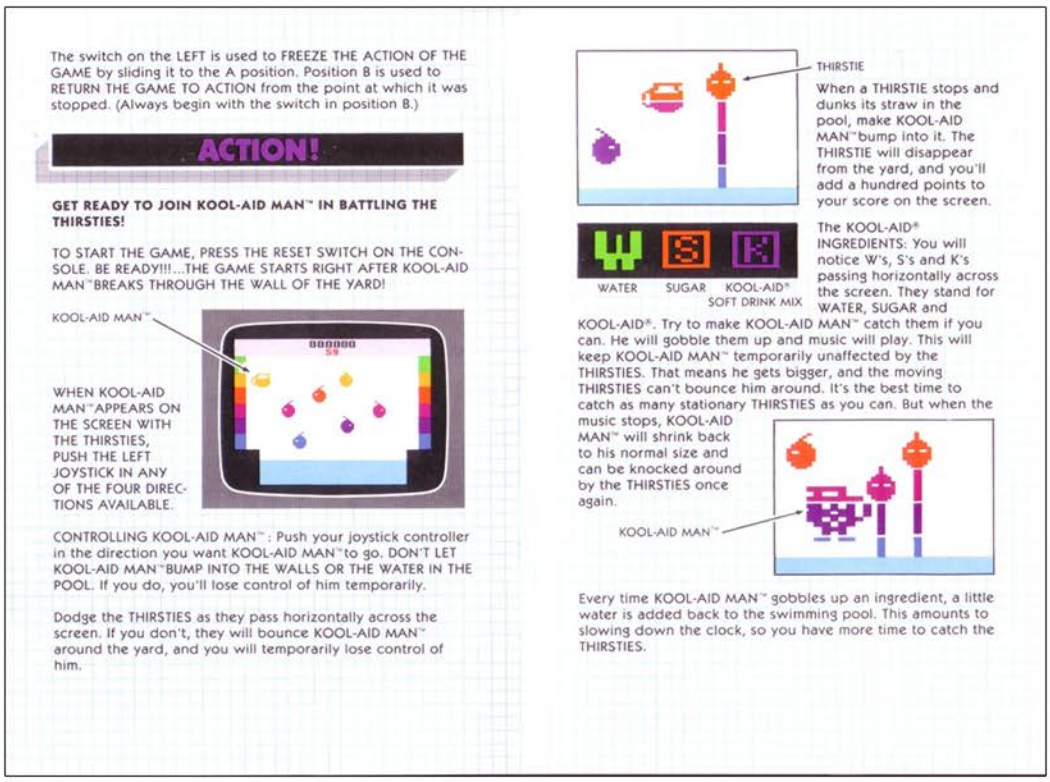


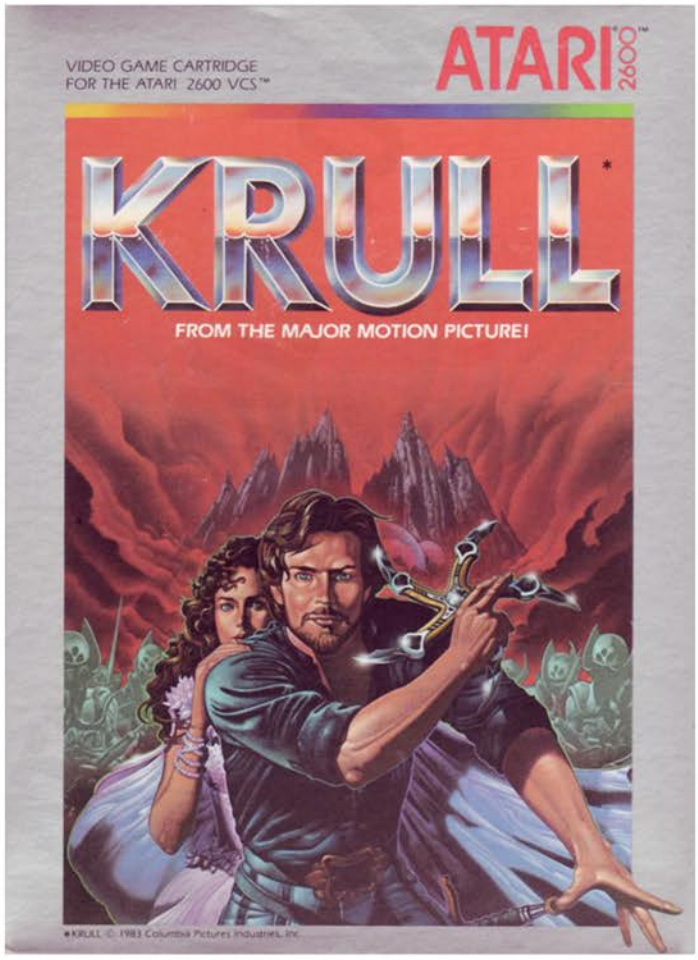

# Kool-Aid Man

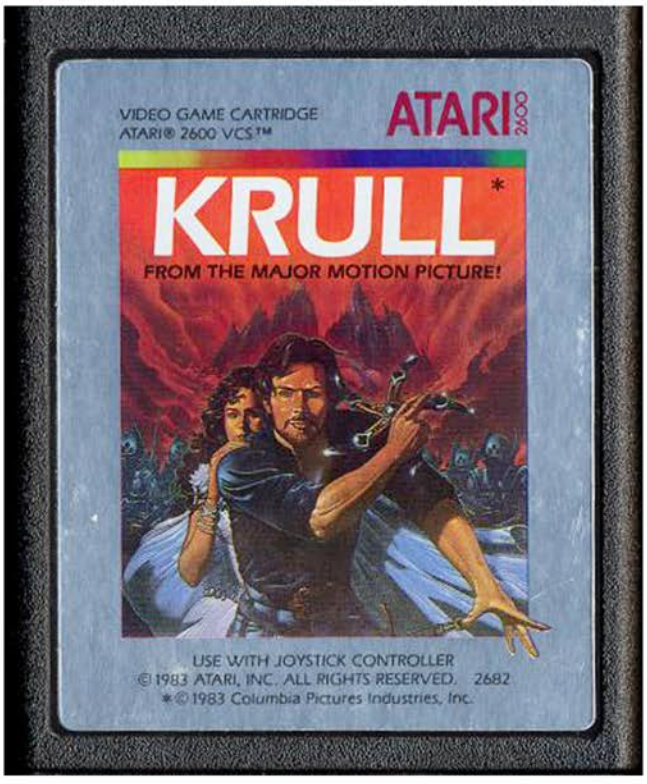
# KRULL

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: CX2682
Rarity: 4
Programmer: Dave Staugas

This is a passable movie based title.



You are Colwyn and it's your wedding day. Unfortunately for you someone has their eye on your bride so they have sent an army of Slayers to kidnap her.

The game begins on your wedding day, which is interrupted mid-ceremony by neon spear throwing Slayers. Armed with only a sword you'll have to run around frantically, stabbing them into submission. No matter how valiantly you fight, their numbers are simply too strong, so your bride Lyssa will be taken. So you do the only rational thing, which is to hop aboard your fire mare and head off in search of the Black Fortress.

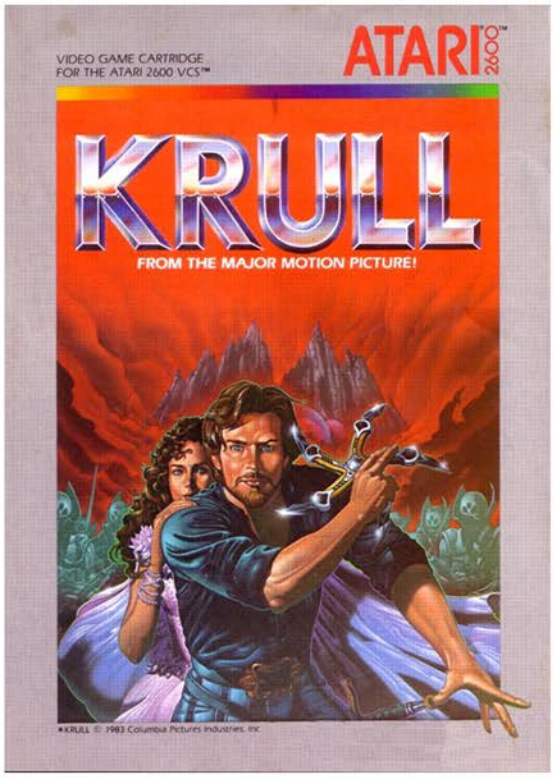
Before you can storm the fortress you need information, specifically where it is. As you ride across the Iron Desert there will be glaives scattered about, which you will need for the coming battle. Timing is everything since if you're a fraction of a second off you won't snag it. Soon you'll have reached the lair of the Widow of Web.

This is one of the most annoying screens in the entirety of the 2600 catalog. Spiderwebs flow out of the center and must be leaped over, however if you touch one of them they'll push you all around the screen with no escape until you hit the edge. While this is bad enough, the constant high pitched tone will have a lot of gamers reaching for the mute button. At the top center of the screen is the cocoon, which when stood in will reveal the location of the Black Fortress. There are eight exits around the room, and you need to make your way to the marked one, or else you'll have to do some more riding about before retrying this stage.

After another ride through the desert, hopefully picking up a few glaives along the way, the Black Fortress will emerge from the ground. Once inside you'll get to face off with the Beast, which is defending a wall you must break down brick by brick in order to free Lyssa. This is accomplished by throwing your glaive, which will bounce back towards you. However if you miss the rebound or if the Beast touches it, the glaive is lost. Sadly the Beast is huge and fast moving, while your glaive is not, so it's very easy to lose them. Run out and you'll have to flee to go wander the desert for more. If you are somehow successful in breaking a hole big enough for Lyssa to escape, she'll grant you the power of fire and you can hurtle a fireball at the Beast and end his reign.

Difficulty and sound annoyances aside, this is a solid arcade style game. There is some nice variety, the graphics look great (especially the Black Fortress rising), and it's fairly entertaining. If you are looking for some arcade gaming, this is worth a look.

Top Left: Title Screen
Top Right: Additional Screenshot
Below: Manual Cover and Sample Page

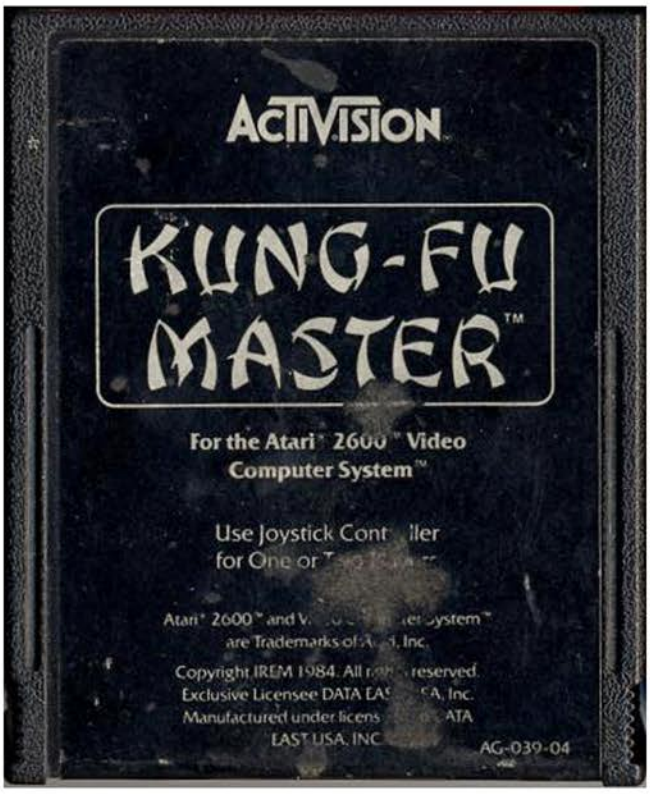


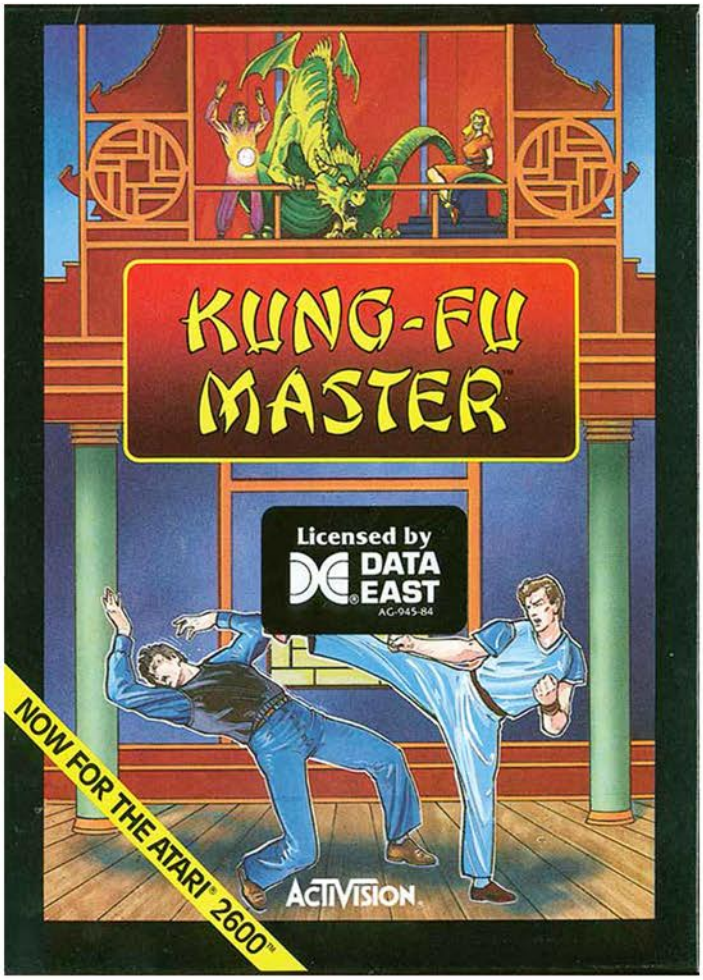
# Kung-Fu Master

Release Date: 1987
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AG-039
Rarity: 4
Programmer: Dan Kitchen

This is an admirable attempt at porting the arcade game that ultimately comes up short.



You are the kung-fu master who is on the warpath to rescue the lovely Princess Victoria from the evil wizard's temple. Over the course of five levels you fight off all manner of bad guy and face numerous obstacles in order to free her. This is easier said than done.

There are multiple enemies that will stand in your way of playing the hero. The basic henchmen whose only move is to hug you to death. The knife-throwers who will keep their distance and chuck blades at you. Midgets that require you to get down on bended knee to deliver a strike. Dragon balls and snake baskets that fall from the sky, and killer moths that attack from above. Your biggest challenger however are the Five Biggies.

At the end of each side scrolling level, you'll face off one on one against a boss. These guys are a lot tougher than your standard baddie, and have a health bar just as long as yours. There are traditional fighters like the Fist Fighter and the Giant Kicker, but some are more unorthodox like the Lightening Magician. Make it to the top of the temple and you'll be doing battle with the Gang Master. Defeat them all and walk off into the sunset with the girl.

The biggest issue with the game is the control scheme, which is severely limited with the single button. Your fighter can deliver both kicks and punches, but in order to do so you must be pressing a direction on the controller, which is problematic. In the arcade version one of the best attack strategies is to stand still and deliver a flurry of blows to take down the enemy as they approach you, which is impossible here. If you simply hit the button your kung-fu master will simply stand there. Due to the requirement to constantly be moving forward, it's very easy to get caught up in a health draining hug.

While it is incredibly impressive that the designers were able to fit the entire arcade game onto a 2600 cartridge, the extremely late release meant it was bound to be ignored by the majority of gamers. Not only was a superior version released on the NES two years prior, but by 1987 home console games had become much more sophisticated, with releases such as Metal Gear, Mega Man and Final Fantasy dominating the landscape. Still, if you want to see just what the 2600 was capable of, this should be one of your go to titles.

**KUNG-FU MASTER**

***Finally. Real-Life Karate for the 2600!***

*Hieeeeeeeeee Ya!* Kick, punch and jump your way through the best (and first!) karate game ever designed for the 2600.

In this high-action game, your martial arts skills let you overcome any challenge. Even the greatest challenge of all–THE WIZARD'S TEMPLE!!!

Avoid demons, dragons, snakes and killer bees while doing battle with the wizard's armed henchmen.

But beware. KUNG-FU MASTER is habit forming. And it's a habit that's hard to "kick." AX-039
Item #BVAA . . . $22.95

**MEGAMANIA**

Imagine being bombarded by the craziest things ever to fall from the Milky Way. Like Super Deluxe hamburgers. Sinister steam irons. Belligerent bow ties–even demonic dice.

If they touch you, they zap you. So zap them first. AX-017
Item #BVAZ. . . . . $14.95

**SKIING**

Take to the slopes, from warm-ups to high speed Olympic thrillers. Whip through the slalom gates in record time. Jump treacherous moguls and dodge trees.

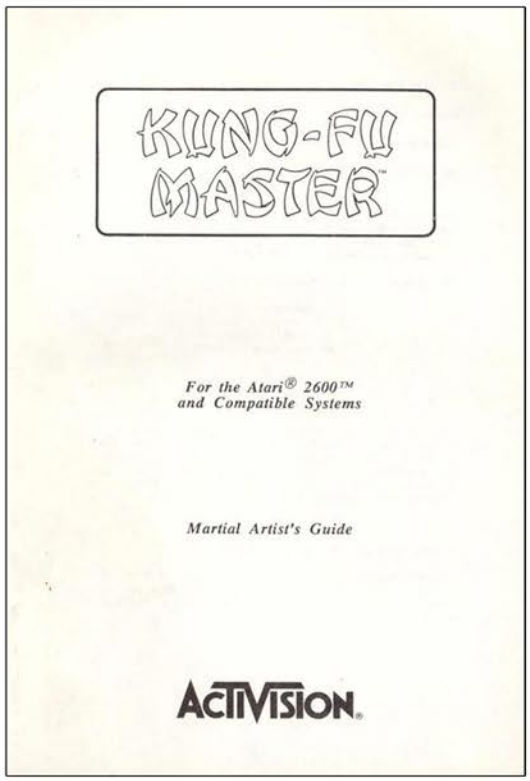
The only place the skiing is this good is on the slopes. AG-005
Item #BVAP . . . . . $14.95

**FREEWAY**

There's this chicken, see? And he wants to get to the other side of the freeway. At rush hour.

You gotta help him, or he'll never make it.

It'll take great timing. Fast reflexes. And a touch of silliness. AG-009
Item #BVAH. . . . . $14.95




*For the Atari® 2600™ and Compatible Systems*

*Martial Artist's Guide*

ACTIVISION.

Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

## *One Friend, Many Enemies*

Princess Victoria is your only friend in this treacherous temple. Everyone else—and everything else—is out to get you. Some of your enemies demonstrate their power in numbers. Others sport some nasty weapons. While still others—like the snakes—are completely indestructible.

You'll quickly learn the ins and outs of doing in your various opponents. Each type requires special handling. Here's a hint or two on how to handle them, just to get you started.

**Henchmen.** They're not that much of a threat for a Kung-Fu Master like you. One punch or kick should do it. Problem is, there's so many of them. And they come at you from both sides. Plus, they'll try to hold on to you and drain your energy.

**Knife-throwers.** Duck or jump to avoid their knives. And use two punches or kicks to knock these guys out of the game.

**Midgets.** These tumbling attackers approach you from either side. Sometimes it's best to get them with a low punch or kick.

**Dragon balls.** Inside each of these innocent-looking falling balls is a fire-breathing dragon, just waiting to singe your ghi off. Destroy the ball before it hits the ground using a single kick. Or duke it out with the dragon with punches or kicks.

**Snake baskets.** Like the dragons, these vile creatures fall from the sky disguised. Only these guys are hidden in baskets. Smash the baskets before they hit the ground. Or stay away from the scurrying snakes inside. Best to jump over them if you have to.

**Killer moths.** They'll fly around annoyingly, trying to sting you. Sting them first with a well-placed punch or kick.

**The Five Biggies.** At the end of each level there's one guy who's bigger and badder than all the others. He can't exactly kill you with one blow, but each of his hits will put a big dent in your energy level. So



if your energy is already low when you meet him, you could be in big trouble.

Here's who's on each level:

Level 1—The Fist Fighter
Level 2—The Boomerang Thrower
Level 3—The Giant Kicker
Level 4—The Lightning Magician
Level 5—The Gang Master

## *Total Control*

As an experienced Kung-Fu Master, you have total control of your every move, every punch, every kick. The key is knowing when and where to use each element of your martial artistry. The following instructions outline precisely what you need to do to execute each move:

**To move right or left,** move the joystick right or left.

**To jump,** push the joystick forward.

**To squat,** pull the joystick back.

**To kick high,** move the joystick to the right or left and press the button.

**To kick low,** pull the joystick back and press the button.

**To punch high,** push the joystick diagonally forward to the right or left and press the button.

**To punch low,** pull the joystick diagonally back to the right or left and press the button.

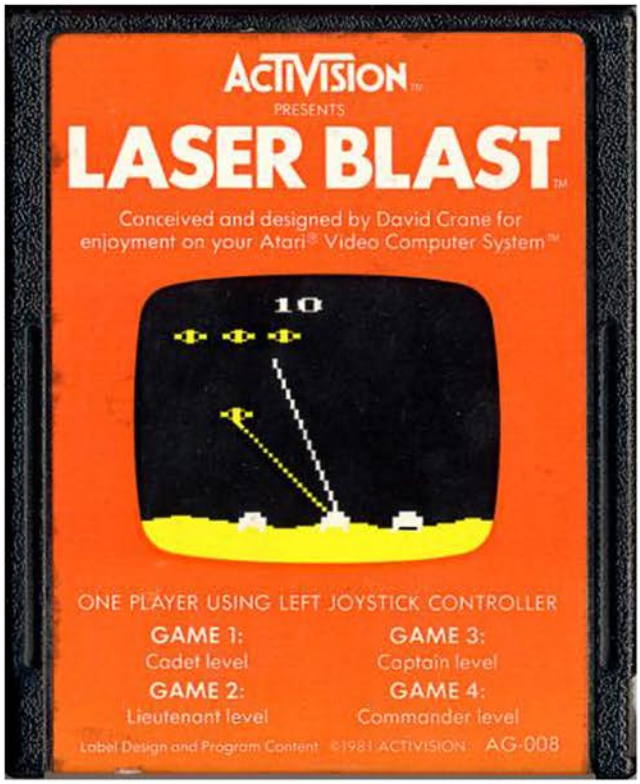
**To break a Henchman's hold,** jiggle the joystick rapidly from side to side.

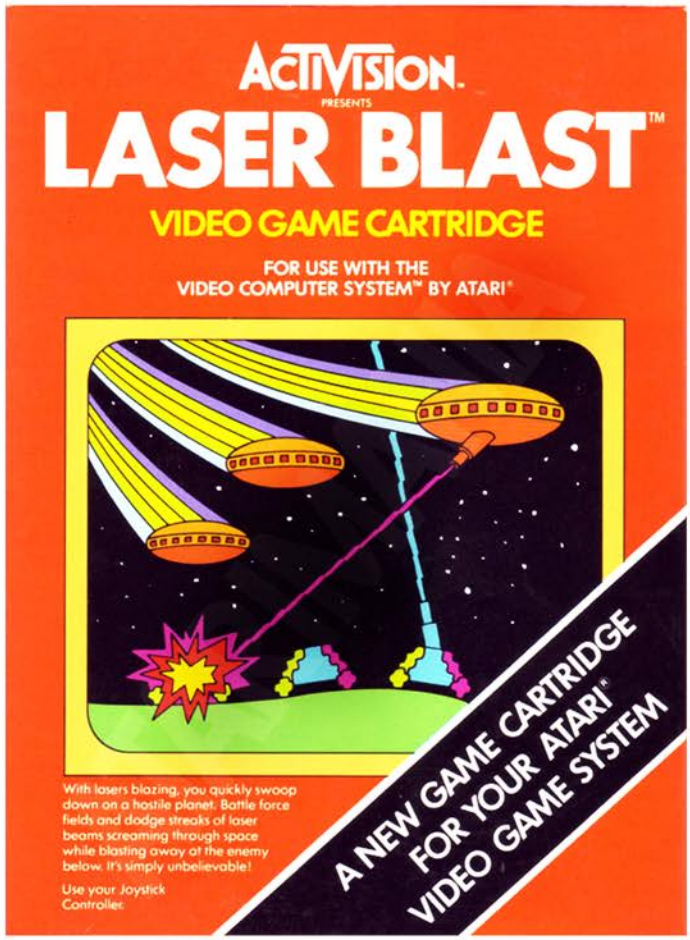
# Laser Blast

Release Date: 1981
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AG-008
Rarity: 2
Programmer: David Crane

This spin on the traditional shooter gameplay comes up a bit short.



Finally, the tables have been turned! Instead of defending your home planet from alien invaders with nothing more than a lone vessel and snowball's chance in hades of surviving, you are now the invader! With a lone vessel. And a snowball's chance in hades of surviving. But at least you get to be the bad guy, so, progress?

When the game begins you take control of your stereotypical flying saucer and must take out at trio of laser turret bases on the ground. This can be accomplished by hovering right over it and firing downward, or by trying an angled shot by holding down the fire button and moving your canon. Don't worry if your aim isn't true since the blast hits the ground with such force that it leaves residual debris that can take out your nemesis should it roll over it. It doesn't last long, but it's nice to know you don't have to have perfect aim to take them out.

Each stage, if you can call it that, consists of three mobile bases. When they are destroyed the screen scrolls over, revealing three more for you to open fire on. This goes on until your invasion fleet has been depleted. There are four difficulty levels, with the first being so easy that you can get into the groove and take everything out before they even have a chance to react. The later difficultly levels however will have your ship descending the ground, destined for a fiery crash before you realize the level has begun.

While this is a rather lackluster title, it should be played for two reasons. The first, of course, is that you are the bad guy. The second is that Laser Blast provides you with the rare opportunity to go all kamikaze and take out the person who ended your life. When your ship is hit it will begin to fall from the sky, but you will still have control over it. By guiding it properly, you can land it on your enemy, making sure that they pay for what they have done. Other than that, there isn't much of a reason to check this one out.

## ACTION GAMES

ACTIVISION
DRAGSTER
VIDEO GAME CARTRIDGE

Designed by David Crane. Watch the countdown, shift gears, pop the clutch and burn rubber. You're in the driver's seat. You can rev your engine but be careful or you'll blow it. True-to-life sound effects and grueling competition bring all the action of the dragstrip right into your living room. It's a race to the finish with Dragster™ by Activision.

ACTIVISION
LASER BLAST
VIDEO GAME CARTRIDGE

Designed by David Crane. Presenting a space shoot-out the likes of which you've never seen or heard before. As Commander of a fleet of intergalactic spacecraft, you come upon some very unfriendly alien types. Get them before they get you and you're awarded points. Brilliant colors and startling sound effects put Laser Blast™ light years ahead of any other space video game.

## COMING SOON

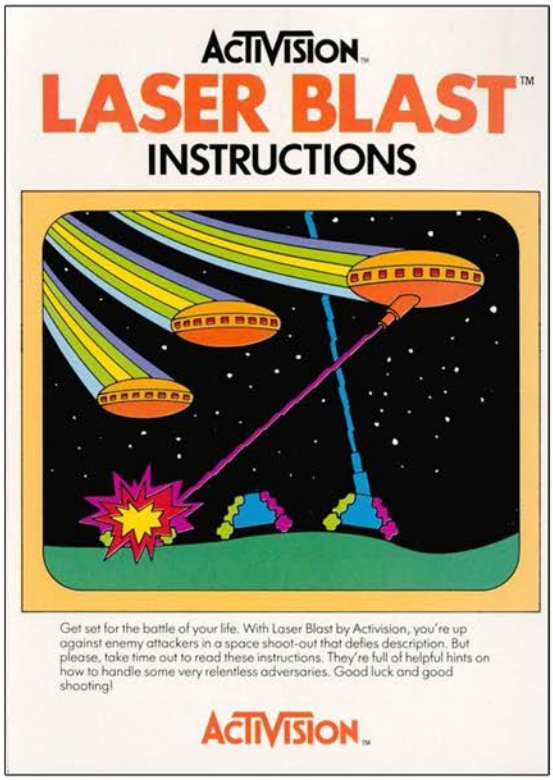
ACTIVISION
FREEWAY™
VIDEO GAME CARTRIDGE

Designed by David Crane. You see, there's this chicken. And he decides he wants to cross the road. Familiar story, right? Except this time the road is a freeway and it's rush hour! Your task is to guide the poor chicken to the other side of the freeway. Get the picture? And if you get the game, you'll agree there's never been anything like Freeway™ by Activision. Available Summer 1981.

ACTIVISION
KABOOM!™
VIDEO GAME CARTRIDGE

Designed by Larry Kaplan. It looks very simple. You have three buckets of water. The cute little guy up on the wall has a whole bunch of bombs. He tosses the bombs and you catch them. Like we said, "Very simple." P.S. Before you know it, bombs are falling at a rate of 13 per second! Is the hand really quicker than the eye? Try Kaboom!™ by Activision and find out. Available Summer 1981.

Top Left: Catalog Sample
Top Right: Patches (100,000 points or 1,000,000 points)
Below: Manual Cover and Page Sample



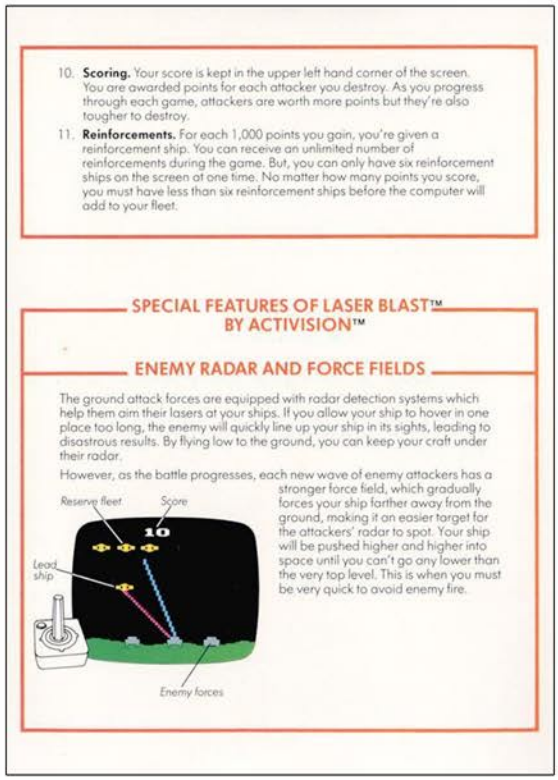
ACTIVISION™

# LASER BLAST™

## INSTRUCTIONS

Get set for the battle of your life. With Laser Blast by Activision, you're up against enemy attackers in a space shoot-out that defies description. But please, take time out to read these instructions. They're full of helpful hints on how to handle some very relentless adversaries. Good luck and good shooting!

ACTIVISION™



10. **Scoring.** Your score is kept in the upper left hand corner of the screen. You are awarded points for each attacker you destroy. As you progress through each game, attackers are worth more points but they're also tougher to destroy.
11. **Reinforcements.** For each 1,000 points you gain, you're given a reinforcement ship. You can receive an unlimited number of reinforcements during the game. But, you can only have six reinforcement ships on the screen at one time. No matter how many points you score, you must have less than six reinforcement ships before the computer will add to your fleet.

### SPECIAL FEATURES OF LASER BLAST™ BY ACTIVISION™

### ENEMY RADAR AND FORCE FIELDS

The ground attack forces are equipped with radar detection systems which help them aim their lasers at your ships. If you allow your ship to hover in one place too long, the enemy will quickly line up your ship in its sights, leading to disastrous results. By flying low to the ground, you can keep your craft under their radar.

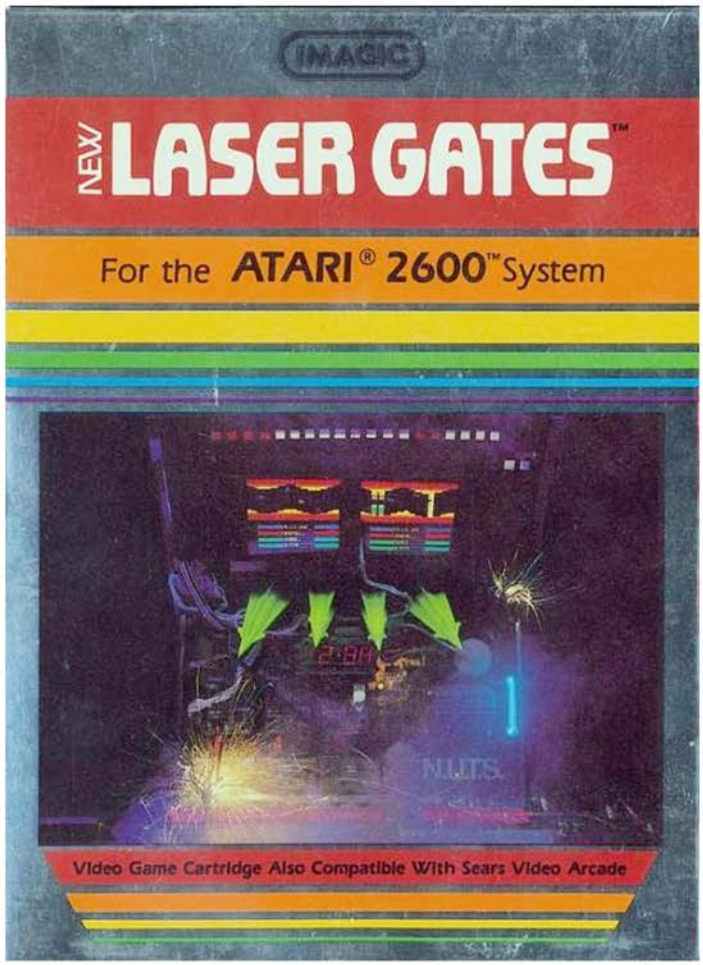
However, as the battle progresses, each new wave of enemy attackers has a stronger force field, which gradually forces your ship farther away from the ground, making it an easier target for the attackers' radar to spot. Your ship will be pushed higher and higher into space until you can't go any lower than the very top level. This is when you must be very quick to avoid enemy fire.

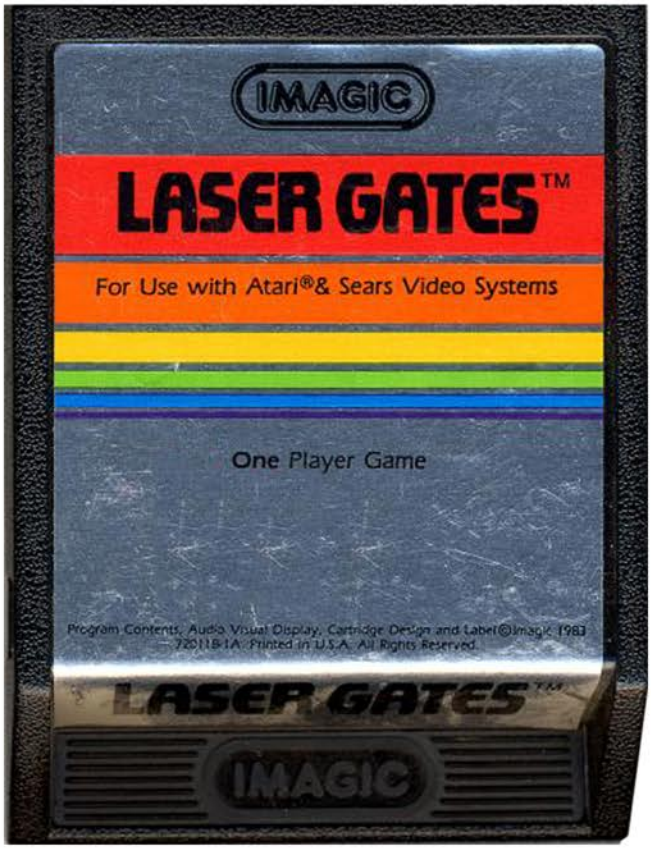
# Laser Gates

Release Date: 1983
Publisher: Imagic
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 03208
Rarity: 5
Programmer: Dan Oliver

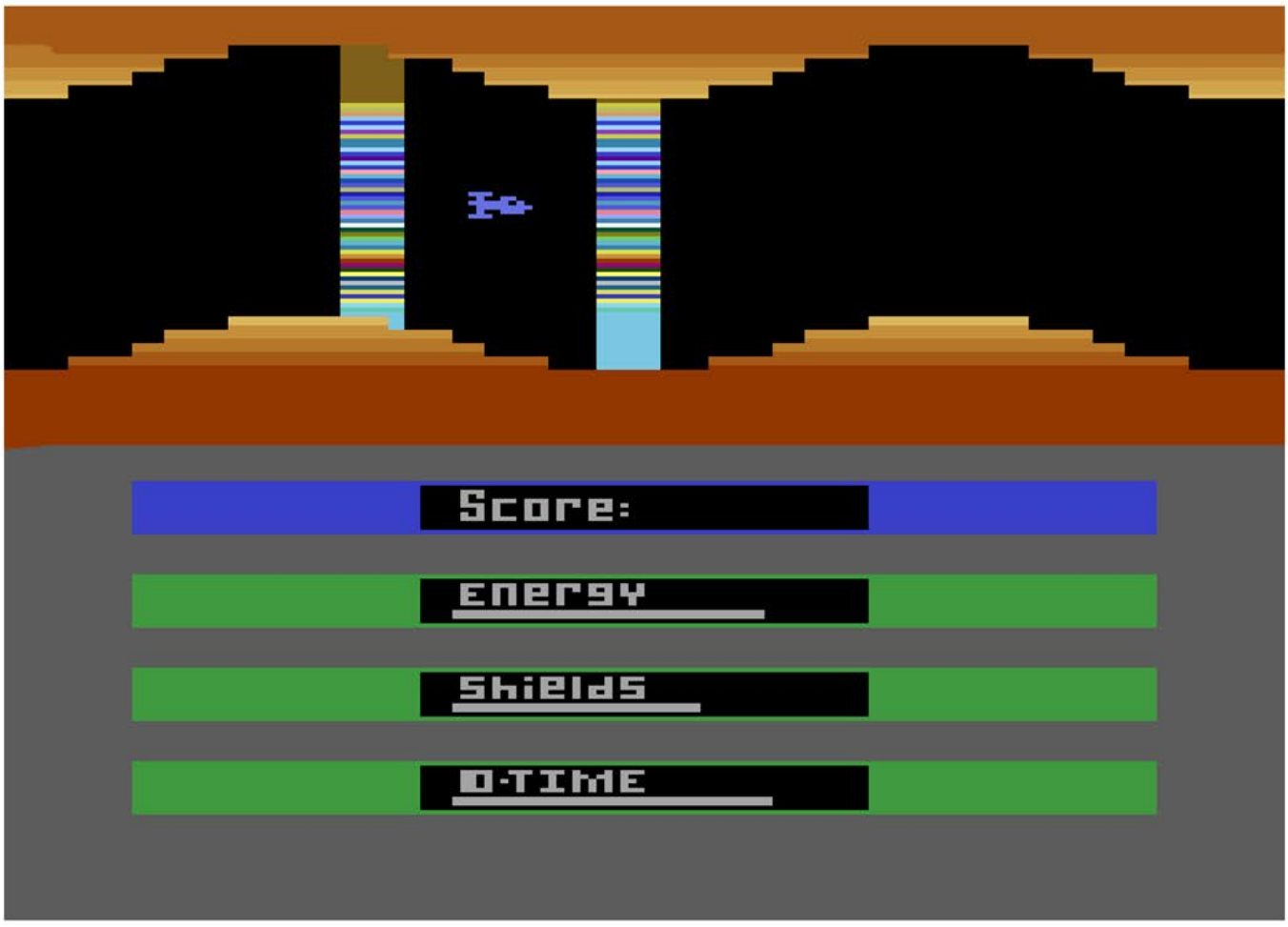
This shooter puts a nice spin on the tried and true gameplay often found in the genre.



After the Wars on Zevon, the Thousand Galaxies came together to find a way to prevent another war. The Cryptic Computer Galactic Defense Synthesizer was created and has successfully maintained the peace for over five hundred years. Unfortunately there has been a malfunction and the Four Failsafe Detonators inside of it have been activated. In light of this news, the Governors of Enderby have sent in the Dante Dart vessel to attempt and prevent detonation, which would destroy all of the known universe. To be fair, if the bombs did go off the mission would be fulfilled since it's difficult to wage war when nobody is left alive.

To prevent the extermination of all known life it's up to you to pilot your ship through a laser barrier filled computer. These laser gates come in three varieties, flexing, flashing and fixed. The flexing open and close to give you a brief opportunity to fly through while the flashing vanish and materialize at random intervals. The fixed has a single opening that moves up and down, which is surprisingly difficult to traverse once it speeds up and expands in size.

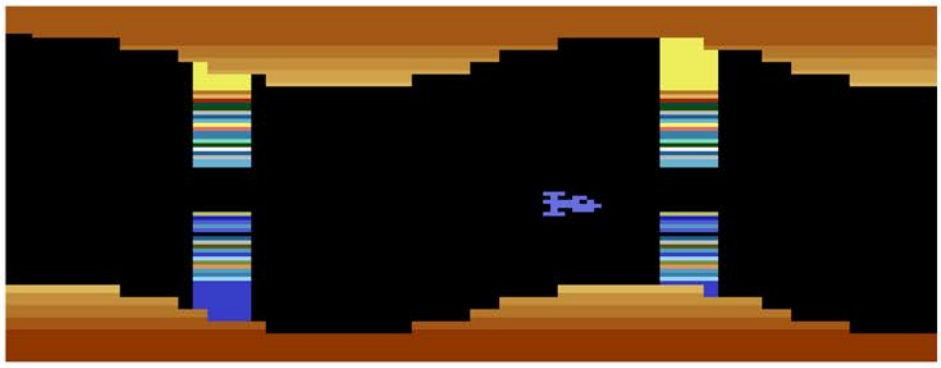


Death barriers aren't the only threat you face, as there are radars with anti-aircraft guns, homing missiles and byte bats. The bats and the radars are easy enough to handle, but the homing missiles are more problematic. Not only are they quick, but they are sleek and difficult to shoot, giving you only a couple of attempts at destroying them before impact.

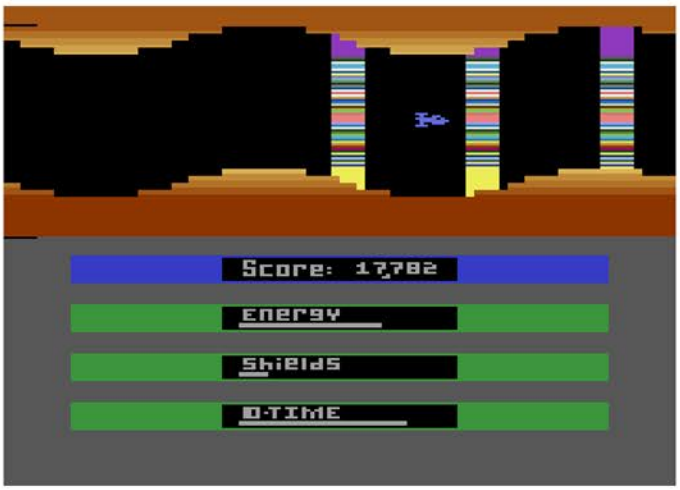
The action takes place on the top third of the screen, while the bottom two-thirds display all of your ship's vitals. Your energy depletes rapidly, so it's important to pick up the energy pods when they appear. Your shield is the single most important feature of your ship, giving you twenty-four units of defense, which sounds like a lot until you realize most enemies hit for six damage. The final gauge keeps track of how much time you have to reach the next detonator before it goes off, which is the game's biggest issue.

Due to the limited time you are forced to push ahead as quickly as possible to reach the detonator. The problem with this is that the ship must be as far right as it can get, which gives you absolutely zero reaction time to the upcoming threats. As a result making it to your destination in time requires a lot of luck.

Despite that hiccup and the limited playfield, this is a nice take on the scrolling shooter genre. If you like the thought of saving the known universe by blowing stuff up, it's worth checking out.



## Laser Gates



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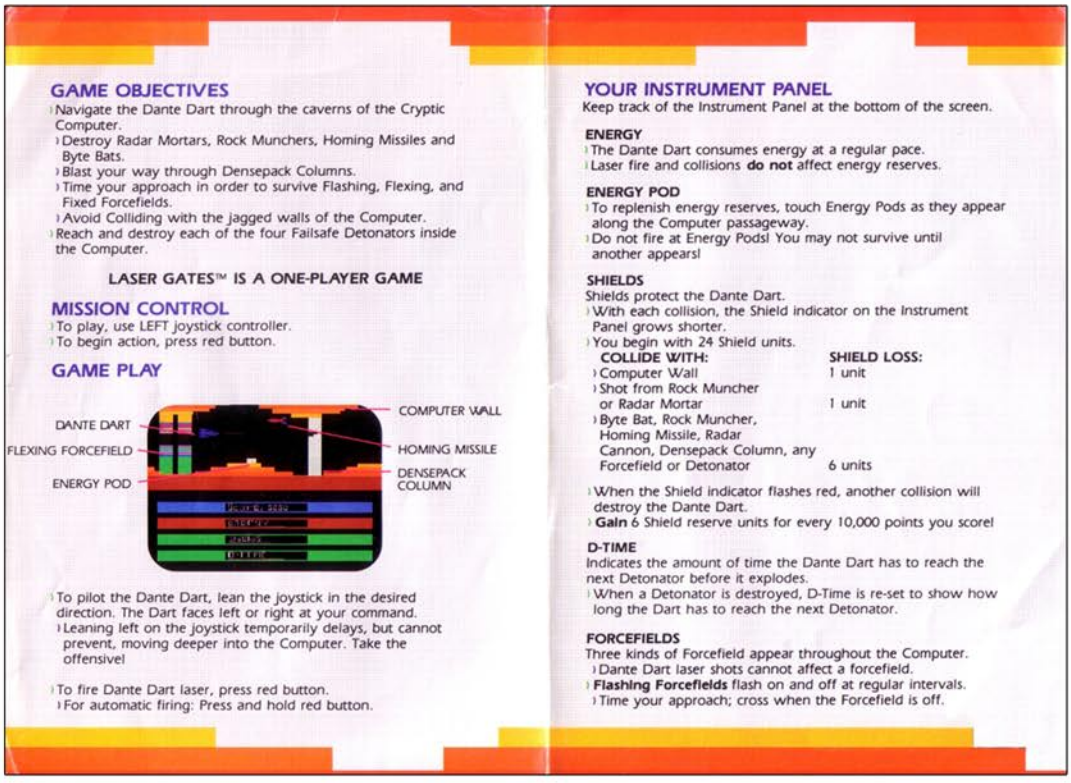


## GAME OBJECTIVES

- Navigate the Dante Dart through the caverns of the Cryptic Computer.
- Destroy Radar Mortars, Rock Munchers, Homing Missiles and Byte Bats.
- Blast your way through Densepack Columns.
- Time your approach in order to survive Flashing, Flexing, and Fixed Forcefields.
- Avoid Colliding with the jagged walls of the Computer.
- Reach and destroy each of the four Failsafe Detonators inside the Computer.

**LASER GATES™ IS A ONE-PLAYER GAME**

## MISSION CONTROL

- To play, use LEFT joystick controller.
- To begin action, press red button.

## GAME PLAY



- To pilot the Dante Dart, lean the joystick in the desired direction. The Dart faces left or right at your command.
- Leaning left on the joystick temporarily delays, but cannot prevent, moving deeper into the Computer. Take the offensive!
- To fire Dante Dart laser, press red button.
- For automatic firing: Press and hold red button.

## YOUR INSTRUMENT PANEL

Keep track of the Instrument Panel at the bottom of the screen.

**ENERGY**

- The Dante Dart consumes energy at a regular pace.
- Laser fire and collisions **do not** affect energy reserves.

**ENERGY POD**

- To replenish energy reserves, touch Energy Pods as they appear along the Computer passageway.
- Do not fire at Energy Pods! You may not survive until another appears!

**SHIELDS**

Shields protect the Dante Dart.

- With each collision, the Shield indicator on the Instrument Panel grows shorter.
- You begin with 24 Shield units.

| COLLIDE WITH: | SHIELD LOSS: |
|---|---|
| Computer Wall | 1 unit |
| Shot from Rock Muncher or Radar Mortar | 1 unit |
| Byte Bat, Rock Muncher, Homing Missile, Radar Cannon, Densepack Column, any Forcefield or Detonator | 6 units |

- When the Shield indicator flashes red, another collision will destroy the Dante Dart.
- **Gain** 6 Shield reserve units for every 10,000 points you score!

**D-TIME**

Indicates the amount of time the Dante Dart has to reach the next Detonator before it explodes.

- When a Detonator is destroyed, D-Time is re-set to show how long the Dart has to reach the next Detonator.

**FORCEFIELDS**

Three kinds of Forcefield appear throughout the Computer.

- Dante Dart laser shots cannot affect a forcefield.
- **Flashing Forcefields** flash on and off at regular intervals.
- Time your approach; cross when the Forcefield is off.

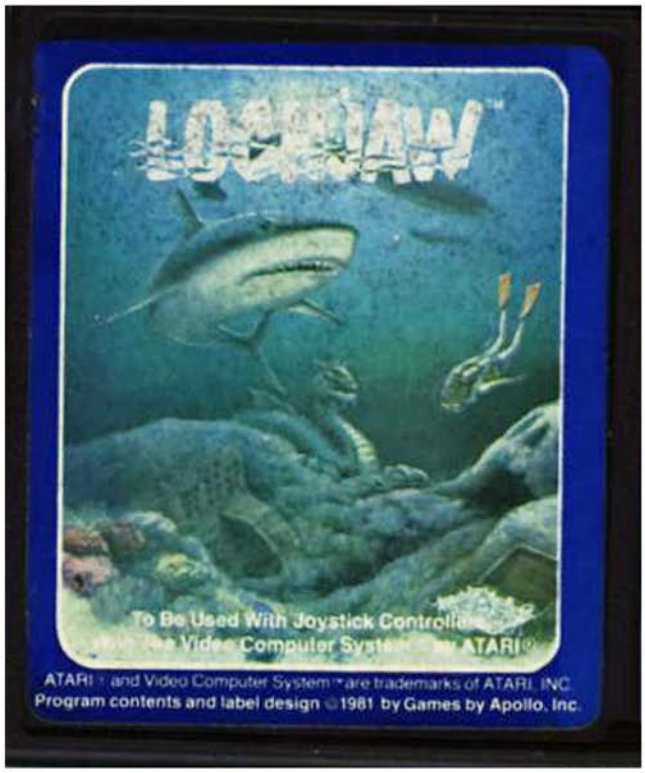
# LASER GATES

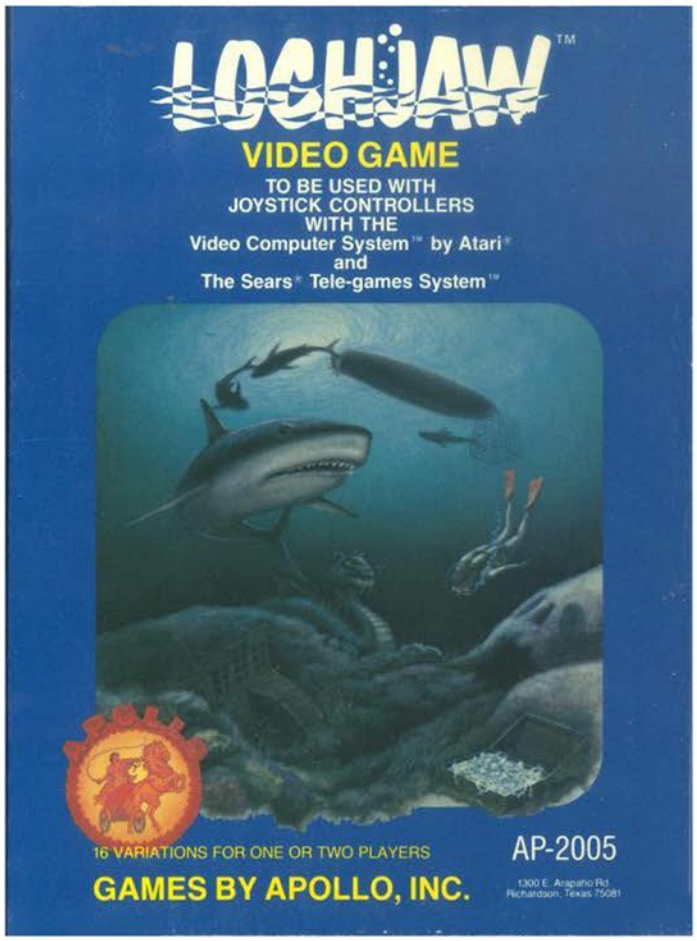
# LOCHJAW

Release Date: 1981
Publisher: Apollo
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: Shark Attack
Model #: AP2005
Rarity: 9
Programmer: Steve Stringfellow

This Pac-Man clone is held back from greatness by some major flaws.



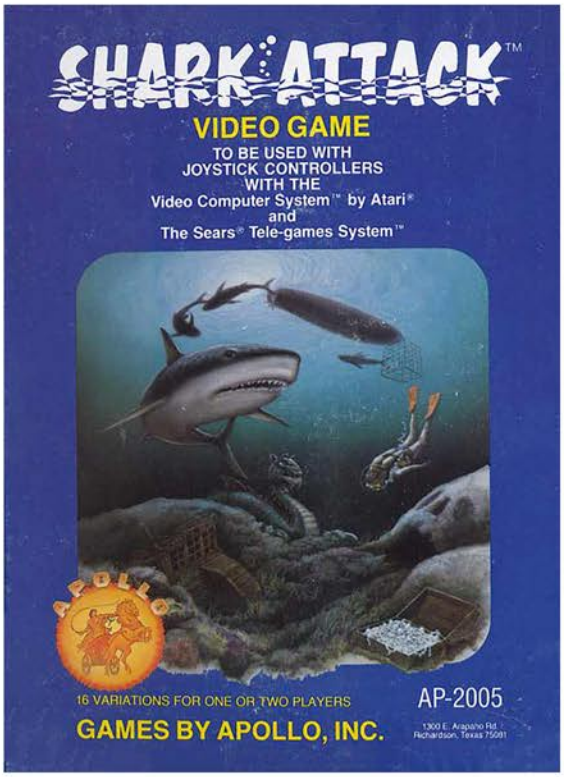



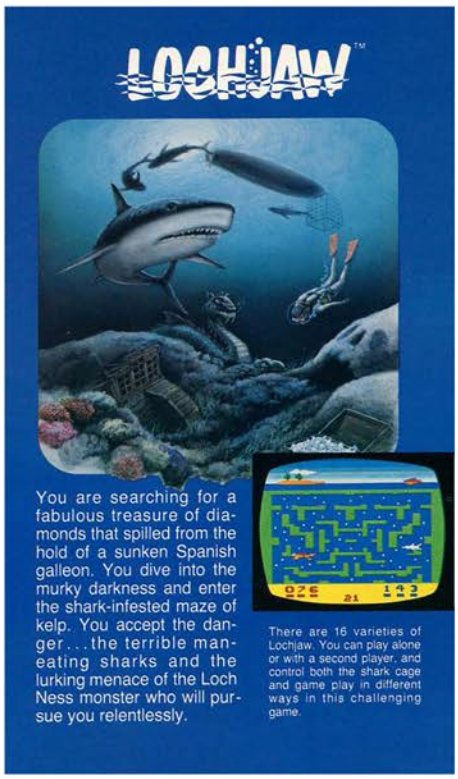
In this Pac-Man clone you are a deep sea diver who is searching for diamonds from the hold of a 16th century Spanish galleon that sank due to a massive storm centuries ago. As the diver descends into Davey Jones' Locker he finds that it has been covered in a massive amount of kelp that bogs him down at every turn. He is also not alone in this undersea maze, as there is a hungry shark patrolling the waters.

You begin your quest for riches in the safety of your shark cage, which when closed will protect you from danger. Surrounding the shelter are a couple dozen diamonds for you to liberate from their watery grave. You aren't the only one hunting however, as the shark will randomly appear from the side of the screen and swim in a straight line across. Unless you are collecting treasure from the edges of the screen and get ambushed, the shark is easy enough to dodge.

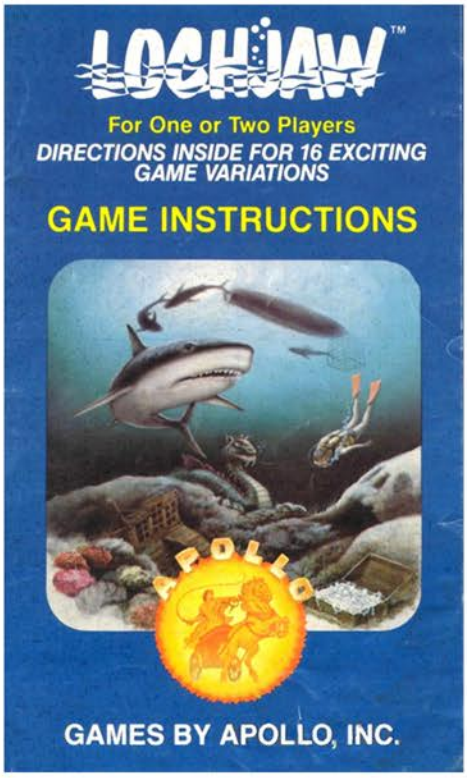
Tucked away in each corner are mystery caves that, when entered, will randomly transport you to one of the other corners. Given the lack of threat presented by the shark, it's unlikely you will ever need to use these. However, should you try it out on a whim you should know that it has the potential to unleash the deadliest enemy in the game, the Loch Ness Monster. Apparently Nessie is on vacation from Scotland, which explains why when she is disturbed she pursues you relentlessly through the maze and ends your life. The only way to pacify Nessie is to lure her back to a cave, which is highly unlikely due to the fact she swims nearly twice as fast as you.

The biggest problem the game has is with the maze itself. While the layout is fine, the collision detection makes it a chore to navigate. It is way too easy to get hung up on a corner, making smooth swimming all but impossible. Which is a shame since without this issue Lochjaw could have been a quality title. As it stands, it's biggest claim to fame is the fact that they had to change the title due to a pending lawsuit from the makers of Jaws.




Top Left: Rename Release Box
Top Right: Catalog Sample
Below: Manual Cover and Page Sample

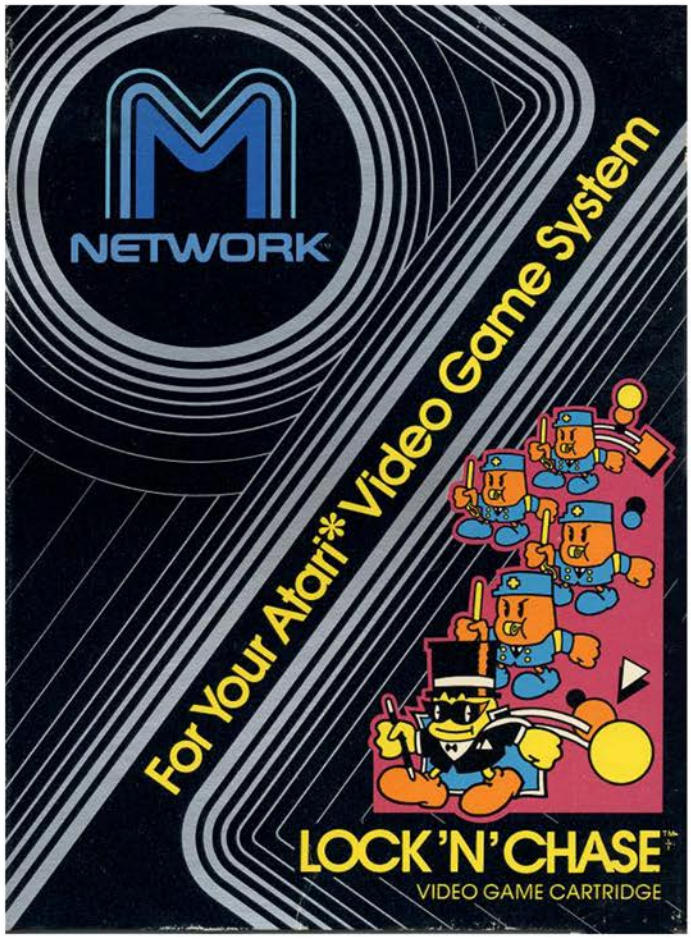


# Lock ‘n’ Chase

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 1 - 2
Genre: Arcade

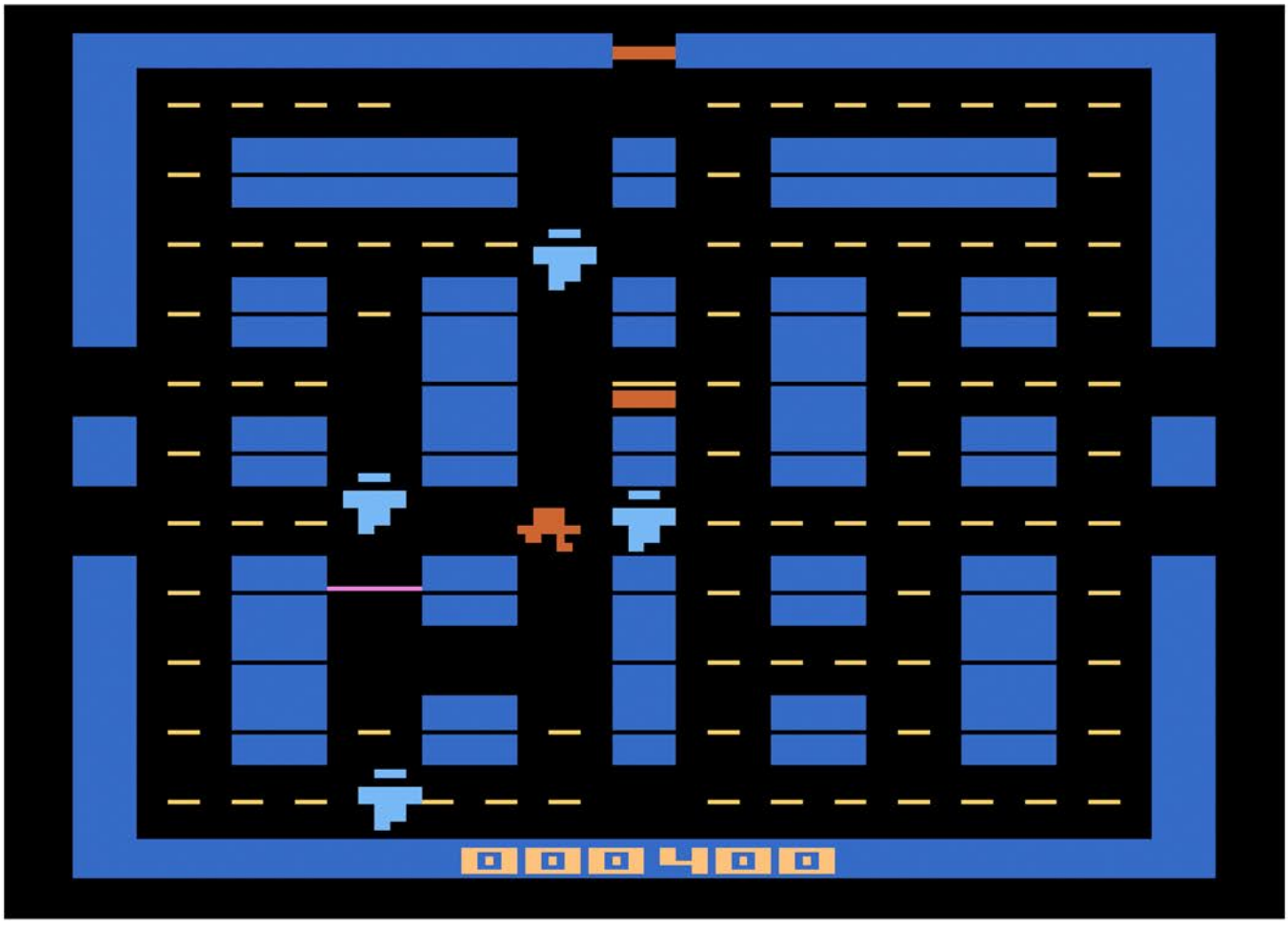
Alternate Title: N/A
Model #: MT5663
Rarity: 2
Programmer: Bruce Pedersen

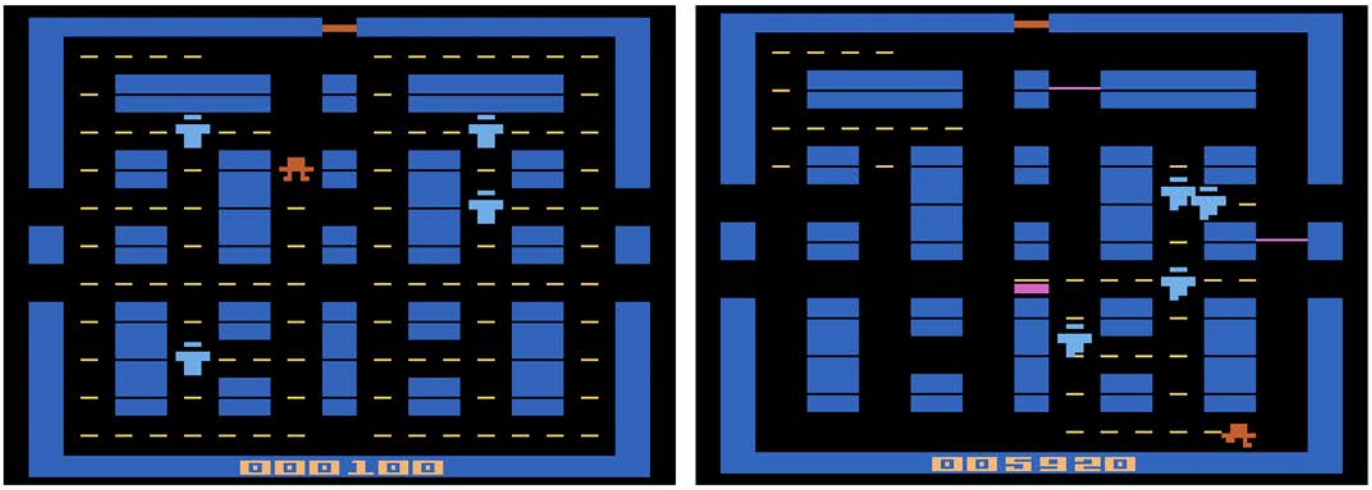
This is a solid attempt at brining the arcade game to the Atari 2600.



The concept is a timeless one, you are a bank robber who must collect as much gold as you can from the bank vault while avoiding capture at the hands of a quartet of police officers. While you don't have any weapons at your disposal to keep the coppers at bay, you do have a magical ability to create temporary doors to block your pursuers path. While not an ideal situation, it is better than nothing.

As the game begins you take control of your mystical thief and begin running through the vault maze collecting gold bars. Soon after you begin, four officers of the law appear on the sides of the screen to begin their pursuit. Once you pick up every last thing of value from the bank, the red door at the top of the level will open, allowing you to escape to the next bank to pilfer everything they have as well.

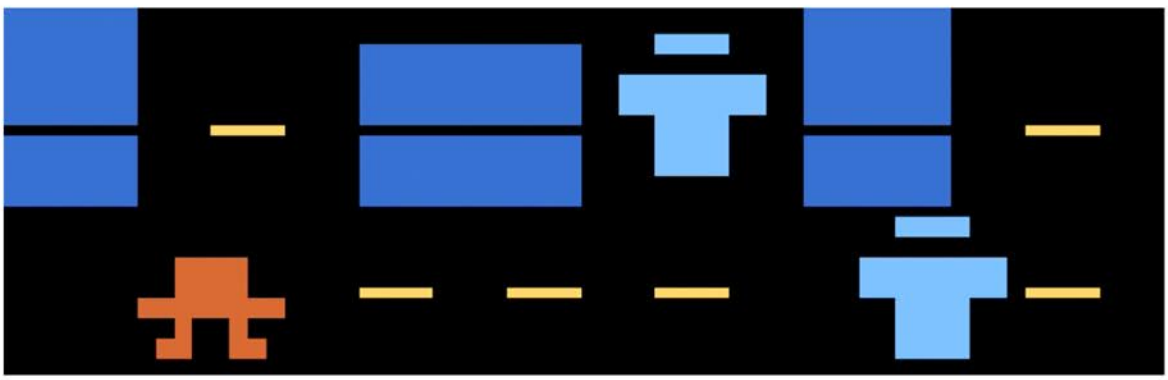


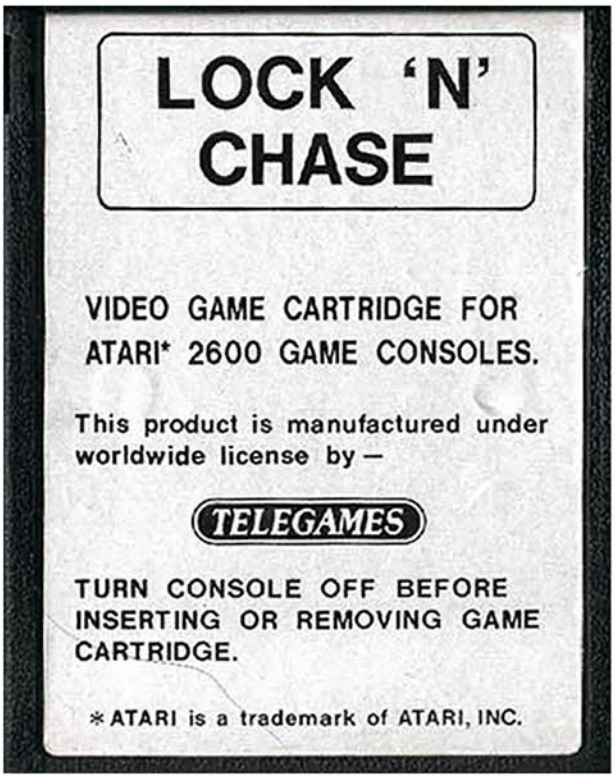


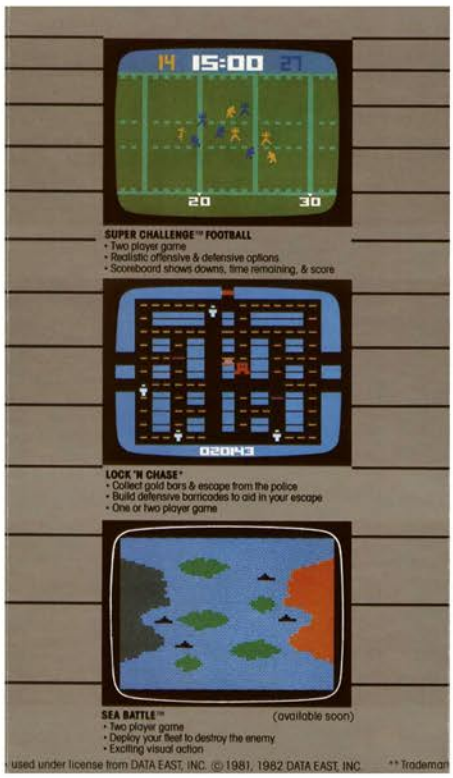

If you have played Pac-Man, then this setup and sequence of events will feel familiar, even down to the random bonus items appearing in the center of the maze (although this time around there are two spots where they can appear). There are no power-ups that allow you to turn the tables, but your ability to create doors gives you a bit of a defense. Unfortunately there are several issues with this power. The first of which is that they can only be placed horizontally, meaning if you are trying to escape to the east or west you won't be able to do anything until you turn the corner. The other issue is that there are only a handful of places where doors can be built, so if you hit the button to build one there is a decent chance it's going to appear in the wrong spot.

The door limitations can be worked around, the sound is an entirely different situation. Every time you pick up a gold bar, it is accompanied by an eardrum shattering "ping" noise. If that wasn't bad enough, whenever a bonus item appears, an alarm sound goes off that is equally as annoying. If you decide to play this for more than two levels, it might be in your best interest to turn the sound way, way down.

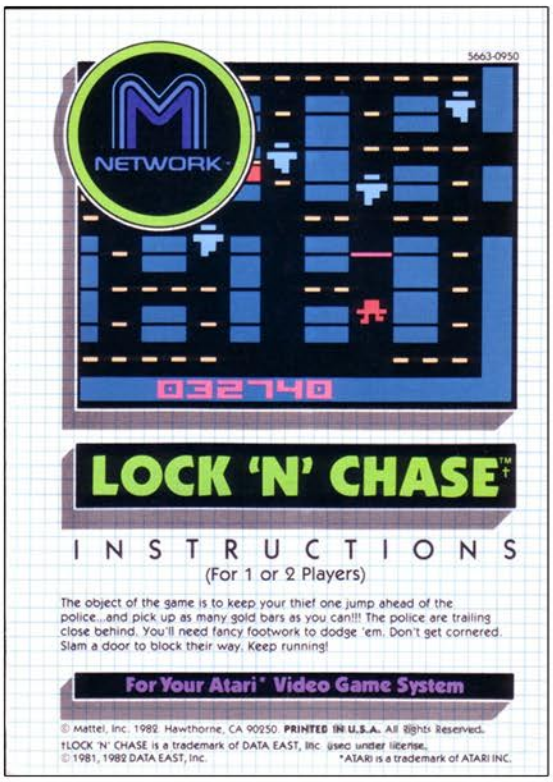
Despite the stripped down features and annoying sound effects, this is still a fantastic port of the arcade game. If you like the Pac-Man style chase and collect gameplay, it's worth checking out.

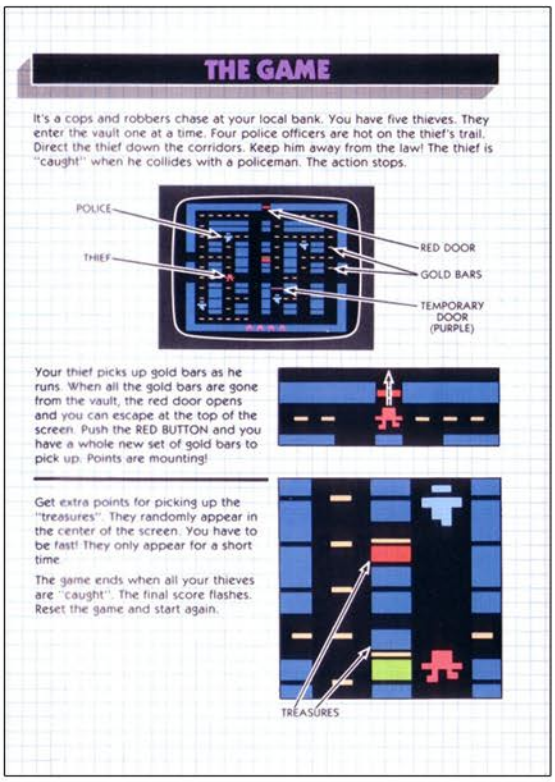





Top Left: Telegames Release Cart
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



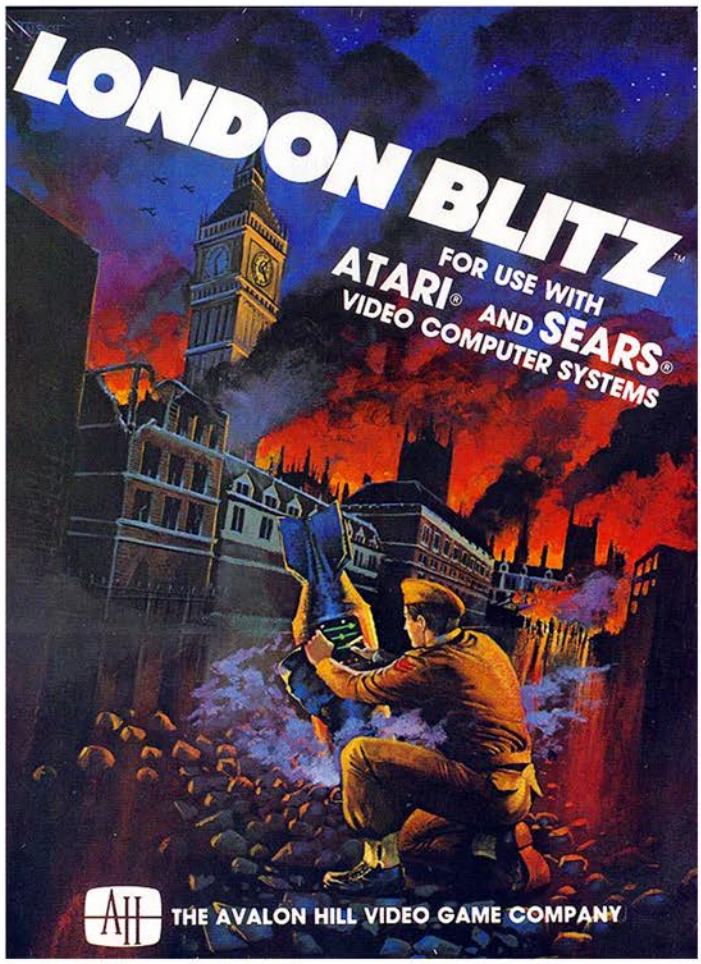



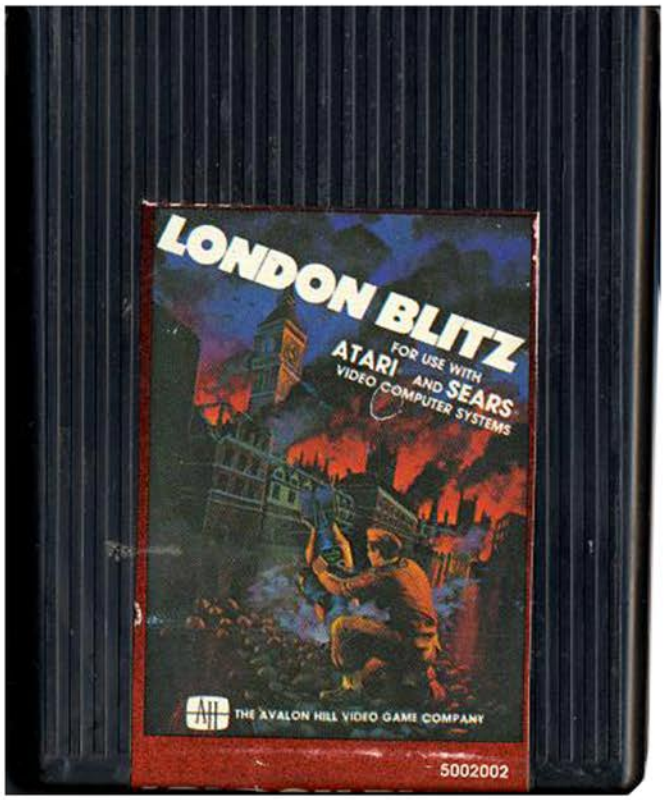
# London Blitz

Release Date: 1983
Publisher: Avalon Hill
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 50020
Rarity: 5
Programmer: William J. Sheppard

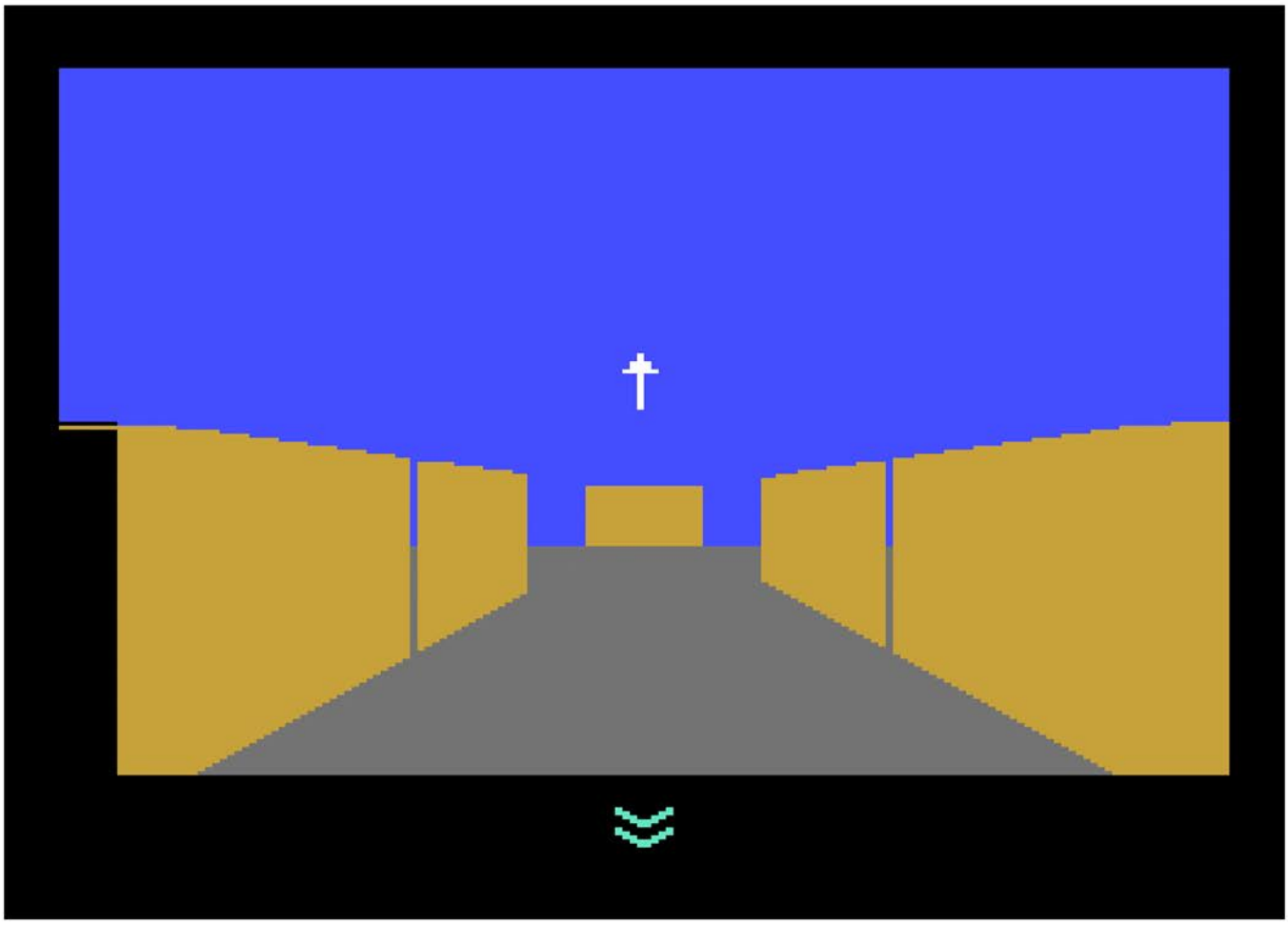
One of the most devastating events in human history is now in video game form!

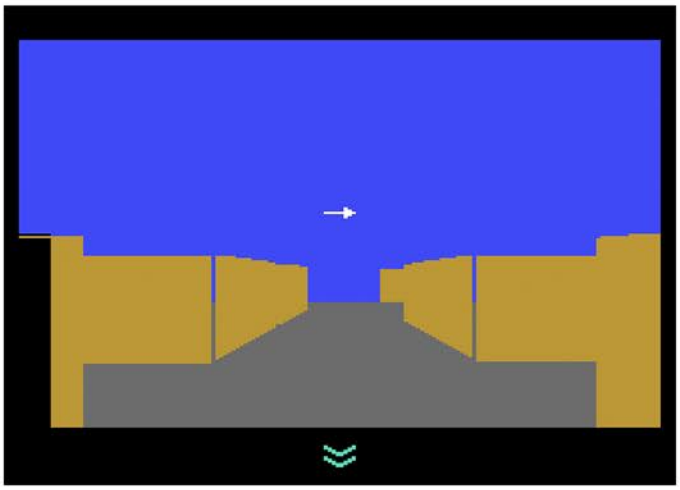


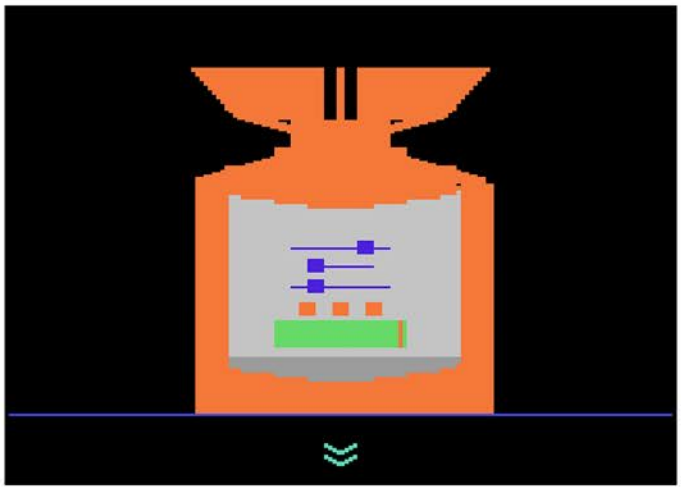



The London Blitz was an eight month campaign of bombing by the Nazi's, where virtually every night thousands of bombs were dropped on the city. Most bombs exploded upon impact, however some did not, which is where you come in. As a member of the Royal Engineers, it's your job to scurry around the city, find the unexploded ordnance and defuse it before it goes off in your face.

As the game begins you are in the center of London and have free range to scroll across a top down map of the city. As you look around, bomb icons will begin to appear, letting you know where you must travel to. With a destination in mind, click the button and you'll be in a smoothly scrolling first person mode. As it can be easy to get lost in a first person mode, a compass in the center of the screen will help you get your bearings. Navigate your way to the bomb, which is where the real fun begins.



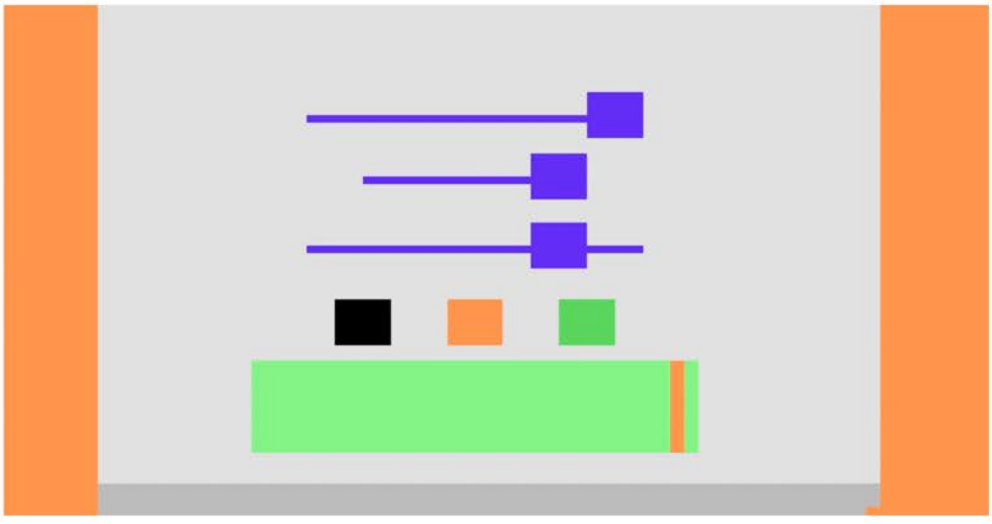


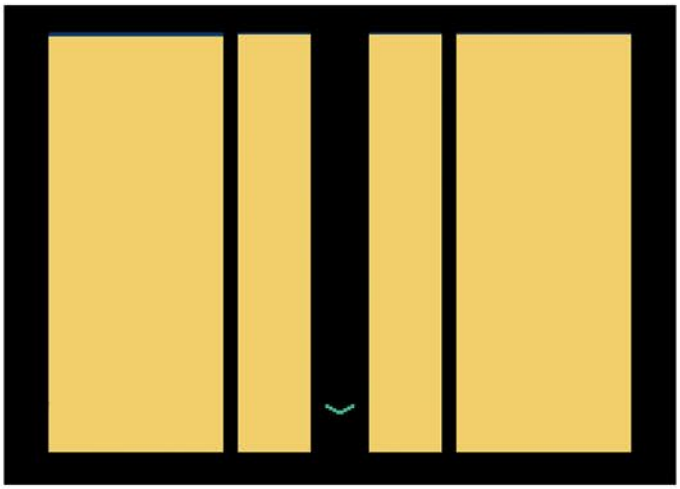


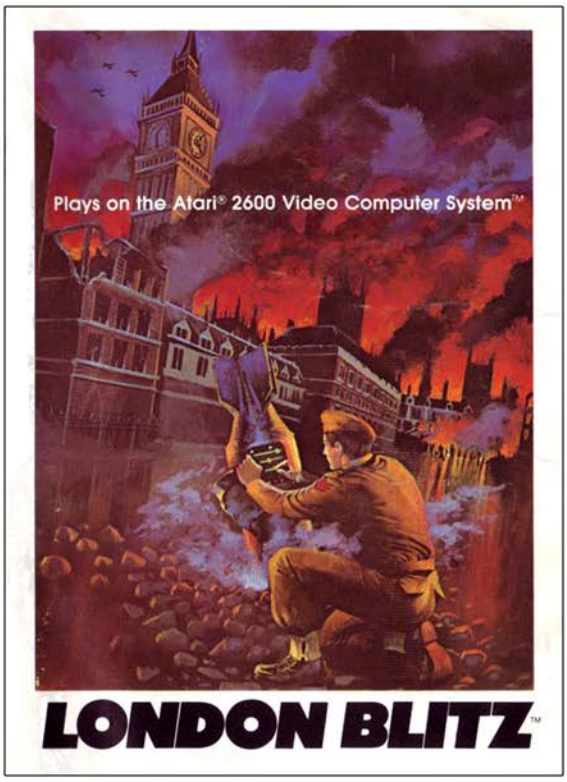
There are three types of bombs to defuse, the simple, atomic, and random ones. In each case there are a trio of sliders that either need to be moved or tested as they flash across the screen. If you are able to find the correct combination, congratulations, you staved off death for another day. If you mess up then you can take comfort in the fact your widow will be handed the prestigious Victoria Cross in your stead. They would pin it to you for the funeral, but with the size of some of the bombs there won't be enough to do so.

The biggest problem with the game is the complexity of the bomb defusing screen. The manual goes into great detail about what needs to be done, however it can be difficult to pull off in a real game, especially for casual players. While it is great that there is this level of complexity in a 2600 game, the difficulty will scare away most players.

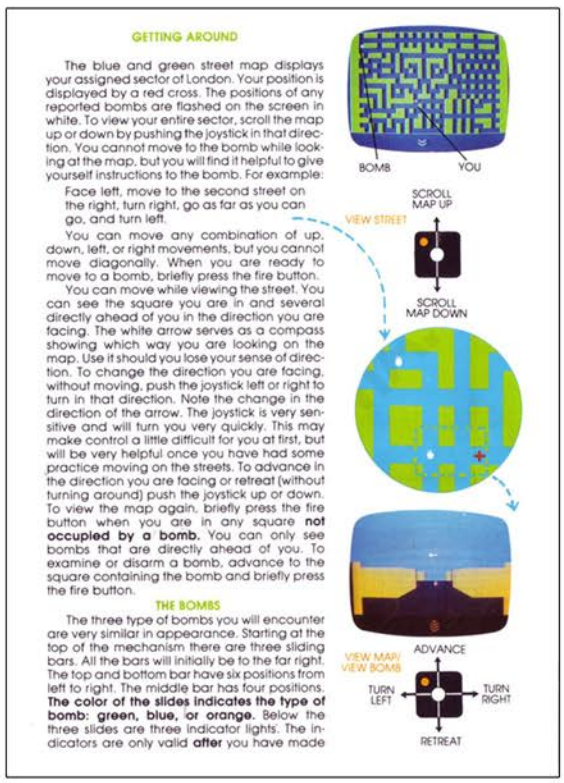
If you are up to the challenge however, this is a beautiful game to look at and play. The scrolling graphics are very impressive, the gameplay surprisingly deep, and you get to play the role of a real life hero. This should be checked out.








Top Right: The Last Thing You See
When a Bomb Goes Boom.
Top Right: Manual Cover
Below: Manual Page Samples



GETTING AROUND

The blue and green street map displays your assigned sector of London. Your position is displayed by a red cross. The positions of any reported bombs are flashed on the screen in white. To view your entire sector, scroll the map up or down by pushing the joystick in that direction. You cannot move to the bomb while looking at the map, but you will find it helpful to give yourself instructions to the bomb. For example:

Face left, move to the second street on the right, turn right, go as far as you can go, and turn left.

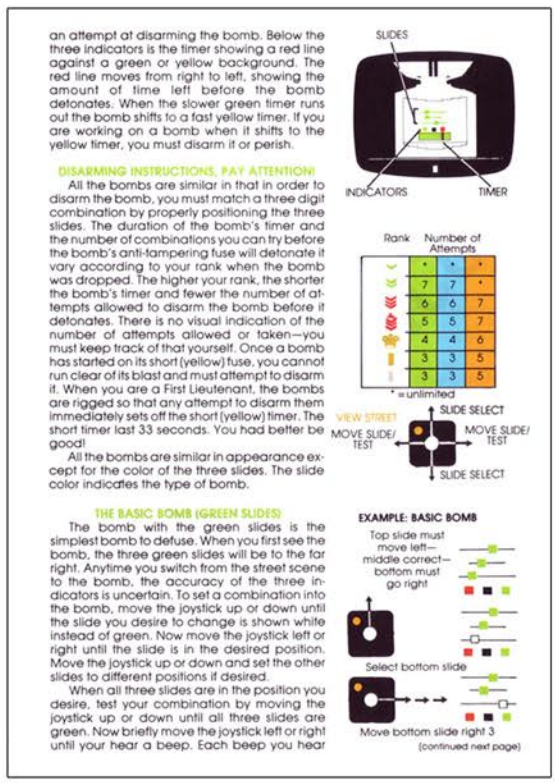
You can move any combination of up, down, left, or right movements, but you cannot move diagonally. When you are ready to move to a bomb, briefly press the fire button.

You can move while viewing the street. You can see the square you are in and several directly ahead of you in the direction you are facing. The white arrow serves as a compass showing which way you are looking on the map. Use it should you lose your sense of direction. To change the direction you are facing, without moving, push the joystick left or right to turn in that direction. Note the change in the direction of the arrow. The joystick is very sensitive and will turn you very quickly. This may make control a little difficult for you at first, but will be very helpful once you have had some practice moving on the streets. To advance in the direction you are facing or retreat (without turning around) push the joystick up or down. To view the map again, briefly press the fire button when you are in any square **not occupied by a bomb.** You can only see bombs that are directly ahead of you. To examine or disarm a bomb, advance to the square containing the bomb and briefly press the fire button.

THE BOMBS

The three type of bombs you will encounter are very similar in appearance. Starting at the top of the mechanism there are three sliding bars. All the bars will initially be to the far right. The top and bottom bar have six positions from left to right. The middle bar has four positions. **The color of the slides indicates the type of bomb: green, blue, or orange.** Below the three slides are three indicator lights. The indicators are only valid **after** you have made

BOMB
YOU
SCROLL MAP UP
VIEW STREET
SCROLL MAP DOWN
VIEW MAP/ VIEW BOMB
ADVANCE
TURN LEFT
TURN RIGHT
RETREAT



an attempt at disarming the bomb. Below the three indicators is the timer showing a red line against a green or yellow background. The red line moves from right to left, showing the amount of time left before the bomb detonates. When the slower green timer runs out the bomb shifts to a fast yellow timer. If you are working on a bomb when it shifts to the yellow timer, you must disarm it or perish.

DISARMING INSTRUCTIONS, PAY ATTENTION!

All the bombs are similar in that in order to disarm the bomb, you must match a three digit combination by properly positioning the three slides. The duration of the bomb's timer and the number of combinations you can try before the bomb's anti-tampering fuse will detonate it vary according to your rank when the bomb was dropped. The higher your rank, the shorter the bomb's timer and fewer the number of attempts allowed to disarm the bomb before it detonates. There is no visual indication of the number of attempts allowed or taken—you must keep track of that yourself. Once a bomb has started on its short (yellow) fuse, you cannot run clear of its blast and must attempt to disarm it. When you are a First Lieutenant, the bombs are rigged so that any attempt to disarm them immediately sets off the short (yellow) timer. The short timer last 33 seconds. You had better be good!

All the bombs are similar in appearance except for the color of the three slides. The slide color indicates the type of bomb.

THE BASIC BOMB (GREEN SLIDES)

The bomb with the green slides is the simplest bomb to defuse. When you first see the bomb, the three green slides will be to the far right. Anytime you switch from the street scene to the bomb, the accuracy of the three indicators is uncertain. To set a combination into the bomb, move the joystick up or down until the slide you desire to change is shown white instead of green. Now move the joystick left or right until the slide is in the desired position. Move the joystick up or down and set the other slides to different positions if desired.

When all three slides are in the position you desire, test your combination by moving the joystick up or down until all three slides are green. Now briefly move the joystick left or right until your hear a beep. Each beep you hear

SLIDES
INDICATORS
TIMER

| Rank | Number of Attempts | | |
|---|---|---|---|
| | * | * | * |
| | 7 | 7 | * |
| | 6 | 6 | 7 |
| | 5 | 5 | 7 |
| | 4 | 4 | 6 |
| | 3 | 3 | 5 |
| | 3 | 3 | 5 |

* = unlimited

VIEW STREET
SLIDE SELECT
MOVE SLIDE/ TEST
MOVE SLIDE/ TEST
SLIDE SELECT

EXAMPLE: BASIC BOMB

Top slide must move left—middle correct—bottom must go right

Select bottom slide

Move bottom slide right 3

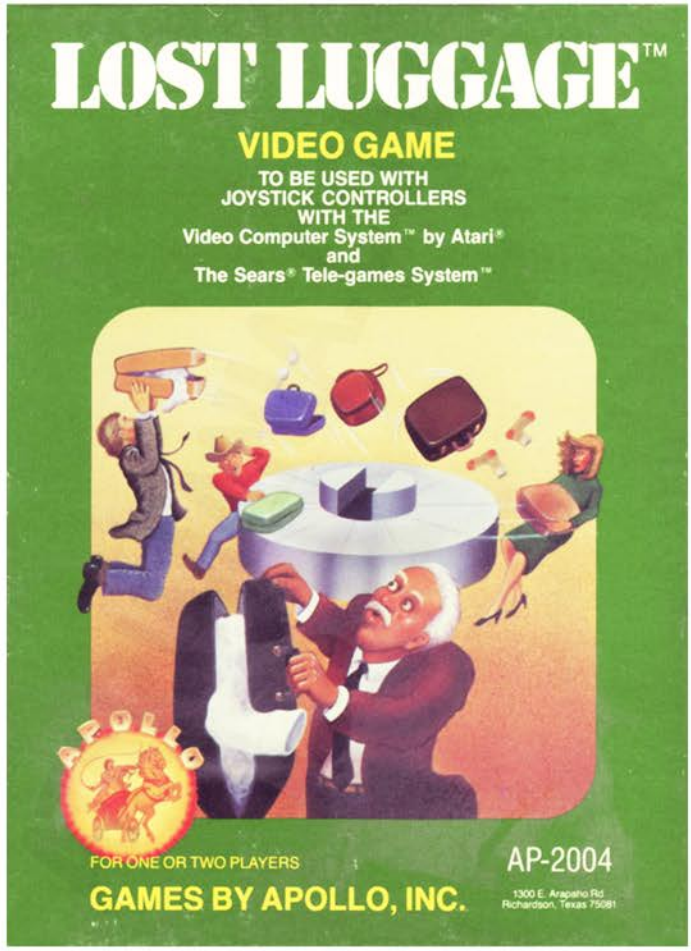
(continued next page)

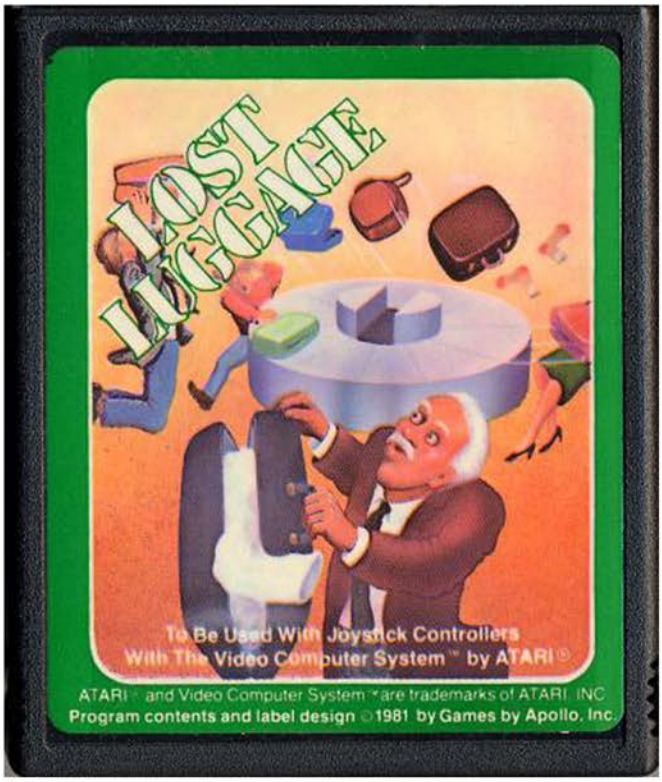
# LOST LUGGAGE

Release Date: 1981
Publisher: Apollo
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AP2004
Rarity: 4
Programmer: Ed Salvo / Ernie Runyon

Finally, a game about the exciting life of a baggage handler.



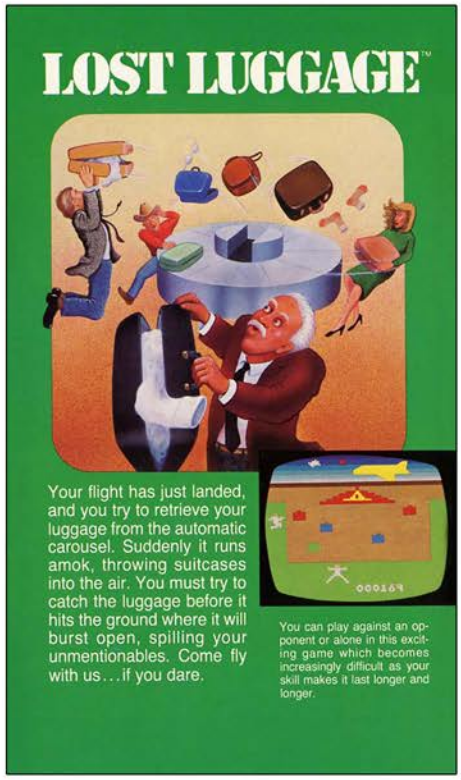
In this Kaboom! knockoff you control a pair of stressed out travelers who must deal with a malfunctioning luggage carousel and catch everyone's luggage before it hits the ground or wall. If they are successful, they get a handful of points and a brief break before the next plane lands. If they fail, the luggage will be busted open revealing a wide variety of unmentionables, such as tidy whities, bras, and long johns.

When you begin, the travelers will carry out three pieces of checked baggage which represents your extra lives. Before too long a plane will make its final approach and the bags will start flying. For the first few waves they come out very slowly, giving you plenty of time to move around the screen and capture them. Since the movement is so slow it is possible to move the baggage lackeys up to the top of the screen, which allows them to grab everything just after it leaves the carousel. This changes dramatically by the time the fourth plane shows up.

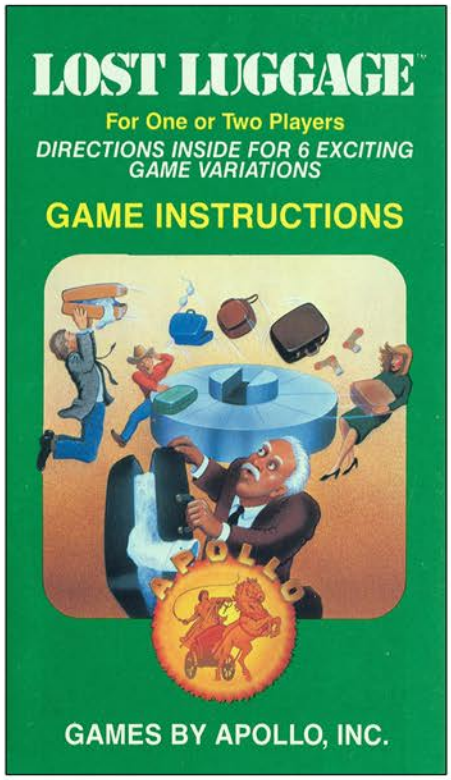
It is at this point the action goes from laid back to your game is going to end quickly. The luggage speeds up exponentially, and the angles they are ejected at make it all but impossible to capture them all. Thanks to the walls going up nearly the entire length of the screen, it's not uncommon for the baggage to hit the wall halfway up, ending your turn. Sometimes it's best just to toss the controller on the ground whenever you see two pieces of luggage come rocketing out at opposite sharp angles, since there is no chance you will get to them.

On the more difficult gameplay levels, the designers added in something that puts this game firmly in the 1980s time capsule, a terrorist suitcase. Every now and then a black case will appear, and if it isn't caught in time it detonates, taking out the entire airport and ending your game immediately. Needless to say, it's highly unlikely something like that would show up in games today.

Outside of the novelty of the suitcase nuke, there really isn't a whole lot to see here. If you like Kaboom! style games, there are better options on the 2600.




Top Left: Additional Screenshot
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



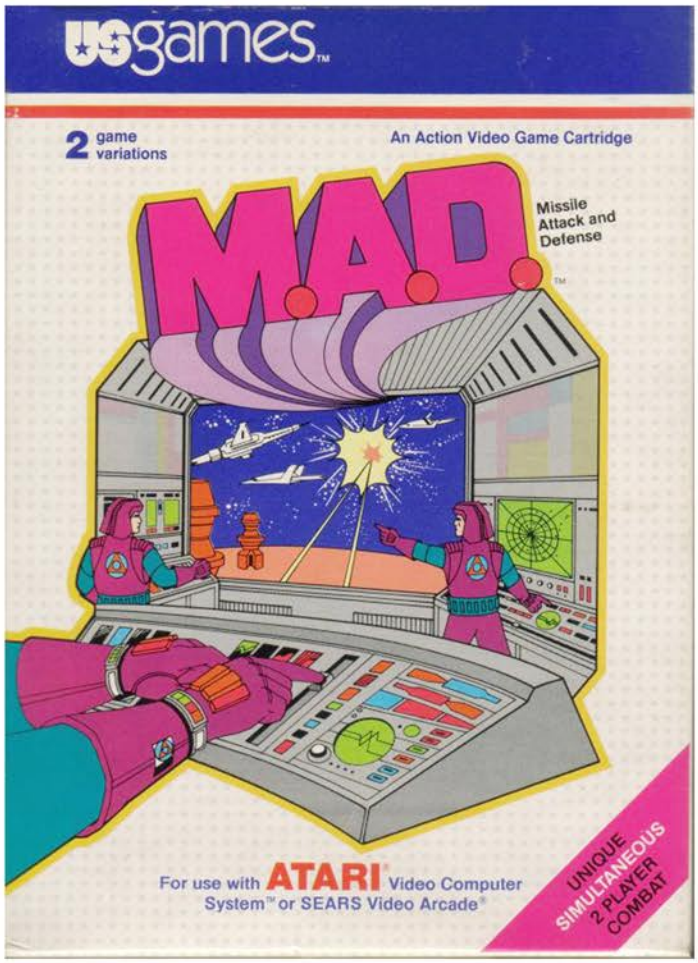
# LOST LUGGAGE

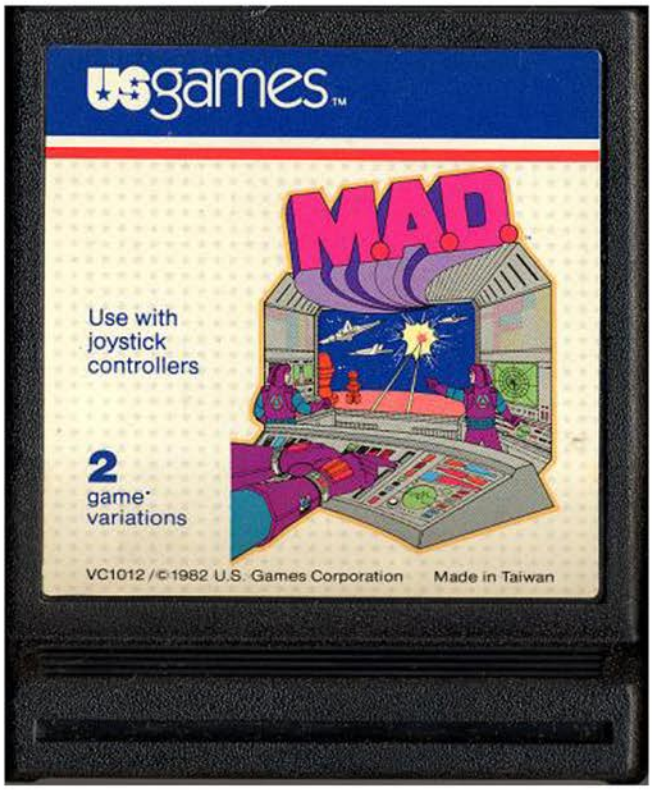
# M.A.D.

Release Date: 1982
Publisher: US Games
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: VC1012
Rarity: 4
Programmer: N/A

Get a glimpse at the wonderful 1980s mindset of Mutally Assured Destruction.



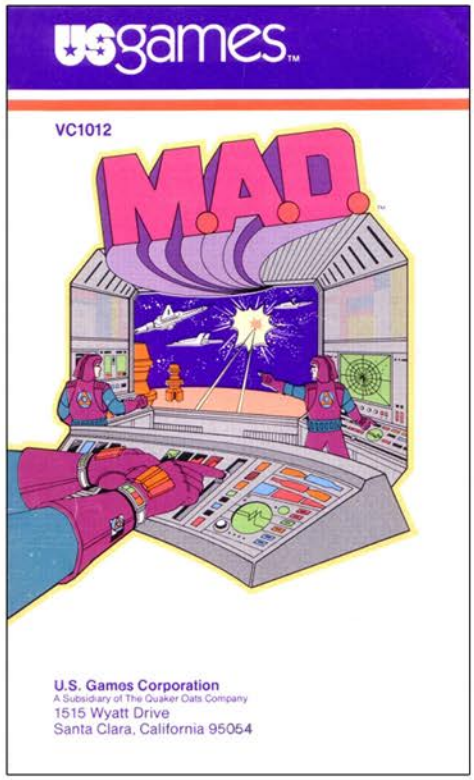
In this discount Missile Command knockoff you must use your base to defend your civilization's energy supply against an army of missiles. Instead of raining down from the top of the screen, these bombs fly horizontally across the screen before arming themselves and dropping. On paper this had the potential to be a nice spin on the Missile Command gameplay, but the execution falls flat.

When the game begins you are greeted with some truly horrific music before the first of the enemy projectiles appears. There will be multiple rows of either rockets or helicopters flying by, and they will be harmless until they turn white. Once that happens they are officially armed and will fall towards your energy supply beacons. All is not lost if you fail to shoot them, since the collision detection is way off. What looks like a direct hit will sometimes not register, while what looks like a complete miss will decimate the target.

The biggest issue with the game is your gun that is nestled in a giant moving pyramid. Instead of having a full range of motion, the canon snaps into place when you aim left or right, making it very difficult to line up your shots. To put it another way, it's like a clock hand that jumps from twelve to ten, then to twenty. If you miss your target they will have a window where they can drop without fear of you taking them out, which as you can imagine poses a threat to your longevity. The only saving grace of your weapon is that it can have two bullets on screen at the same time, so while you may miss your indented target you can at least take something out with you.

To make matters worse, the difficulty ramps up quickly. By the third wave there will be enemies coming from both sides of the screen, and on the fourth wave they come out already armed. If you somehow survive past that, get ready for bombs that hit the ground in record time, giving you almost no time to react. Add in the facts that if a missile hits your gun you lose an energy base, and there is no way for you to regain a lost base, your game isn't going to last very long.

If you enjoy Missile Command type games, you might enjoy this knockoff. For most people however, you will be better served sticking with the original.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## M.A.D. (Missile Attack and Defense)

Defend your future civilization's energy supply against waves of devious attack missiles. Your energy stations stand vulnerable…use your ground based Photon cannon and pit yourself against computer controlled missiles; or, let another player guide the missiles, and do battle head to head. Each wave of missiles becomes more aggressive and intense. Grab your controller and prepare for a furious battle.

### Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following the manufacturer's instructions.
2. Install left joystick control for single player, or both for two player game.
3. Insert the cartridge making certain that the power is **OFF**.
4. Move the POWER switch to **ON**.
5. Select the game of your choice.
6. Push the RESET button to start the game.
7. After the game is over, a new game may be started by pressing the RESET button.

### Controls:

- Use left joystick for single player; both joysticks for two player.
- Aim your Photon cannon by moving joystick left and right. There are seven firing angles.
- Shoot by pushing fire button.
- In the two player game, move cursor by moving joystick in desired direction. Push and hold down fire button to lock onto the missile, and release fire button to drop missile. Once a missile has been dropped, lock onto another missile for dropping.

### Game Variations:

**Game 1** One Player: Computer will lock onto a missile; it will turn white before falling.

**Game 2** Two Player: Player One has red score and ground; Player Two has green score and ground. Each player completes the same number of rounds (offense and defense).

### Scoring:

Each missile shot down by
your Photon cannon in waves 1 to 6 = **100 points**
Each missile shot down after wave 6 = **200 points**

### Playing Hints:

- **Single player game:** Watch out for wave four when the ships come from both sides and are all white. You don't get a warning when they are going to drop. Protect yourself by firing first at the lower missiles.
- **Firing tips:** Only two shots can appear on screen at one time, so timing is critical. In early waves use first shot to help aim a more accurate second shot. Don't stop firing during an explosion (even if you need sunglasses!). If a missile is heading for your Photon cannon, wait until it is almost on top of you before firing. That way you can be more accurate (if you've got the nerve).
- **Two player game:** *Defense* (firing Photon cannon): follow the cursor and aim slightly below it to allow for quick falling missiles.
  *Offense* (locking onto missiles for dropping): if you can successfully drop a missile on the Photon cannon, the cannon is inoperable for two seconds. and you have a chance to drop a missile more accurately.

M.A.D.

# MAGICARD

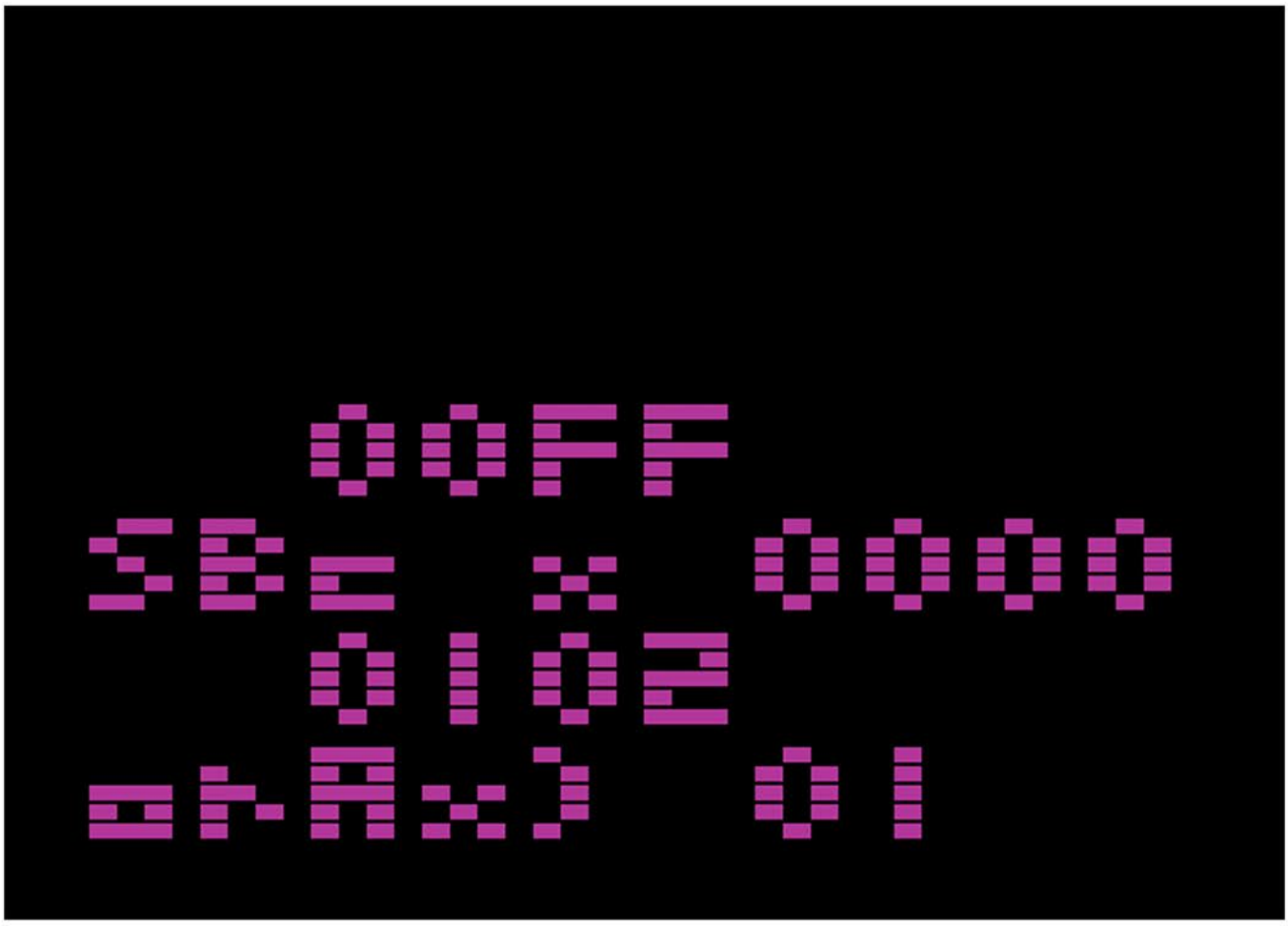
Release Date: 1981
Publisher: CommaVid
Controller: Keypad
Players: 1
Genre: Programming

Alternate Title: N/A
Model #: CM001
Rarity: 10
Programmer: John Bronstein

This is one of the rarest relics in video game history.

This ultra rare title for the 2600 isn't a game, rather it's a programming tool that will allow you access to the "powerful 6502 micropocessor". In a nutshell, if you devote a ton of time to this rudimentary tool you'll be able to create your own programs to play using the MagiCard.

Using the keypad controllers, you can input complex code that will be used to build a program. There are extensive examples in the hundred plus paged manual, however it would be shocking if anybody did it in this day and age. The only people who would be interested in this are programmers who want a glimpse into what the pioneers of the industry had to deal with. Well that and hardcore collectors who want one of the rarest pieces of gaming history. For everybody else it's a relic from a bygone era that no longer is relevant.

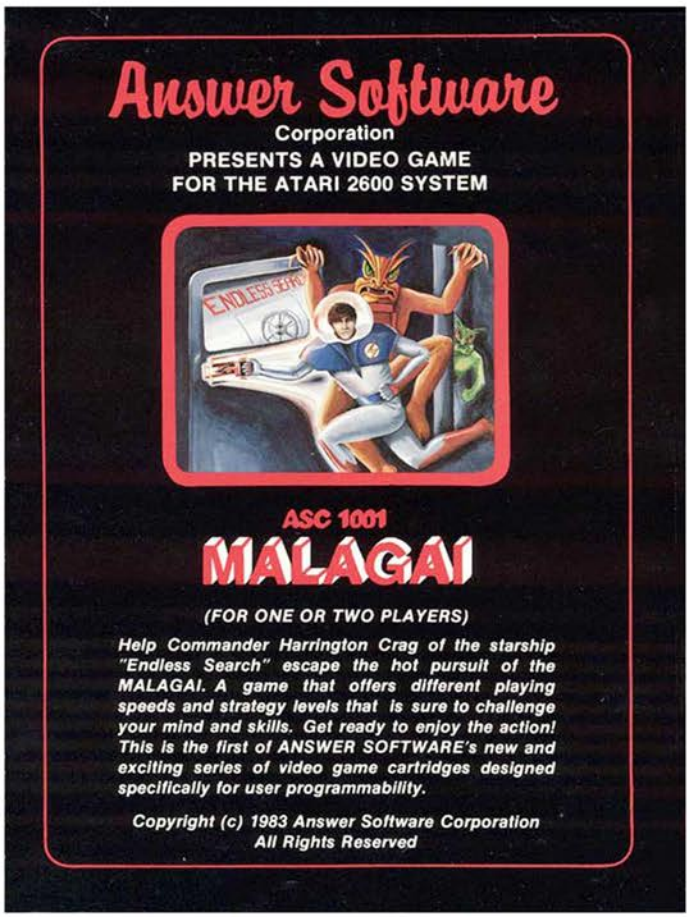


# MALAGAI

Release Date: 1983
Publisher: Answer Software
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 1001
Rarity: 9
Programmer: N/A

This is a nice spin on the Pac-Man style gameplay that is ruined by absurd difficulty.



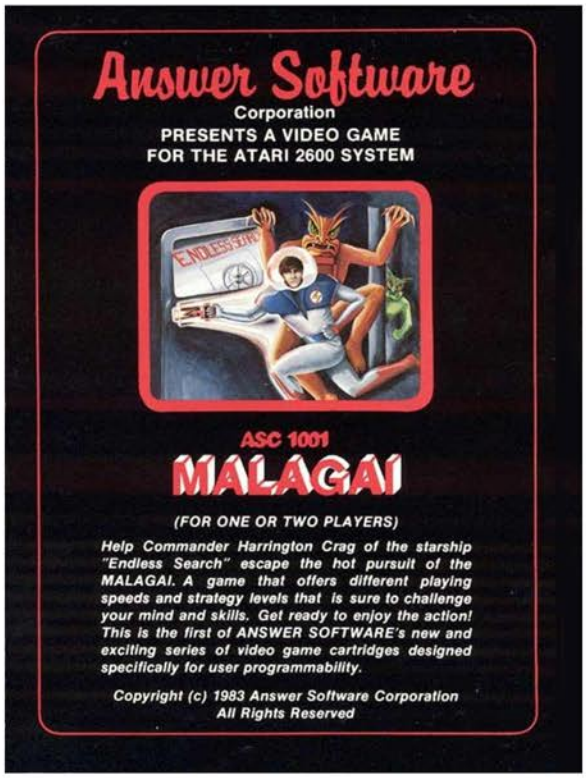
You are Harrington “Harry” Crag, commander of the starship Endless Search. During your travels your ship is damaged, forcing you to land on a Malagai star base. Sensing an opportunity to make some money, they are now holding you hostage, forcing you to escape.

The game begins with you hiding in your crew compartment, with the three alien kidnappers roaming about. At the top of the stage is an airlock that has been secured with three keys, and above that are symbols letting you know which alien has which key. If you want to escape you must track each of them down in the correct order, steal their key and unlock the airlock before finally escaping.

The first problem you'll encounter is that the aliens move just as fast as you do, making catching them incredibly difficult. To complicate things, there is a short timer that will tick down, which will transform the friendly aliens into vicious ones, forcing you to retreat to your quarters. They also become hostile when you touch one of them to steal their keys, however they become docile again should you make it to the airlock.

Once you have stolen a key, the real frustration begins as the aliens tend to have the ability to trap you easily. Since everyone has the same speed there's no hope of outrunning them, and since the walls are so short it makes getting ahead of them a fantasy. The only way to really break free is to hope that they keys you need hover around the airlock and you are able to grab and deliver them quickly.

With some tweaks this could have been an entertaining game that took an old standard and turned it on its head. Sadly all that's left is an exercise in frustration. If you don't mind an insane difficulty level, and are looking for something a bit different, this is worth checking out.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## STORY OF MALAGAI

You are Harrington "Harry" Crag, commander of the starship "Endless Search".

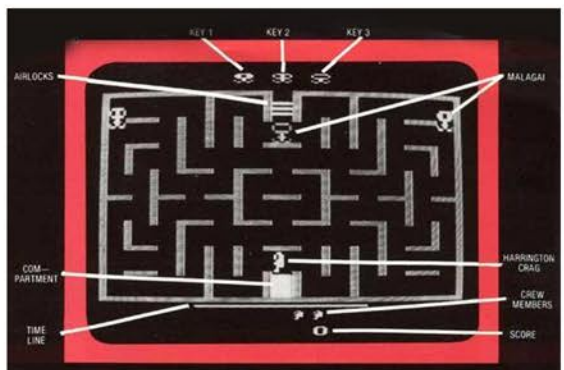
You have landed on a MALAGAI starbase to make emergency repairs to your ship, the repairs are now complete but the MALAGAI are holding you for ransom . . . they need the secrets of your advanced civilization ! ! ! You are allowed to roam about the ship as long as you are not away from your compartment too long and you do not try to escape. Your ship is located outside a series of three airlocks, the key to each airlock is held by one of the MALAGAI. You must catch the MALAGAI in the order shown at the top of the screen and get to the airlock before being captured. If you take too long, or catch the wrong MALAGAI, returning to your compartment will make the MALAGAI friendly again and give you another chance for escape.

## GAME INSTRUCTIONS

1. Follow the manufacturer's instructions to connect your Atari 2600 or compatible video game system to your television set.
2. Plug in joystick controller(s), for a single player, use the left joystick. Set both difficulty switches to the "A" position.
3. Game select switch:
   a. There are three game strategy levels, game level 1 is the easiest, level 3 the hardest.
   b. Depress the game select switch until the desired strategy level and number of players are displayed.
4. Hold the joystick with the red button in the upper left position.
5. Starting the game:
   a. If there is no game in progress, press the red button on the joystick, if there is a game in progress and you wish to start over, press game reset on the console.
   b. Observe the three MALAGAI displayed above the maze; the leftmost figure indicates which MALAGAI has the first key, the center figure indicates who has the second key, and the rightmost figure indicates who has the third and final key. When you are ready, move the joystick to start the action.
   c. When you exit from one starbase level and enter the next, or lose a crew member, no action will take place until you move the joystick.
   d. If there are two players, the players rotate when the current player loses a crew member, as before - action begins when you move the joystick.
6. Difficulty switches:
   "A" Position - 15 seconds to catch a MALAGAI (indicated by the time line at the bottom of the screen).
   "B" Position - 10 seconds to catch a MALAGAI.
7. Each time you exit from the third (blue) starbase level you obtain an additional crew member.
8.

| Point Value | Obtained For |
|---|---|
| 50 | Bonus if captured MALAGAI has right key. |
| 100 | Capture MALAGAI anytime when friendly. |
| 100 | Open one of the three airlocks. |
| 150 | Open last airlock of current starbase level. |
| 250 | Open last airlock of third (blue) starbase level. |

9. Game is over when all your crew members have been destroyed by the MALAGAI or you exit from the third starbase level into the infinite reaches of space.




## MALAGAI STRATEGY LEVELS

**LEVEL 1:**
All three MALAGAI have different shapes and colors. When you capture a MALAGAI, the airlocks at the top of the screen will blink if you have the right key, your compartment at the bottom of the screen will blink if you have the wrong key.

**LEVEL 2:**
All three MALAGAI have the same shape but different colors.

**LEVEL 3:**
FOR EXPERTS ONLY ! ! ! MALAGAI are the same shape and same color - and the airlocks and the compartment WILL NOT BLINK ! ! !

**Strategy Hints for High Scoring**

- When you are trying to catch a MALAGAI they will run from you. You can use this to your advantage by "herding" them towards the airlocks to increase your chances of reaching the airlocks before being captured.
- After you have captured a MALAGAI, they will begin to chase you, you may have to lead them away from your true destination temporarily to get them out of the immediate vacinity of the airlocks or compartment.
- Keep your eye on the time line at the bottom of the screen, if you are running out of time, return to your compartment quickly so as not to lose a crew member - and you will regain additional time.
- When you capture (make contact on the screen) a MALAGAI, immediately point the joystick in the direction you wish to go in order to reach the airlock in time - you are only allowed a small headstart and if you take too long you will be captured immediately!

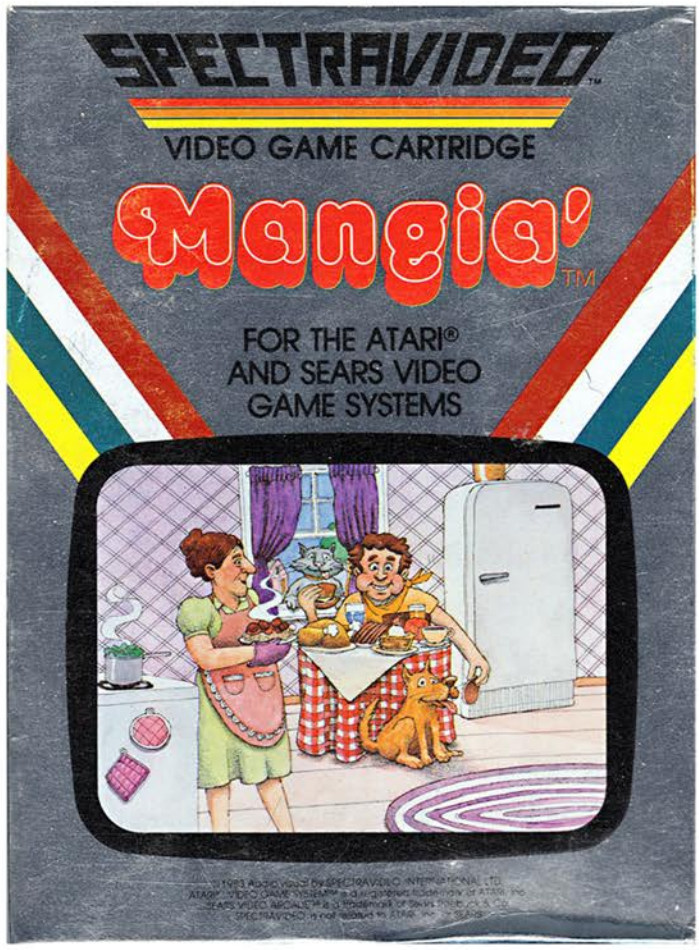
**GOOD LUCK ! ! !**

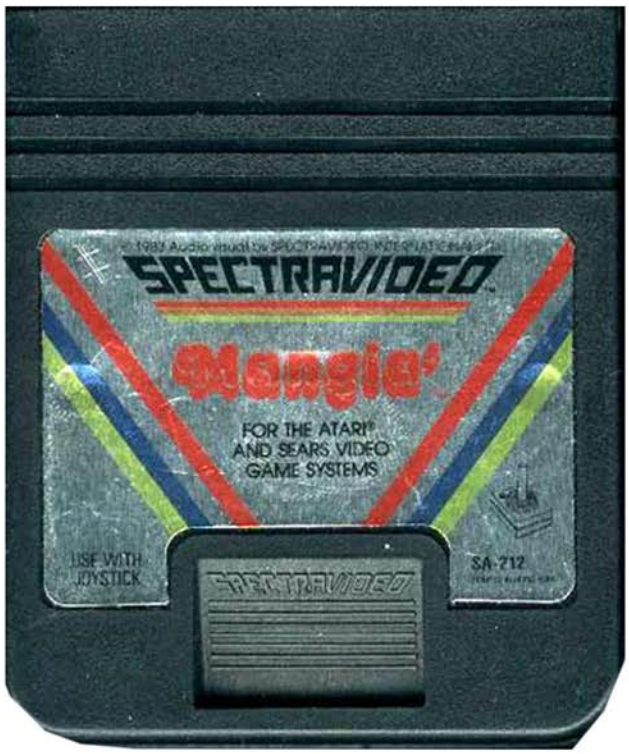
# MANGIA

Release Date: 1983
Publisher: Spectravision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: SA-212
Rarity: 10
Programmer: N/A

This food centric title will have you refusing to go back for seconds.

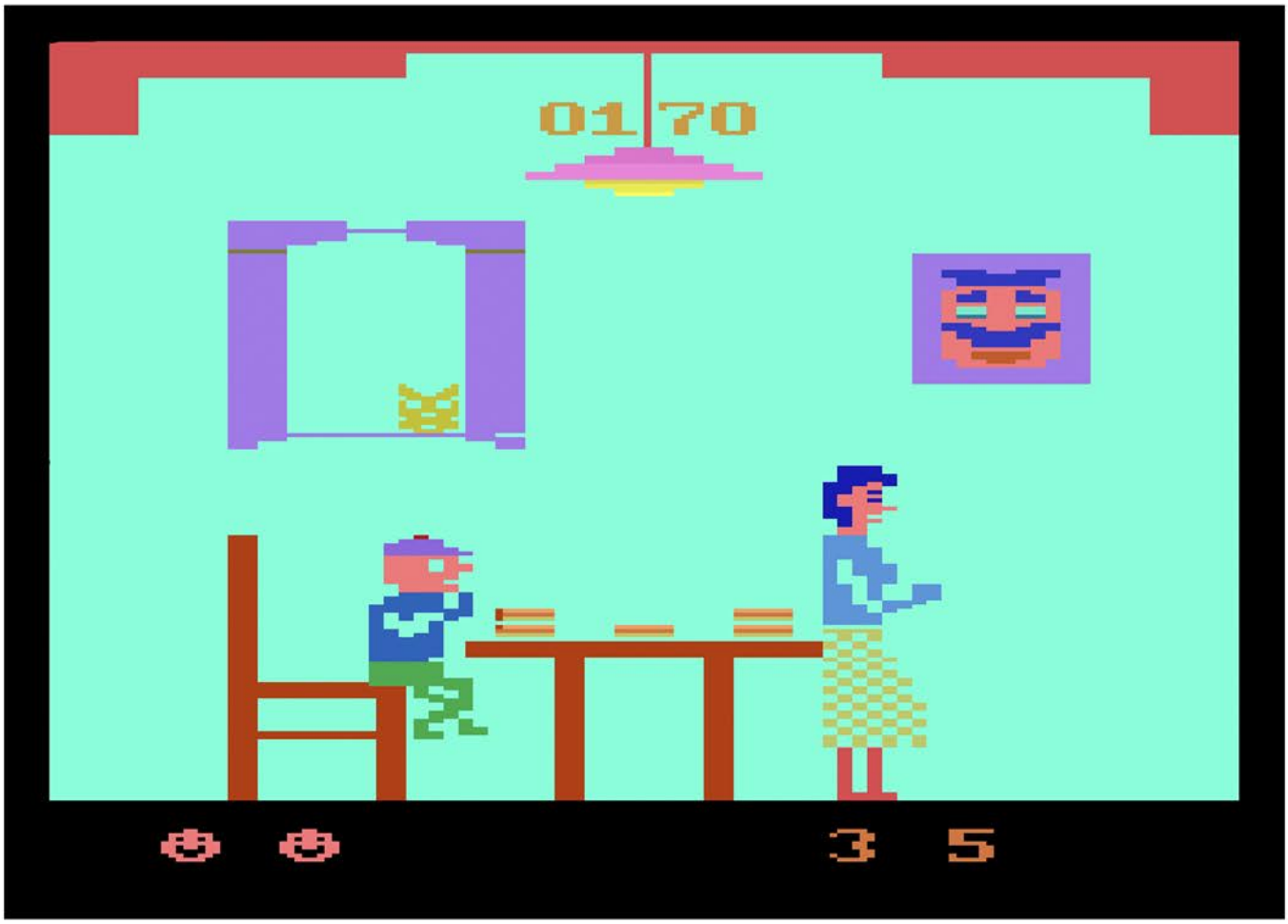


You are trapped at the kitchen table, watching your mother serve up plate after plate of pasta. In order to avoid certain death, you must dispose of it while her back is turned, because as we all know, disappointing your mother is a fate worse than death.

The game begins with a poor child sitting down for a nice meal, and his mother delivering a single plate to the table. Immediately following this, your mom turns around to go get more food for you, presumably because you are a growing boy. While her eyes are averted, the animals in your life come to your rescue. The family dog (Sergio) will walk by and one of the neighborhood cat (Frankie) will poke his head into the window. When they are present you can fling a plate of food in their direction to feed them, miss however and mother will be displeased and punish you.

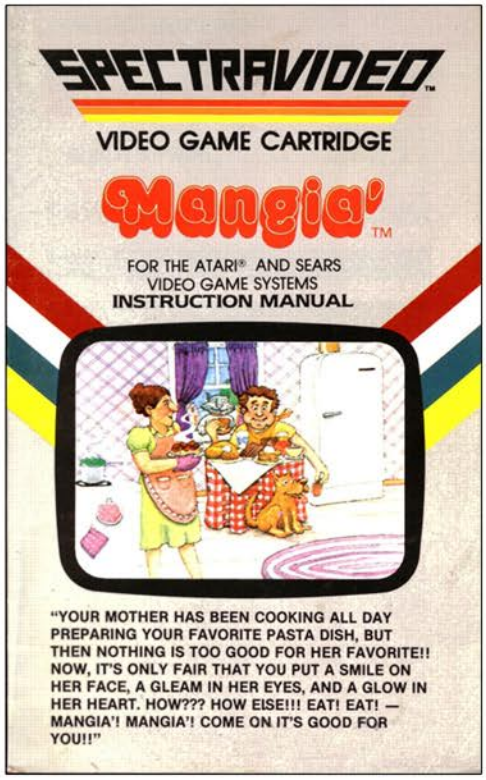
The only other way to dispose of dinner is to eat it, which has its own punishment should you eat too much. Twenty plates will cause this healthy young child's gut to pulsate and explode, which does little to sway mother away from her cooking spree. Time is of the essence too because apparently the entirety of the family budget went to pasta instead of quality furniture, because nine plates will cause the table to collapse.



Each level has a number of plates that must be properly disposed of in order to move on. The first one requires you to get rid of thirty-one plates, which most players will never do as the penalty for missing a plate is far too steep. If you try and feed the pets and miss, three additional plates will be added to your target. This is also true if your mom catches you feeding either Sergio or Frankie. Given the total randomness of the pets it's far too easy to throw an errant plate. Further complicating this is that it doesn't take your mother long to start bringing three and four plates to the table at a time. One bad segment is all it takes to reverse the entirety of your level progress.

While the gameplay is challenging that borders on unfair, the biggest problem with the game is Frankie. He's a cute enough design, but when he appears he's accompanied by an extremely loud, high pitched noise that warrants muting. It's easily in the top five worse sounds on the 2600.

If you have an overwhelming desire to make a small child explode due to overeating then this game is worth a look. For those wanting good arcade style action there are better options out there.




Top Left: Catalog Sample
Top Right: Manual Cover
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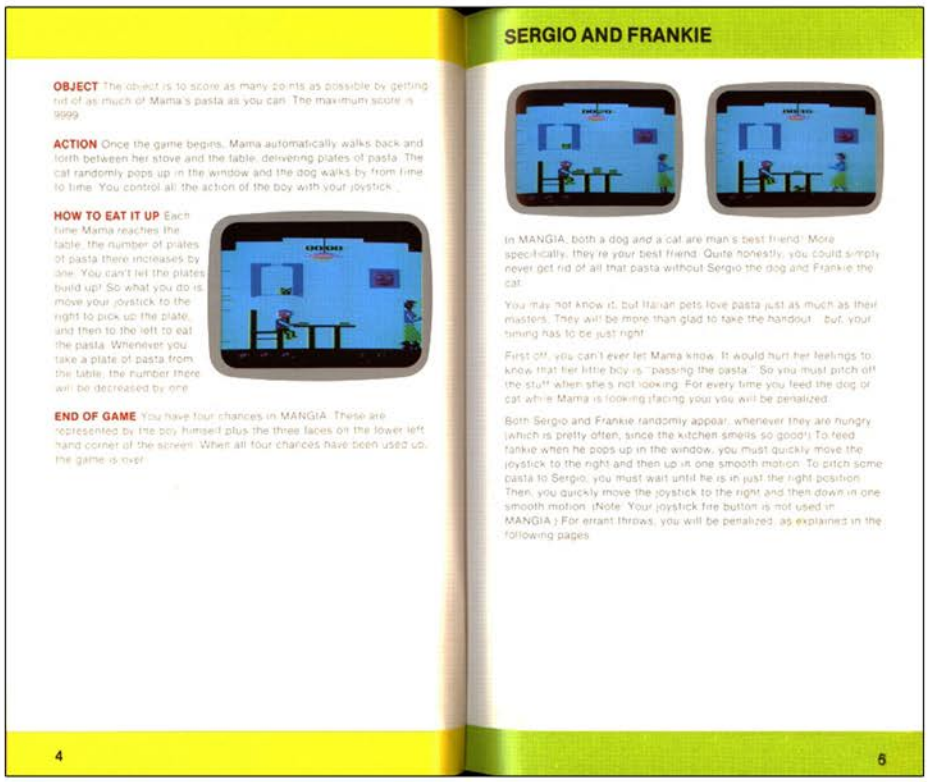
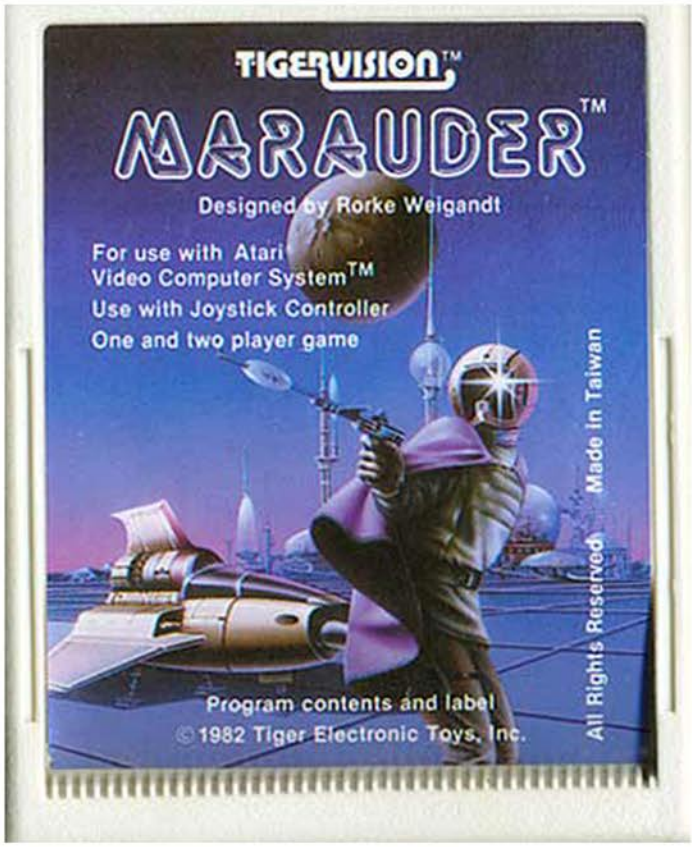


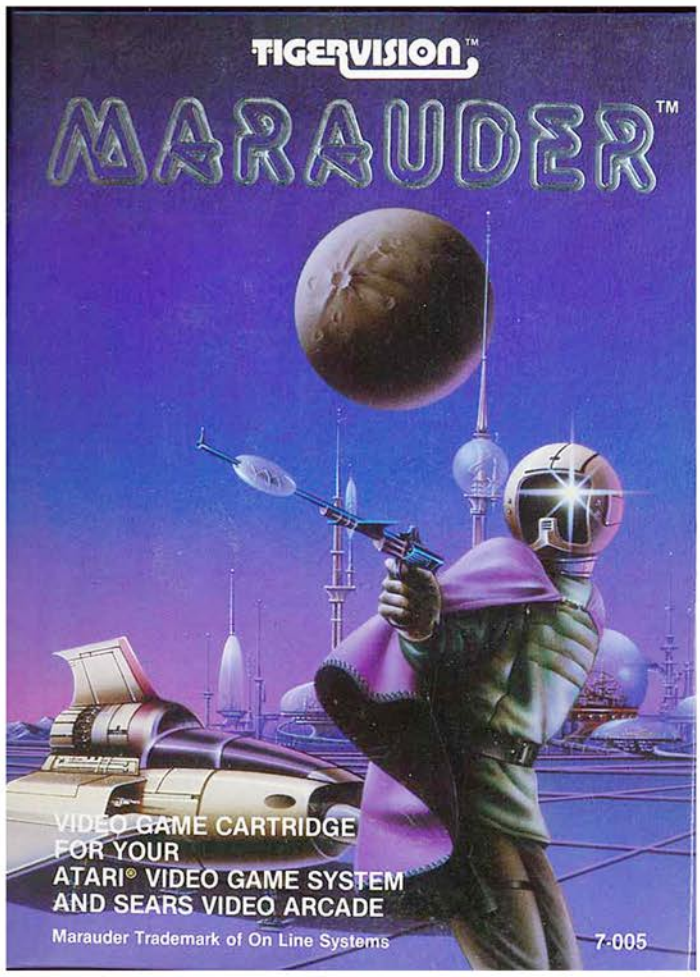
# MARAUDER

Release Date: 1982
Publisher: Tigervision
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 7-005
Rarity: 6
Programmer: Rorke Weigandt

This is a solid, albeit ugly, maze based shooter.

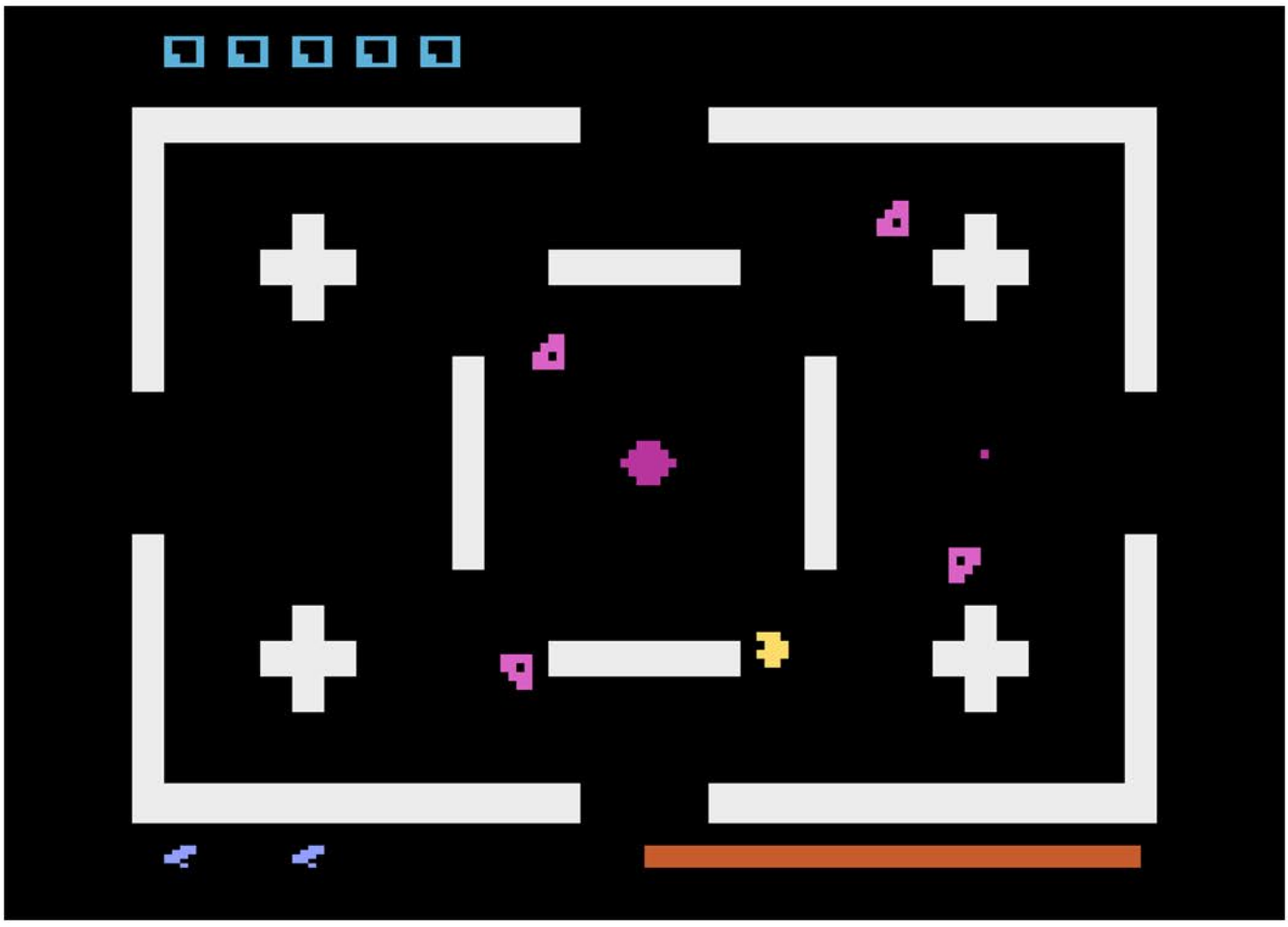


As the Marauder, you have accepted a dangerous mission behind enemy lines. Upon landing on an alien planet, you have broken into a secret base and must face off against an army of attack robots who are guarding your target, a powerful weapons system. Amazingly enough, this is actually easier than it sounds.

The base is broken up into six different rooms that are randomly generated, which each level having five basic screens and the generator room. The maze is laid out in a two by three grid, so think of it like a two story building that is three rooms across. Unfortunately the levels never increase in size, so it is never that difficult to find your target. In fact, you will sometimes spawn in the generator room, making your mission incredibly easy to complete.

Each of the rooms are guarded by four to six armed robots, who will pursue you relentlessly. While this sounds like a direct ripoff of Berzerk, the designers have made one major change, the robots are only visible when you have a clear line of sight to them.

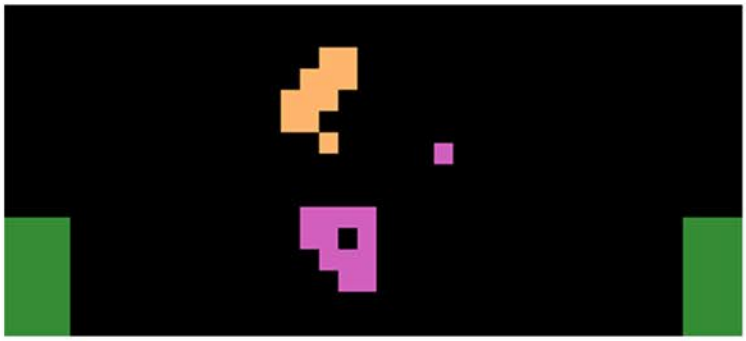


It's not uncommon to walk into what looks like an empty room, only to turn a corner and find yourself face to face with a deathbot or two. Early on they have a delayed reaction to your presence, which means you can typically run freely, however a few bases in they will shoot you before you know what happened. Not knowing where your adversaries are adds a lot of tension to the gameplay.

Your laser blaster is powerful, taking out everything in a single shot and having a projectile that can reach clear across the screen. The only downside to it is that there can be a single shot on screen at any given time. Your marauder moves quickly as well, and can pick up some power armor hidden within the maze to turn you into a walking apocalypse. When powered up it's possible to simply run through the enemies and reduce them to rubble.

For those looking for a serious challenge, you can ramp up the difficulty to the point where the guards move faster than you and are armed with machine guns. This mode requires you to have insane reflexes as more often than not you will be taking fire as soon as the level begins.

Outside of the small bases, the only thing that is lacking in this title are high quality graphics. Both the player and the enemy robots are small and crudely designed, making it look like a yellow blob is infiltrating a base filled with sentient triangles. If you can overlook the graphics, Marauder is a quality take on the Berzerk style gameplay.



Alien robots have invaded! You must make your way to safety and recapture the cosmic treasure. Maneuver your way through 6 different mazes. Watch out for the alien robots hidden throughout the mazes. Shoot them or they will shoot you. Time is against you. The ultimate experience in alien invasion on Tigervision.

Top Left: Additional Screenshot
Top Right: Catalog Sample
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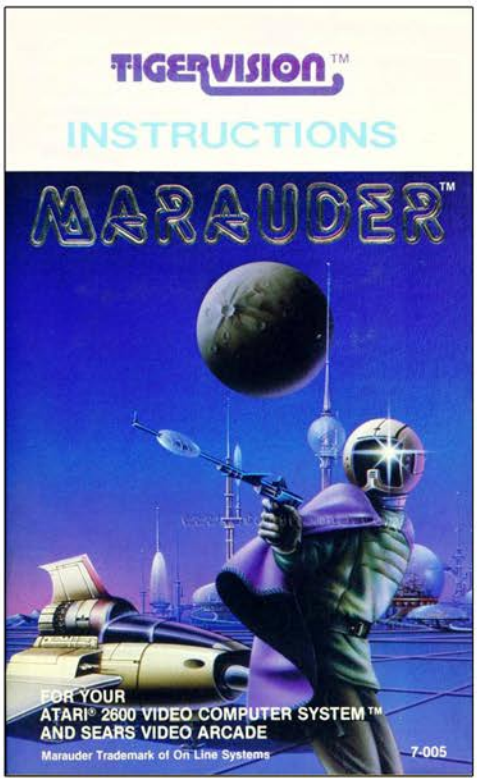
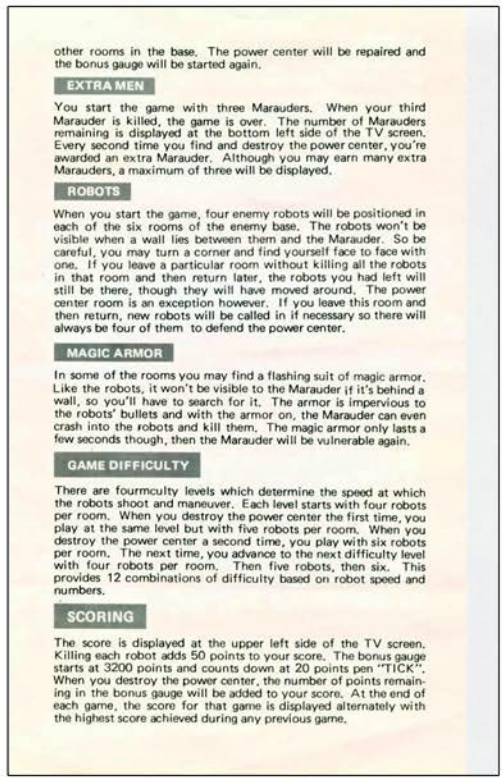


other rooms in the base. The power center will be repaired and the bonus gauge will be started again.

**EXTRA MEN**

You start the game with three Marauders. When your third Marauder is killed, the game is over. The number of Marauders remaining is displayed at the bottom left side of the TV screen. Every second time you find and destroy the power center, you're awarded an extra Marauder. Although you may earn many extra Marauders, a maximum of three will be displayed.

**ROBOTS**

When you start the game, four enemy robots will be positioned in each of the six rooms of the enemy base. The robots won't be visible when a wall lies between them and the Marauder. So be careful, you may turn a corner and find yourself face to face with one. If you leave a particular room without killing all the robots in that room and then return later, the robots you had left will still be there, though they will have moved around. The power center room is an exception however. If you leave this room and then return, new robots will be called in if necessary so there will always be four of them to defend the power center.

**MAGIC ARMOR**

In some of the rooms you may find a flashing suit of magic armor. Like the robots, it won't be visible to the Marauder if it's behind a wall, so you'll have to search for it. The armor is impervious to the robots' bullets and with the armor on, the Marauder can even crash into the robots and kill them. The magic armor only lasts a few seconds though, then the Marauder will be vulnerable again.

**GAME DIFFICULTY**

There are fourmculty levels which determine the speed at which the robots shoot and maneuver. Each level starts with four robots per room. When you destroy the power center the first time, you play at the same level but with five robots per room. When you destroy the power center a second time, you play with six robots per room. The next time, you advance to the next difficulty level with four robots per room. Then five robots, then six. This provides 12 combinations of difficulty based on robot speed and numbers.

**SCORING**

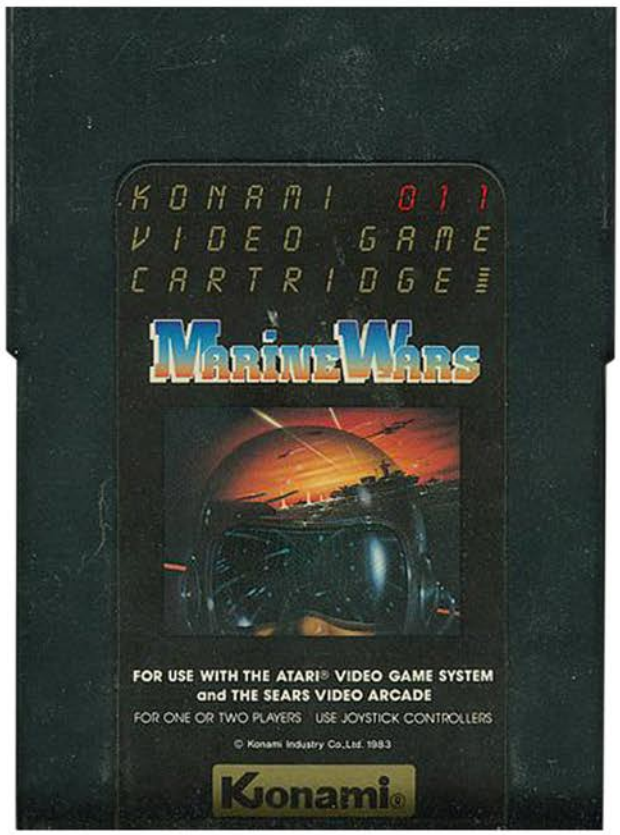
The score is displayed at the upper left side of the TV screen. Killing each robot adds 50 points to your score. The bonus gauge starts at 3200 points and counts down at 20 points per "TICK". When you destroy the power center, the number of points remaining in the bonus gauge will be added to your score. At the end of each game, the score for that game is displayed alternately with the highest score achieved during any previous game.

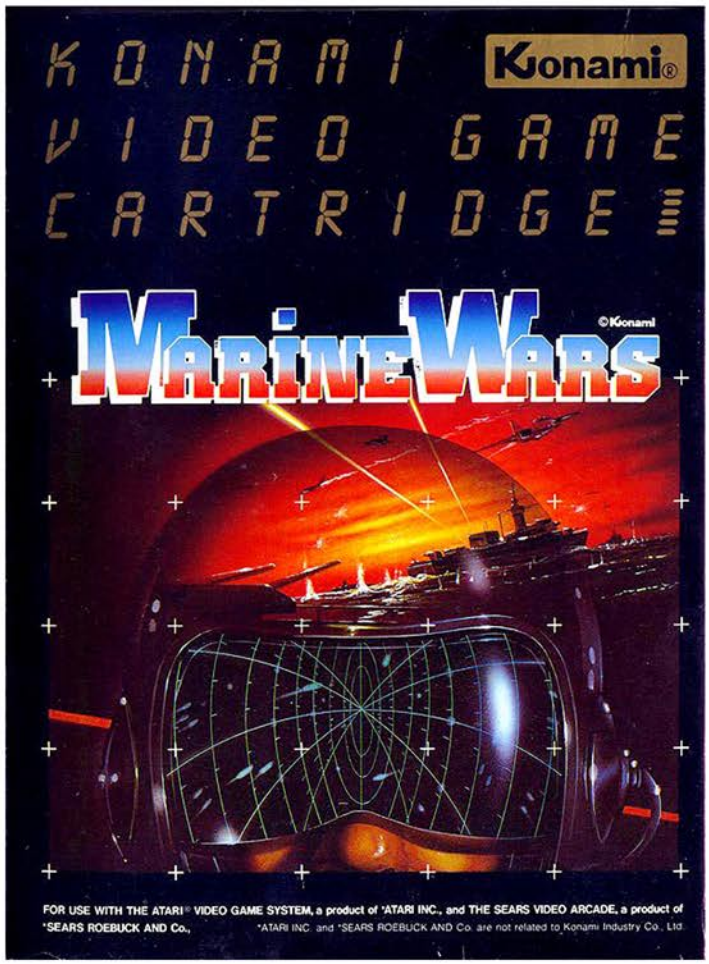
# Marine Wars

Release Date: 1983
Publisher: Konami
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: RC-102-X 02
Rarity: 5
Programmer: N/A

This sea based shooter is challenging for all the wrong reasons.



Another world war is spreading throughout the globe, and your battleship is on the front lines of the conflict. You must take on wave after wave of enemy ships and aircraft as they attempt to bomb you out of existence.

The game takes place on a static screen, with you trapped at the bottom. The first level has you facing off against three rows worth of battleships that are moving back and forth above you. As you send off a steady stream of munitions thanks to rapid fire mode, you must dodge enemy torpedoes that will be coming at you from every angle. If you manage to destroy enough boats you'll be off to the next level, which is identical to the first except it takes place at night. This limits your visibility, making the top row of ships hidden from view, illuminated only when you land a direct hit.

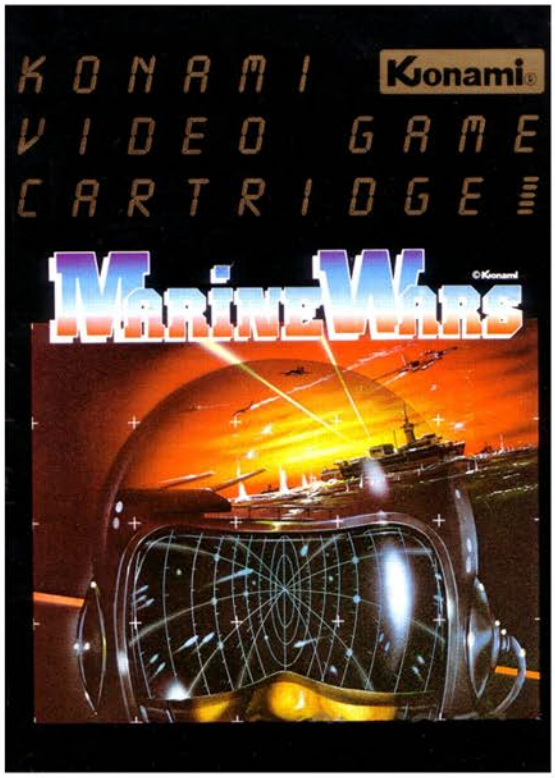
After ship to ship combat, your nemesis takes to the air. Several pairs of fighter planes will dive bomb you repeatedly until you manage to blow enough of them out of the sky. The enemy pilots are polite though, and only come at you in pairs, making them fairly easy to deal with. As you clear waves, the numbers of fighters and battleships increases, and the manual even provides a detailed math equation to show you how many vessels will be headed your way (provided you didn't fail algebra).

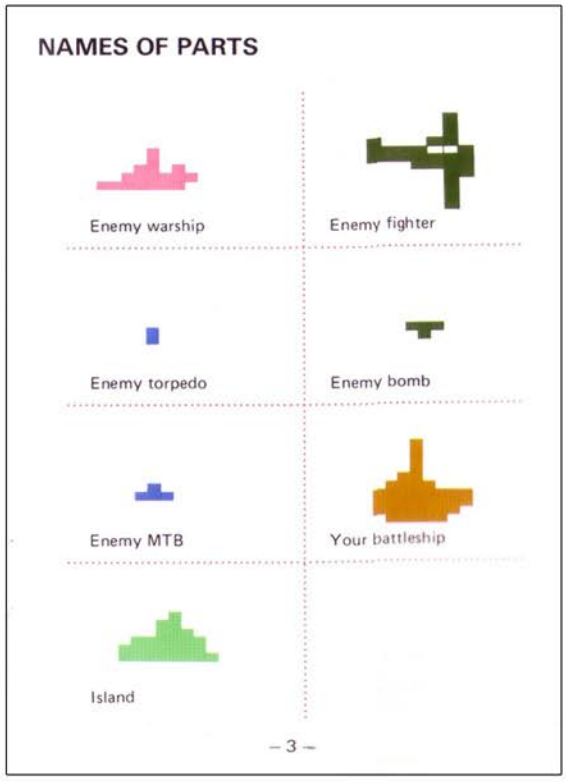
There are several things that make this game way more difficult than it needs to be. First off your torpedoes can be influenced by the currents, which means your shots can list to one side or the other enough to make even the simplest of shots miss. You warship is also a major issue due to its size and lack of movement. Not only are you the biggest target on the screen, but your motion is limited to the center half of the screen. This makes you an easy target, but also makes it so some enemies will be un-killable due to them being on the edges of the screen. Finally the bottom row of enemies can blow you up at any time they please as their shots travel so quickly you won't have a chance to react before you are sinking to the bottom of the ocean.

With a few tweaks, this could have been a fun ocean combat game. As it stands, the flaws destroy any enjoyment that might have been had.

Above: Additional Screenshots

Below: Manual Cover and Page Sample



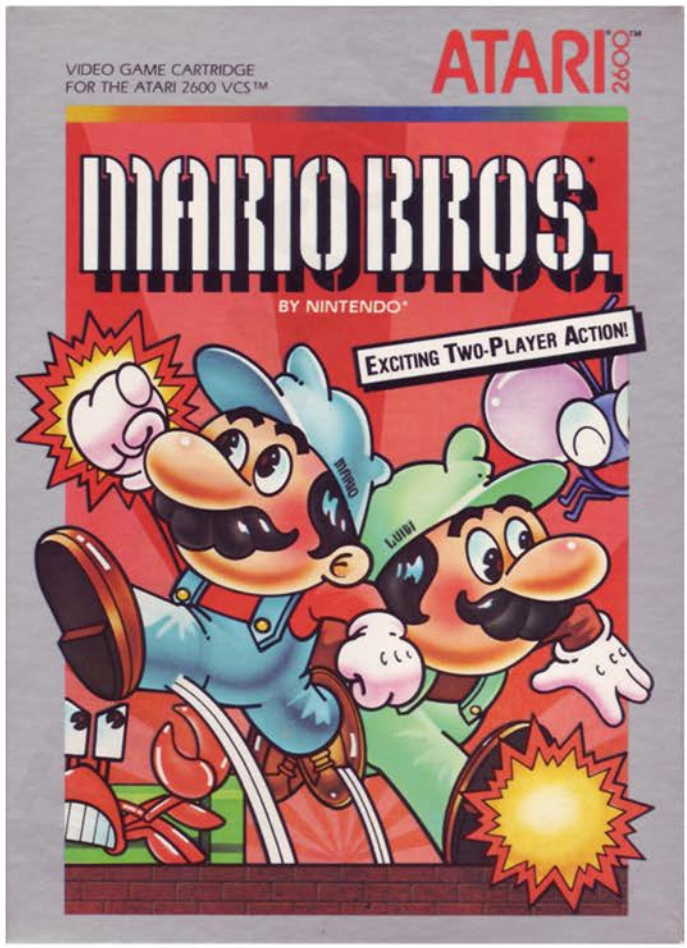

# MARINE WARS

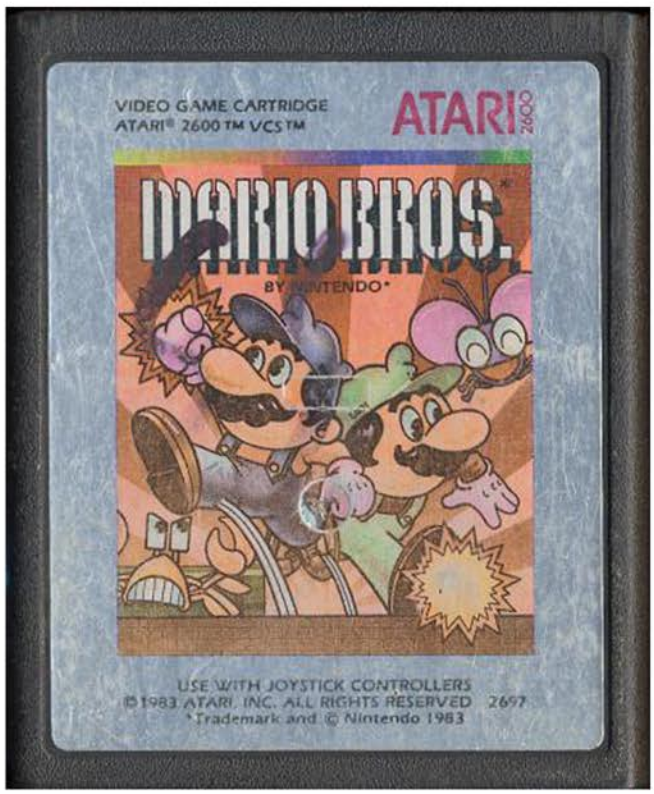
# Mario Bros.

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2697
Rarity: 5
Programmer: Dan Hitchens

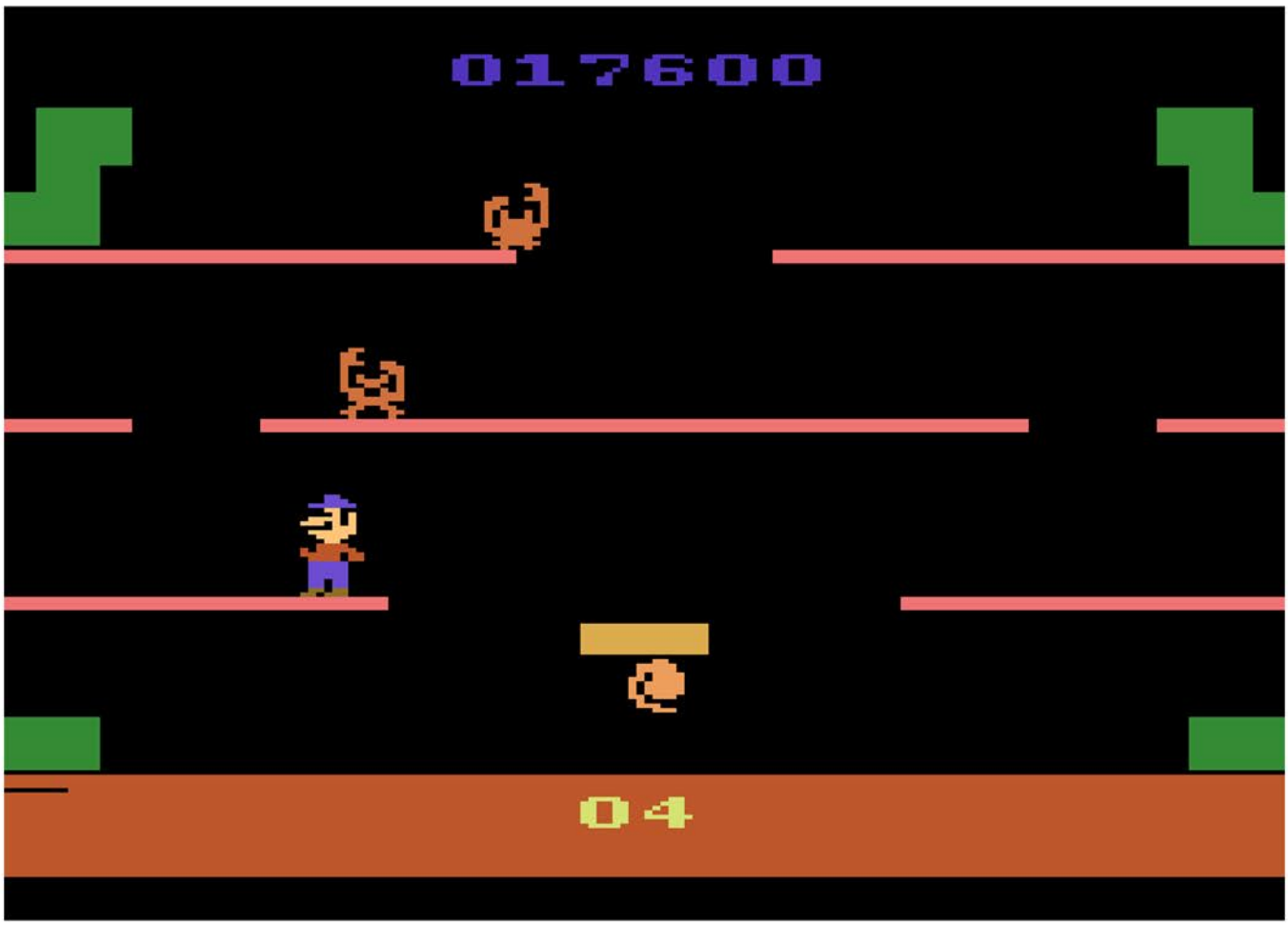
This port of the arcade classic does a great job capturing the spirit of the original.



Here is your chance to control Mario and his brother Luigi before they were famous! Before they became plumbers the brothers were carpenters who were trapped in a house with busted water pipes. Instead of water the only thing coming out of them were creatures with one goal in mind, eliminating you.

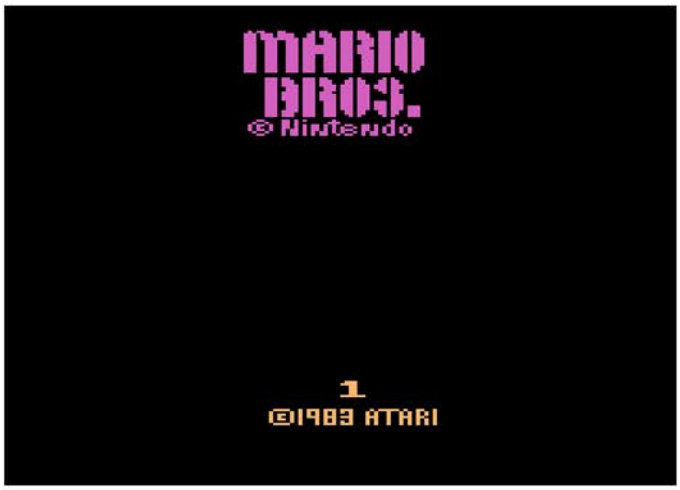
Mario begins at the bottom of a four level screen, and before long an assortment of enemies will slowly begin emerging from the pipes at the top. In order to defeat the threat, Mario must get to the level beneath them and hit the ceiling with such force that it causes the floor above to knock the creature over. When they are on their backs Mario must run and kick them offscreen, which triggers the release of a "bonus wafer". Why anybody would want a wafer that came from the sewer is beyond me, but points are points.

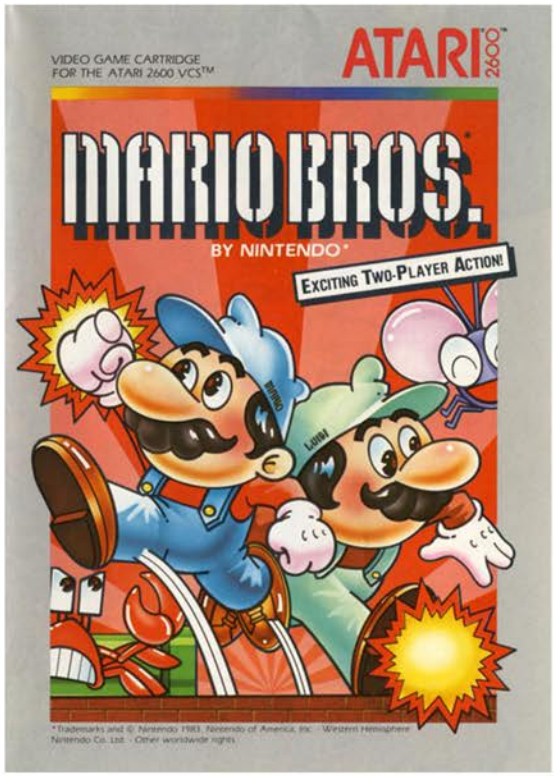


The pests begin easy with turtles called Shell creepers, but quickly ramp up in difficulty with the Sidesteppers. These crab creatures require two hits to flip over, which is a lot more difficult in this version than the original arcade game. In the arcade when you hit an enemy they fly backwards, which in the case of the crabs gives you a chance to land two hits without moving from your position. In the 2600 version they simply fly upwards, forcing you to move over to hit them twice. This also makes dealing with the final enemy much more difficult since he moves at twice the speed of the regular enemies.

Pests aren't the only thing posing a threat to your wellbeing, as there is a constant fireball patrolling the levels. It appears randomly on the edge of the screen before rapidly moving across, giving you little time to react. If you should miss an enemy as a result of dodging and begin to get overwhelmed, never fear because there is a POW button near the bottom. One hit of this and everything that is currently touching the ground will flip.

This is an admirable port of the arcade game, and is worth checking out if you have your heart set on playing it on the 2600.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

## GAME PLAY

Mario the carpenter and his brother Luigi* are hopping mad! The water pipes in their house are blocked with nests of crawling creatures. If the two brothers can't get rid of them they'll never take a bath again!

Your task is to help Mario and Luigi knock the pipe pests off floors and into a puddle of water below. Each time a pest is knocked off, you earn points; when all the pests are knocked off, the next round begins. You start the game with five lives, and earn additional lives every 20,000 points.

To jump from floor to floor, press the controller button while Mario or Luigi is running to the right or left. To jump straight up, press the button when Mario or Luigi is standing still.

Figure 1

### THE PESTS

Knocking off a pest is a two-part maneuver: First punch the floor directly beneath a pest to flip it onto its back, then jump up to the floor and kick the pest off before it recovers. The pipe-dwelling pests are:

***Shellcreepers:**

To eliminate a shellcreeper hit it once from below, then kick it off the floor before it starts crawling again.

**Sidesteppers:**

Sidesteppers are harder to knock off. The first time you hit one, it becomes enraged and moves faster than before. Hit it again, and it will flip over.

**Fighterflies:**

Fighterflies hop from one section of the floor to another; the only time you can flip one over is when its body is touching the floor.

### BONUS WAFERS AND COIN PHASE

Earn 800 extra points for every bonus wafer you pick up. A wafer comes out of a waterpipe each time a pest is kicked off a floor.

At certain times during the game the pests disappear and a coin phase begins. During a coin phase the screen is filled with dangling coins; you are given 15 seconds to collect as many coins as possible. A timer at the bottom of the screen counts down the seconds.

### THE POW SWITCH

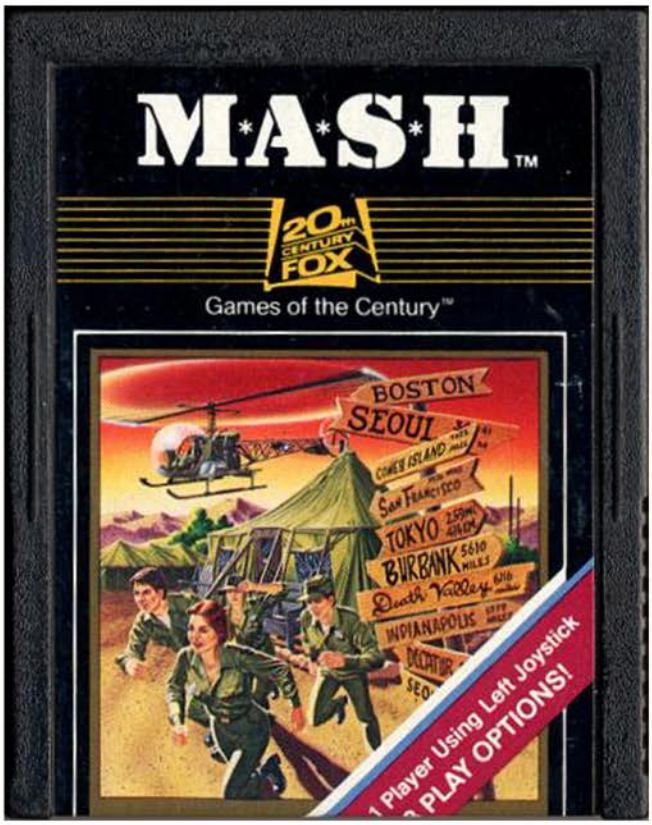
The POW switch is located on your screen between the two lowest floors (**see Figure 1**). If Mario or Luigi hits the POW switch, it delivers a punch to all the pests on the screen. You may use the POW switch three times before it disappears, and will then receive a new POW switch every ten rounds.

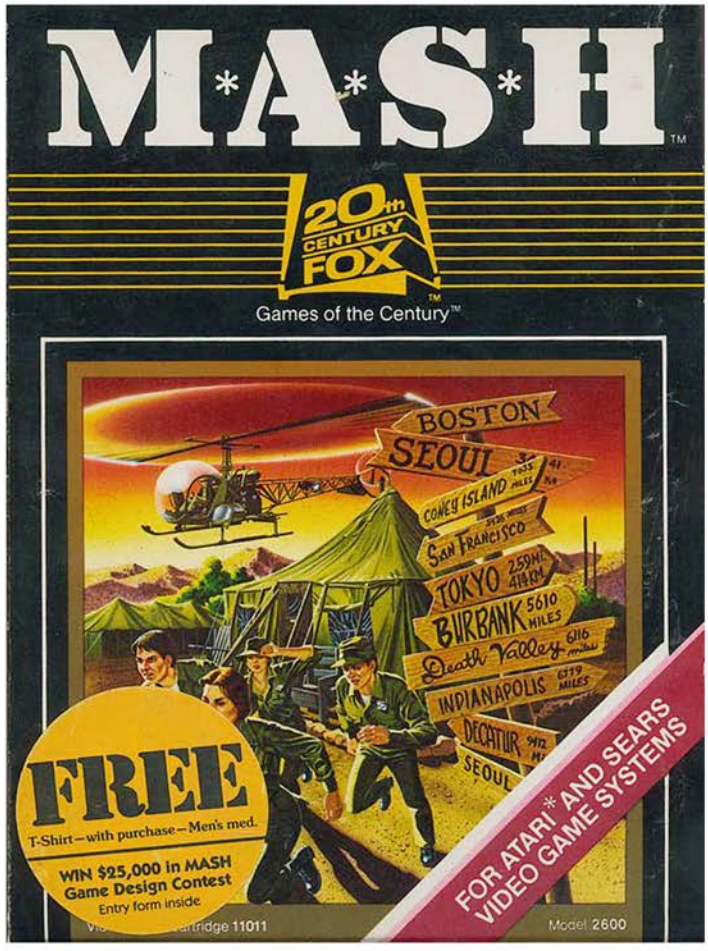
# MASH

Release Date: 1983
Publisher: 20th Century Fox
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 11011
Rarity: 3
Programmer: Doug Neubaur / Frank Cohen

This is another entry in the “questionable properties to turn into video games” competition.



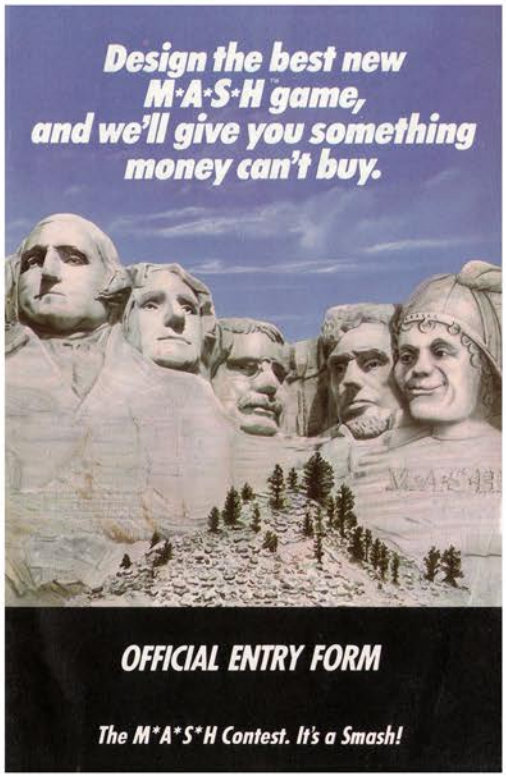
Welcome to Korea circa the 1950s, and America is in the middle of a ground war with North Korea. Based on the popular TV show, you are Hawkeye, chief surgeon of the 4077th MASH unit, and it's your job to rescue injured soldiers from the battlefield and perform lifesaving surgery on them. As is usually the case with men, they will compete at anything and everything, so your comrade Frank Burns is racing against you to see who can save the most soldiers, both in and out of the surgery bay.

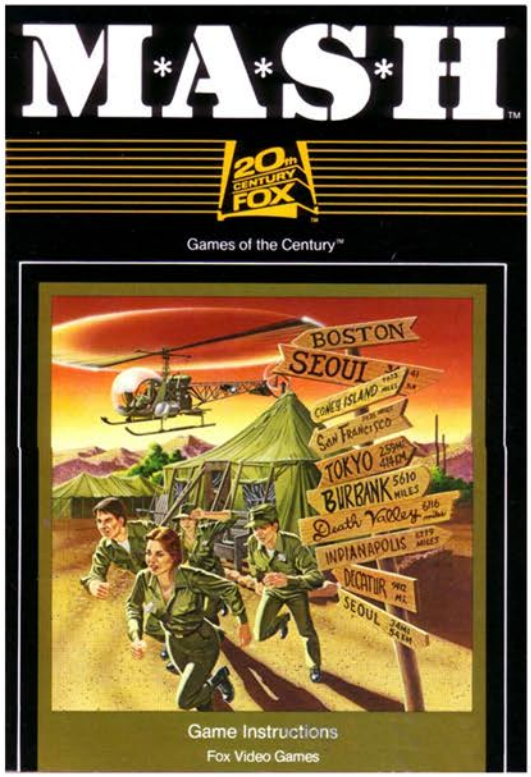
The game is broken up into two segments, field rescue and shrapnel removal, and there are two different varieties of retrieving men from the battlefield. The first is to fly your helicopter into the woods while dodging North Korean tank fire coming from the south. Once you have grabbed five men you have to go back to base and drop them off before you can collect more. The other gameplay option makes you wonder about the mentality of some of these soldiers, as Colonel Potter's men have decided it was a wise idea to leap out of a plane without a parachute. Here the only goal is to catch as many as you can before they go splat. After a predetermined number have been saved, it's off to surgery.

The second segment plays like a reimagined version of the board game Operation, where you have to use your tool to remove small objects from the patient. You have fifteen seconds to touch the shrapnel and slowly move it through the tight corridor of your patient and out of the body. When you mess up and touch the sides, you are called a ferret face as your patient screams in agony while dying.

There are two other gameplay options available, a surgery only game and a kids version. The surgery only option is a race to 999 between you and Frank Burns, who gets eight points per second. Assuming you don't murder every other patient it isn't that difficult to win. The kids version orders a cease fire so the tank isn't trying to take you out, and your chopper is half the size making it easier to navigate between the trees. And I know what you are thinking, yes, it's odd that a game about the horrors of war has a kids option.

Despite the odd subject matter for a video game, MASH is a high quality title.




Top Left: Contest Entry Form
Top Right: Manual Cover
Below: Manual Page Samples

## MASH

### TO SET UP:

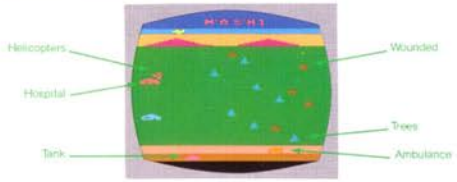
Set up your video computer system and left and right joystick controllers as instructed in your manufacturer's owner's manual. Move the color B/W lever to the correct setting. Turn power off and insert the MASH game cartridge.

### TO BEGIN:

Turn the power on. Use the Game Select lever—and Difficulty Switches to choose a play level. Press the Game reset lever and get ready to ship out to the Korean front!

### THE OBJECTIVE:

You are Hawkeye Pierce, Chief Medical Surgeon of the 4077th MASH. Your responsibilities include rescuing injured men from the battlefield, performing surgery in the operating room, or, in an alternative game, picking up Colonel Potter's skydiving medics. You pilot your chopper low through the trees, avoiding shells fired at you from a North Korean tank. After picking up the medics or wounded and rushing them back to the hospital, the pressure really starts to get heavy. Time is running out for the injured men and you must operate. You have to work fast. You are competing with your fellow surgeons, either B.J. Hunnicut, Trapper John McIntyre or Frank Burns.



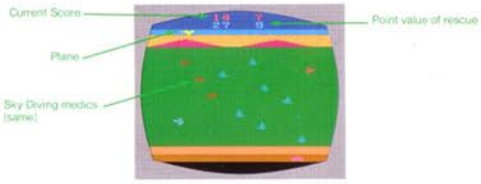

### THE CONTROLS:

Tilt the joystick forward, backward, left and right to maneuver your chopper around the screen. Use the red trigger button to start games. Once in the operating room the joystick is used to maneuver your surgical instruments around the screen.

### DIFFICULTY SWITCHES:

**LEFT DIFFICULTY: Position A**—Left joystick player begins game with 0 points.
**Position B**—Left joystick player begins game with 99 points.
In position B the computer (Frank Burns) will get dumber the farther he gets ahead.

**RIGHT DIFFICULTY: Position A**—Right joystick player begins game with 0 points.
**Position B**—Right joystick player begins game with 99 points.
The right joystick player is the computer in 1 player games.




### CHALLENGER VARIATION:

With the left difficulty switch in position A the challenger mode is entered for 1 player games. Frank Burns will play at maximum intensity in this mode. Also Frank Burns will receive 8 points per second during the bonus surgery round.

Whenever your difficulty switch is in position A (1 player or 2 player games) your opponent will receive the point value of the shrapnel if it touches the patient while you are removing it.

### PLAY LEVELS:

There are 8 play levels (or games) in MASH. Each game consists of several "rounds." A round ends when a certain number of men have been rescued. Between each round surgery is performed in the operating room. The exception is in games 7 and 8 which are devoted totally to the surgery game. The games are won by the first player to reach 999 points.

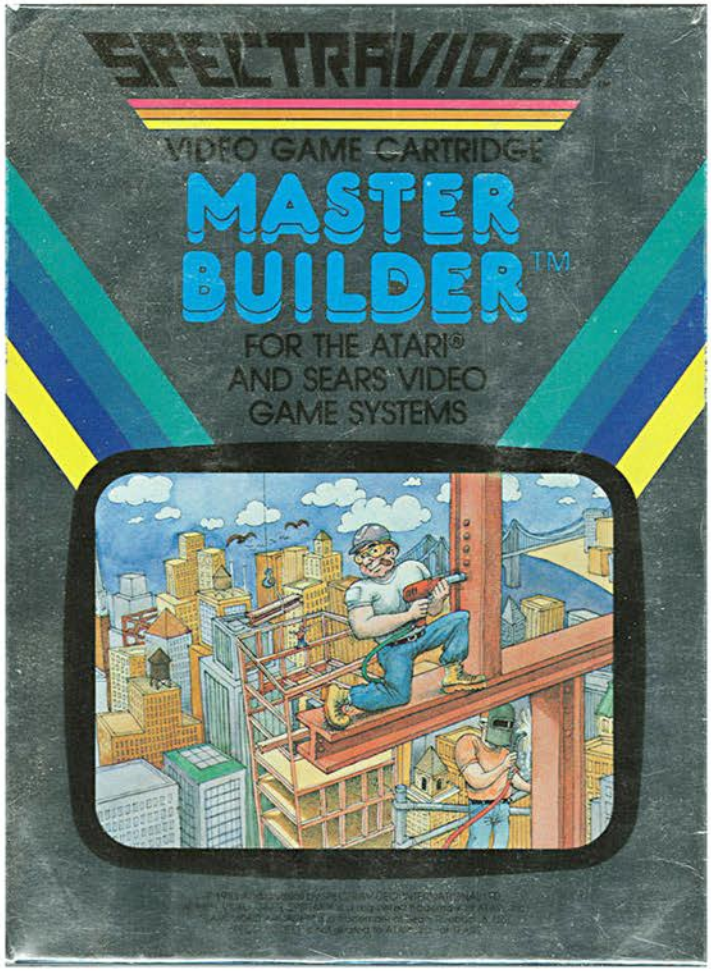
| GAME | TITLE | # PLAYERS |
|---|---|---|
| 1 | Welcome to Korea | 1 |
| 2 | Welcome to Korea | 2 |
| 3 | Colonel Potter | 1 |
| 4 | Colonel Potter | 2 |
| 5 | Cease Fire | 1 |
| 6 | Cease Fire | 2 |
| 7 | O.R. (Operating Room) | 1 |
| 8 | O.R. (Operating Room) | 2 |

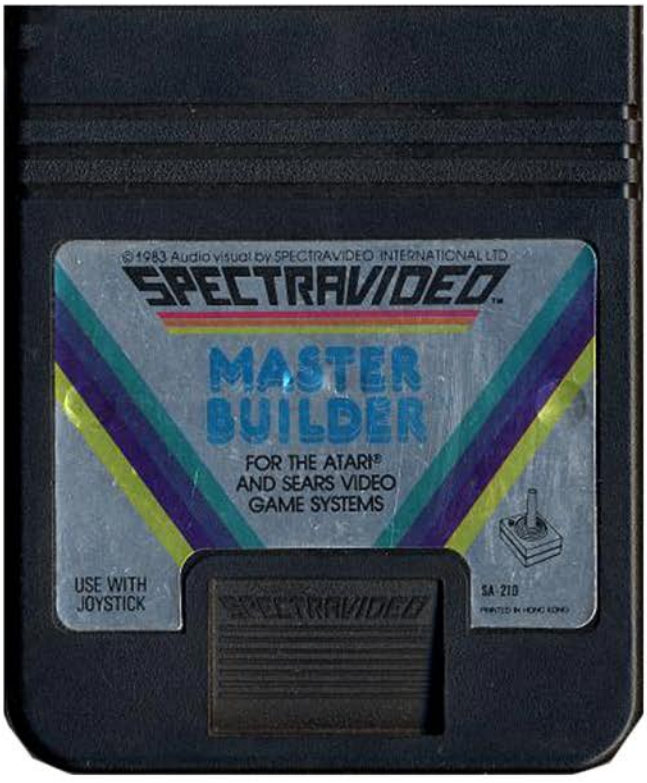
# Master Builder

Release Date: 1983
Publisher: Spectravision
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: Sa-210
Rarity: 8
Programmer: N/A

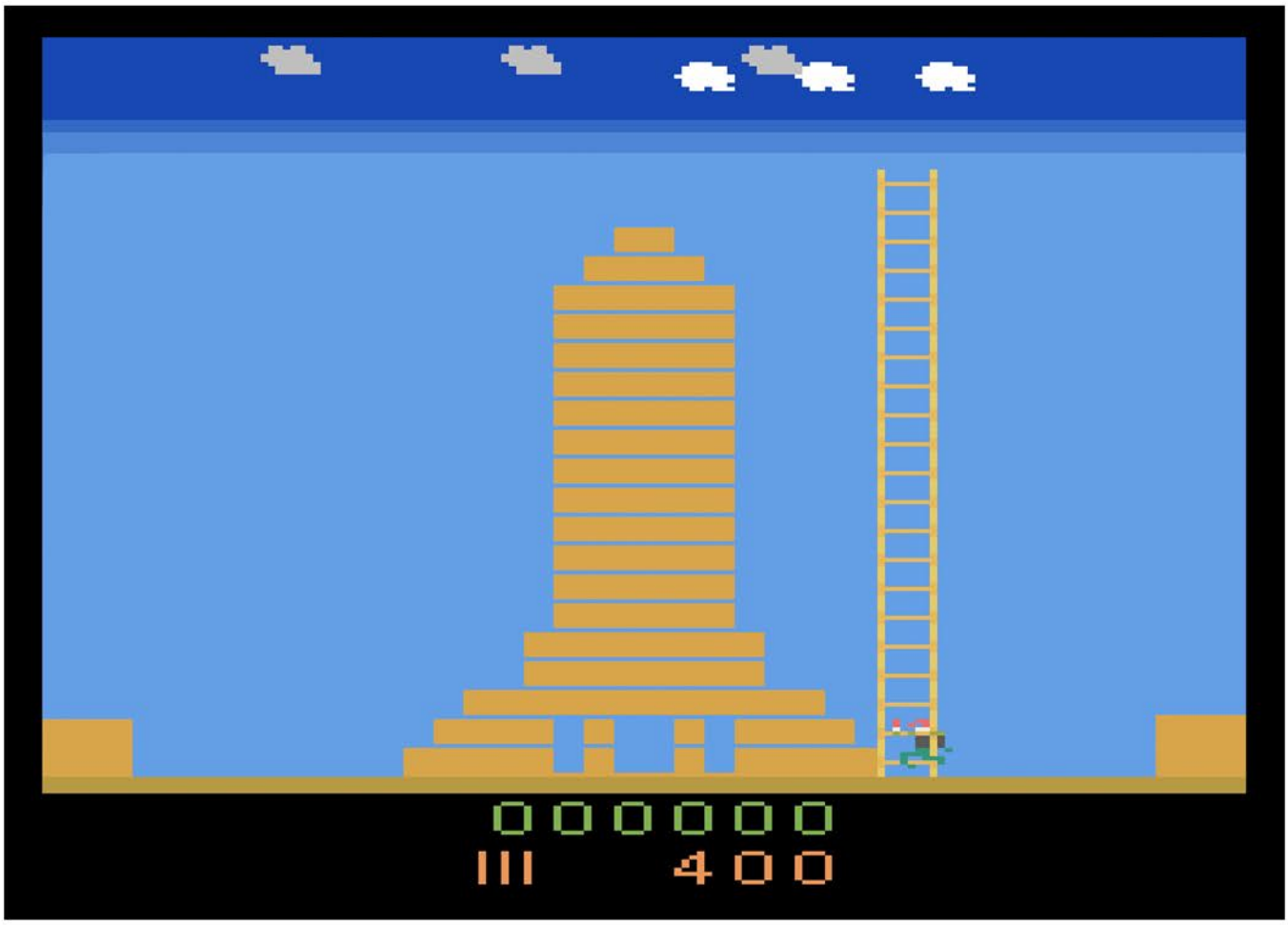
This game about building might actually be less fun that physically laying bricks.

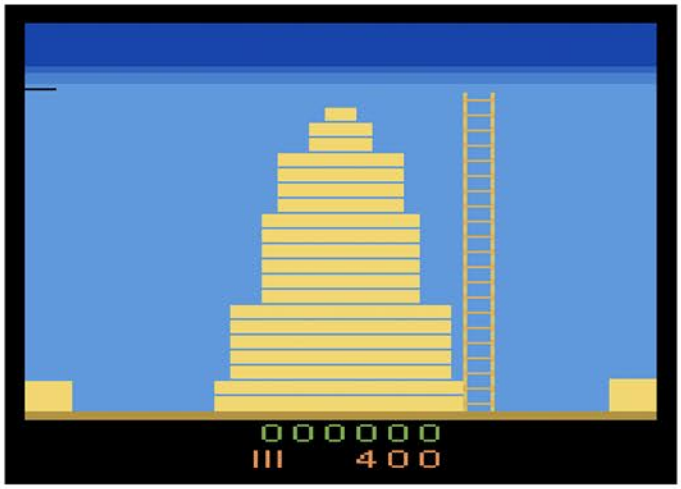


You are the Master Builder, and it's your job to adorn the Specraville skyline with your concrete masterpieces. Over the course of five buildings (City Hall, Catholic Church, Commercial Centre, History Museum, and Memorial Building) you can make your mark for generations to come.

When you start the game you get a five second look at what your finished structure will look like. Hopefully you have a photographic memory because that's the only glance at the building you are going to get, because as we all know, the greatest construction projects in history have all been done from memory. Once you gain control of the brick layer, run over to either side and stock up on supplies before beginning to build. It's going to take multiple trips to the supply area to make a single line, so be prepared to a lot of backtracking.



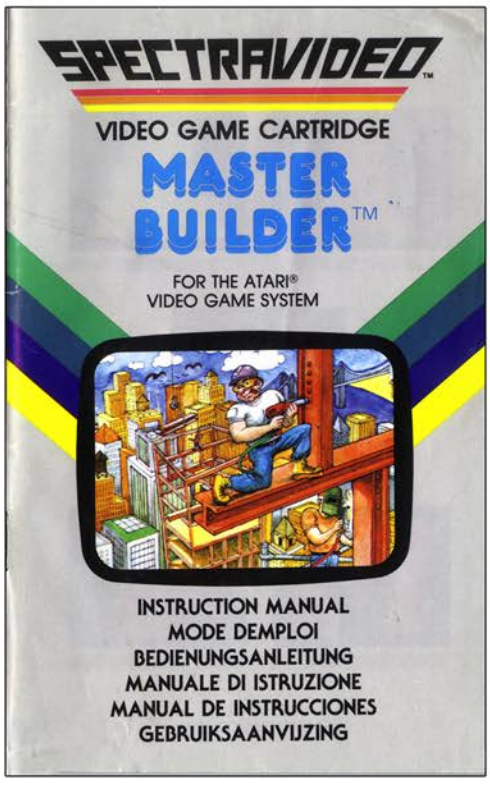


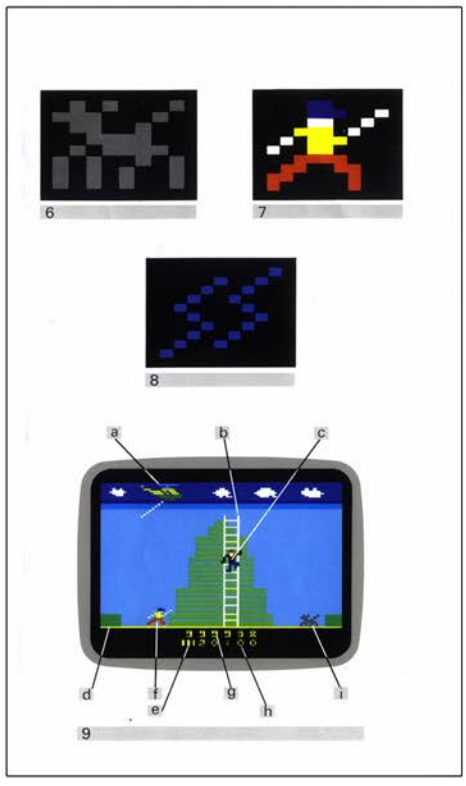
Once you have the first layer built, it's time to ascend your ladder. As you move about the screen, it will automatically attach itself you to and will only be held in place as you climb it. Find the perfect spot to go up, walk along the previous layer and begin assembling the next one. Be incredibly careful though because it's very easy to have a construction accident and trap yourself. If this happens you can either wait until the timer runs out, or concede defeat and hit the reset button.

In addition to memory being an adversary, you also must contend with the Spectradog, which will bite your builder. There is a bratty kid that will come and steal your ladder, and if that wasn't enough, you can also be struck down by a bolt of lightening. The good news is that unless you are a true masochist you'll never see anything but the dog because you'll have stopped playing by that point.

There really isn't anything good to be found here. The difficulty is completely off the charts. The gameplay consists of little more than running up and down a ladder to collect a handful of supplies, and a single mistake can make all of your efforts be for nothing. The only redeeming quality of the game is how you finish a level, which is by jumping on to a passing helicopter once your building is complete. Of course you can just look that up on Youtube and call it a day.

Top Left: Additional Screenshot
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



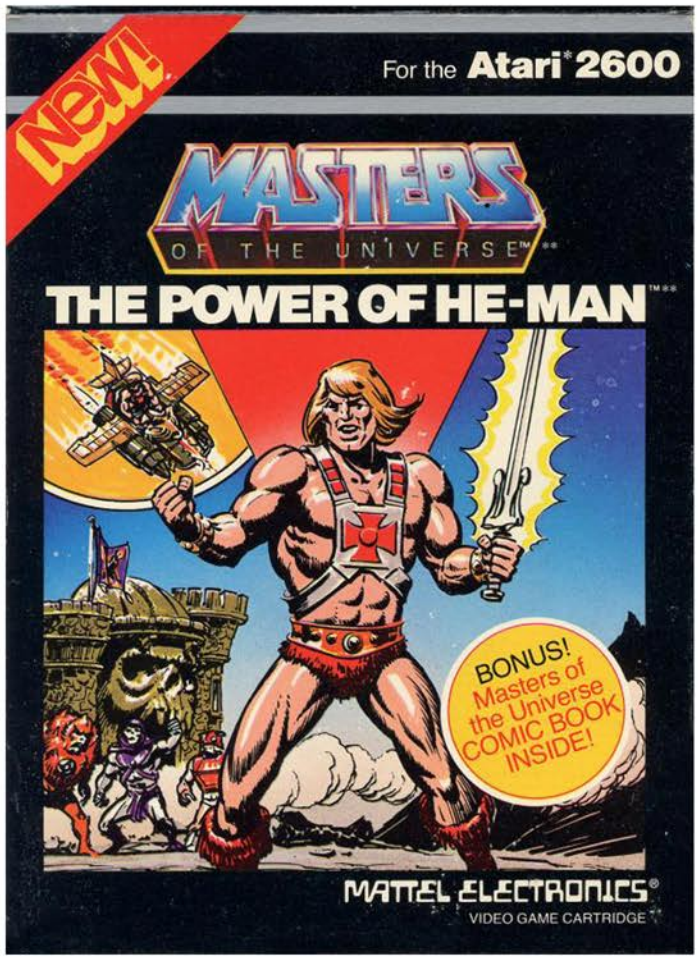

# Master Builder

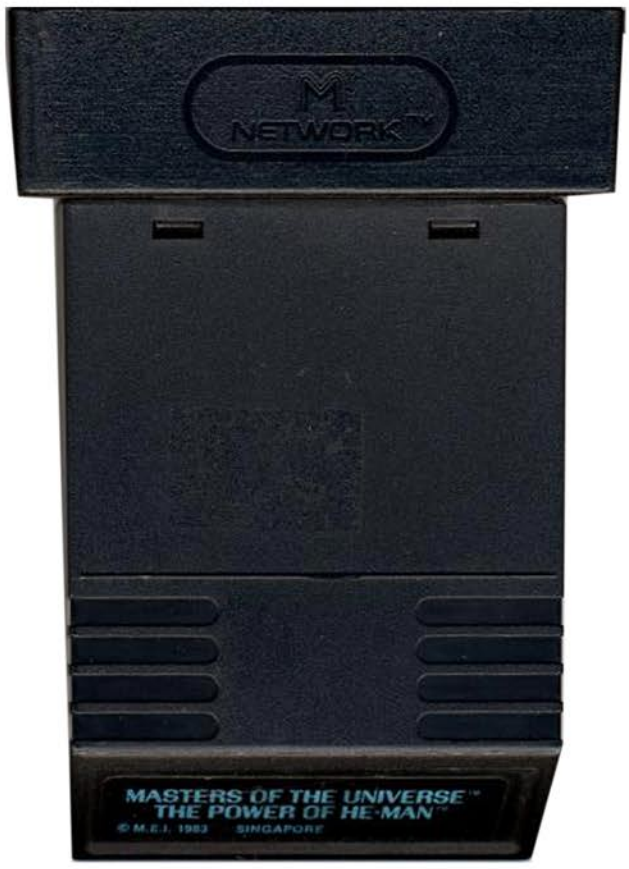
# Masters of the Universe

Release Date: 1983
Publisher: M Network
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: MT4319
Rarity: 4
Programmer: Mike Sanders / Jossef Wagner

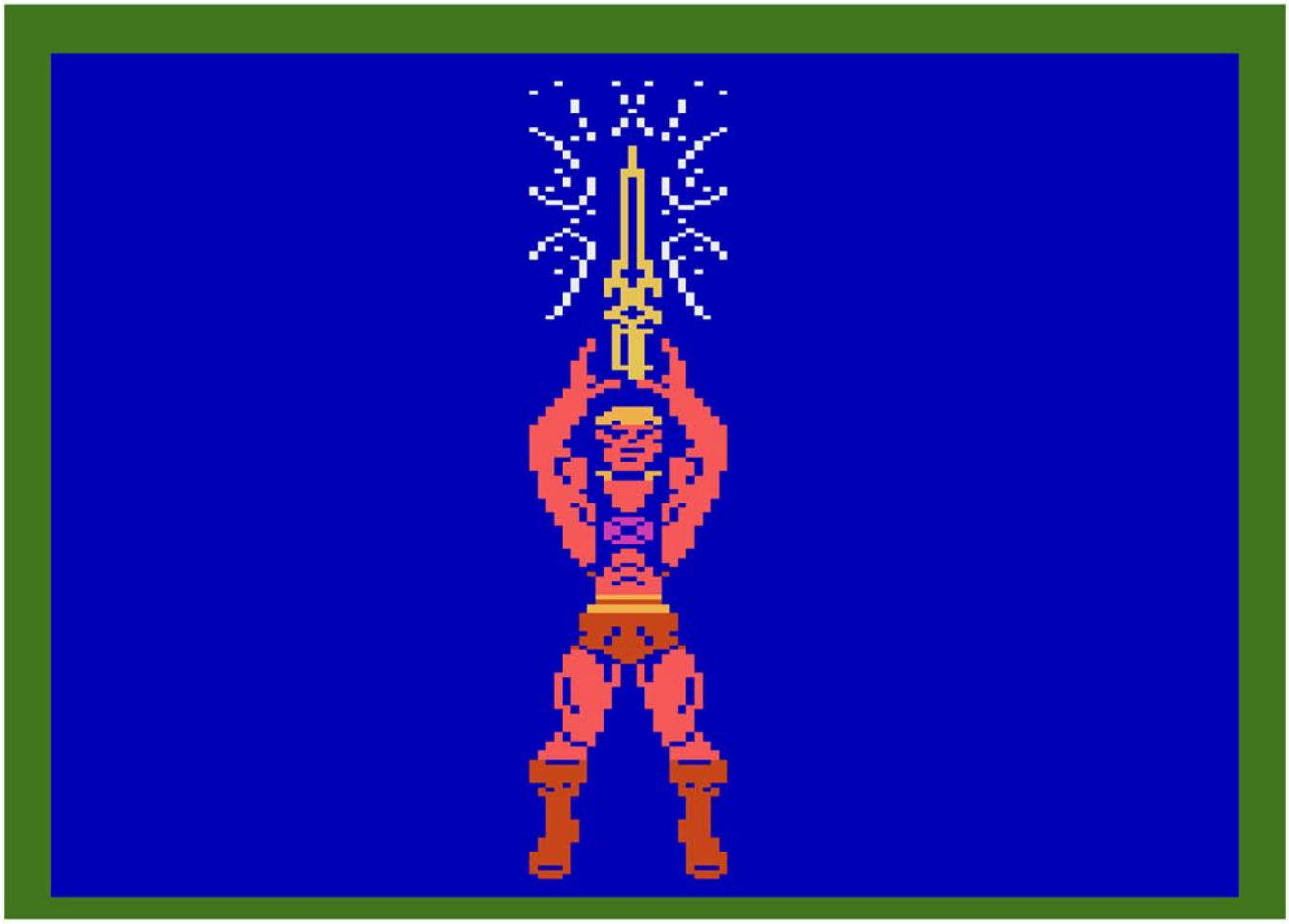
This game is a dissapointment to fans of the series and of video games in general.

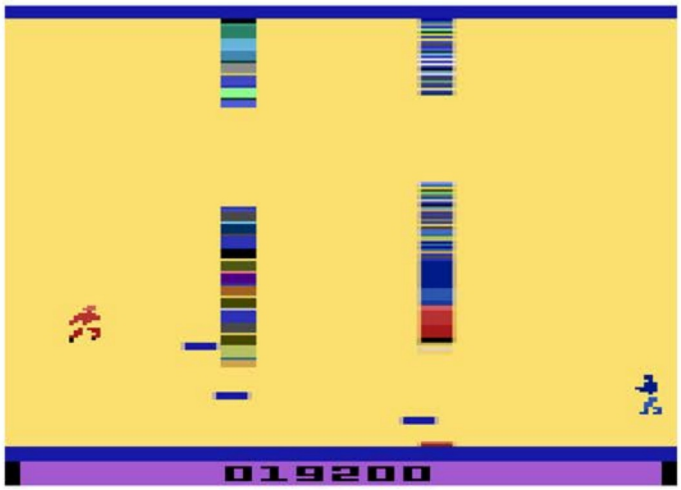


By the power of Greyskull, you have the power! At least that's what the creepy transformation from Prince Adam into He-Man that takes place upon firing up the cartridge would lead you to believe. In reality the only thing you are going to receive is a master class of frustration.

When the game begins you are at Man-At-Arms workshop when you are alerted to a problem at Castle Greyskull, which is thirty miles away. The only way to get there in time is to board the Wind Raider and traverse the desert. Making your commute more difficult are evil warriors who use warp trakkers and lasers with terrifying efficiency. Your transport isn't defenseless thankfully, coming fully equipped with an ion cannon and bombs. Unfortunately the warp trakkers render your bombs unusable when deployed, and your ion cannon only fires about halfway across the screen.



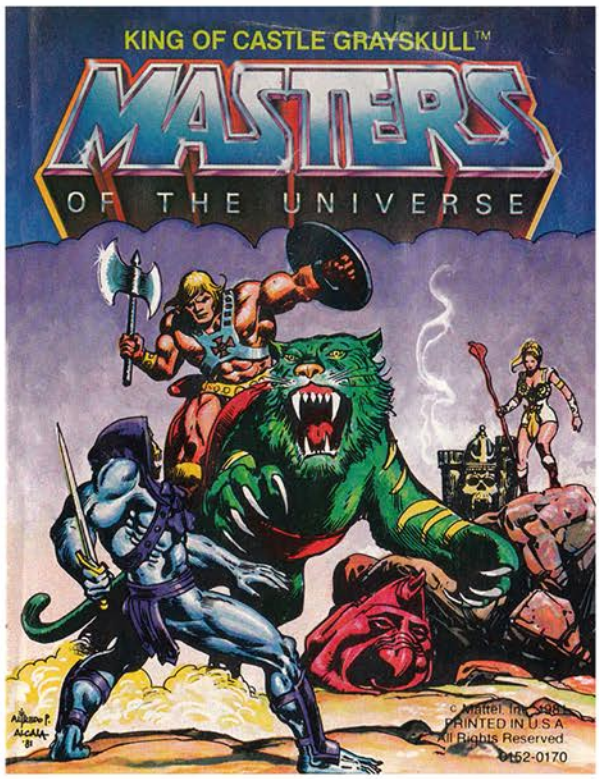



For the casual player, the desert flying sequence will be the only one they experience due to the crippling difficulty. The barge is slow and the warriors on the ground are relentless, quickly moving underneath you and firing. The homing trakkers force you to dance around in a vain attempt to prolong life. The screen does a weird shift whenever you change direction, which is the only way to escape death. It takes a while to get used to, and even then it's more luck than skill that keeps you breathing.

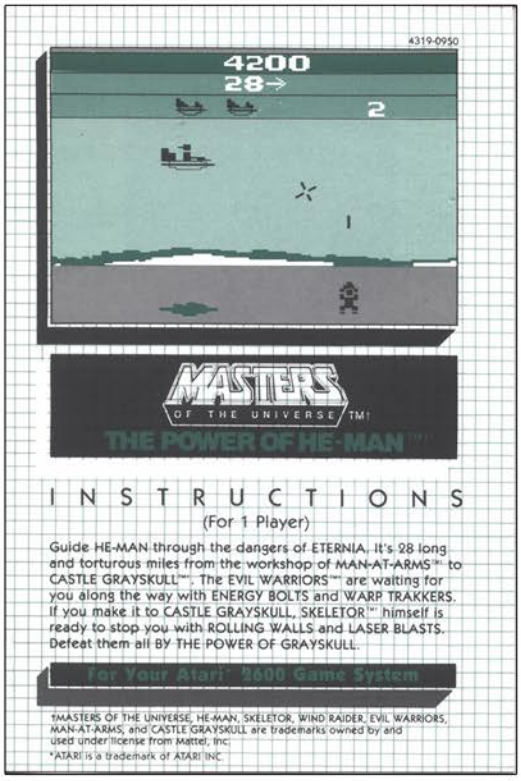
Should you make it across the landscape and to Castle Greyskull, it's time to face off against your arch-nemesis, Skeletor. In order to take him down you must make it across a danger filled room that is equipped with two rolling walls that move back and forth, as well as a constant barrage of laser blasts. Your power sword can deflect blasts, but unfortunately it forces you to remain stationary, which usually results in being hit by the wall and sent back to the far edge of the screen. Despite being the most powerful warrior in the land, you move like you are wearing lead shoes, making it infuriating to reach Skeletor. Once he is reached, the battle is over with a simple touch.

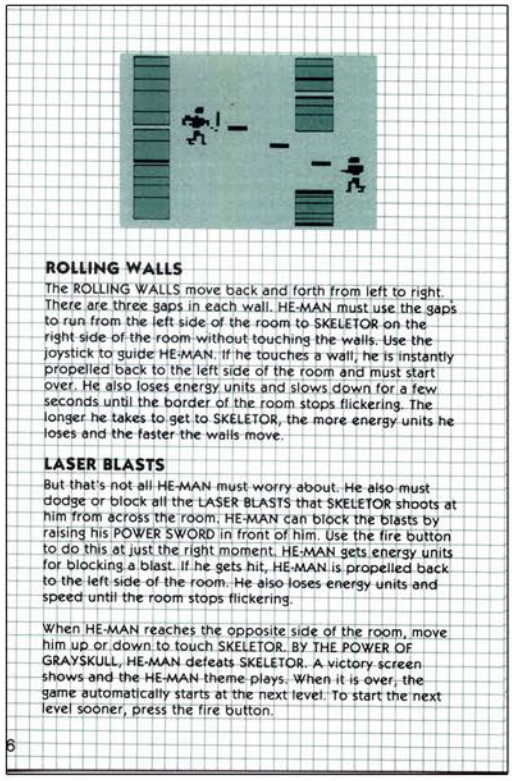
Your reward for surviving this gauntlet of pain is a nice image of He-Man in the victory pose and a healthy dose of celebratory music. Unfortunately this celebration is short lived as level two begins, and it's much more difficult than the first.

If you are a die hard He-Man fan and just have to experience everything the series has to offer, or are a masochist, have at it. Everyone else should avoid it.




Top Left: Additional Screenshot
Top Right: Comic Cover
Below: Manual Cover and Page Sample



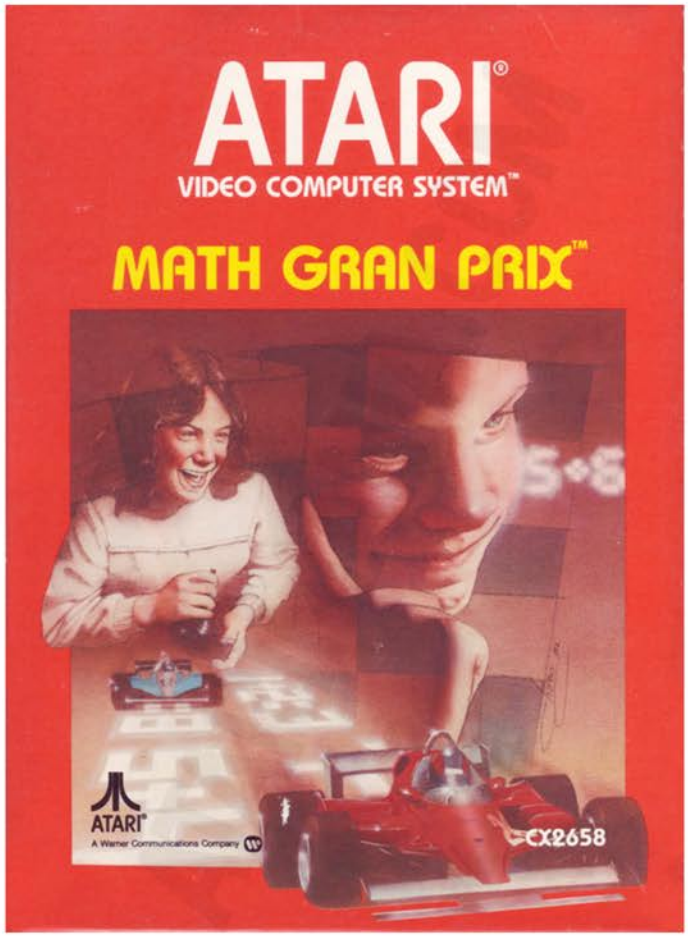

# Masters of the Universe

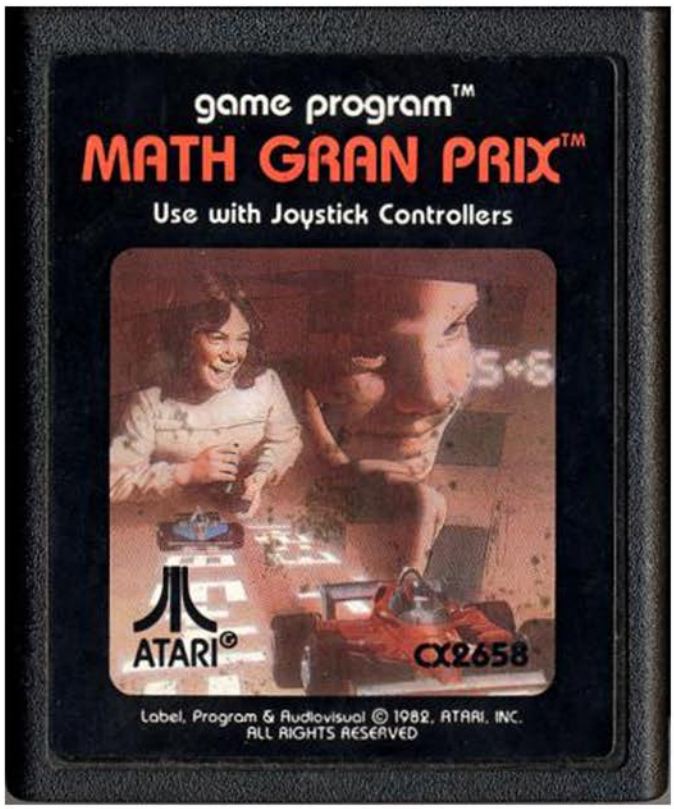
# Math Gran Prix

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Education

Alternate Title: N/A
Model #: CX2658
Rarity: 3
Programmer: Suki Lee

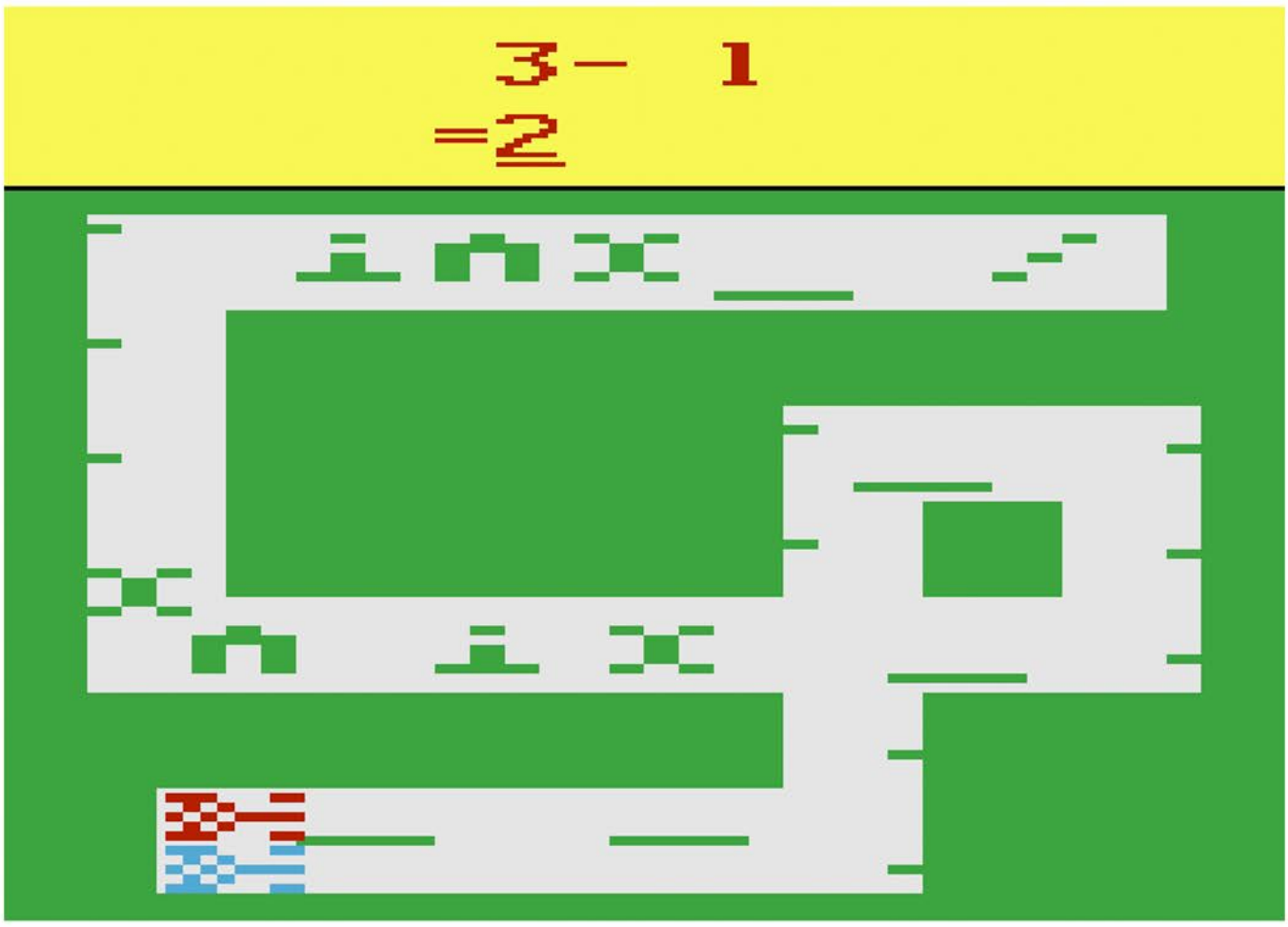
The perfect “racing” game for those poor kids whose parents insisted everything be educational.

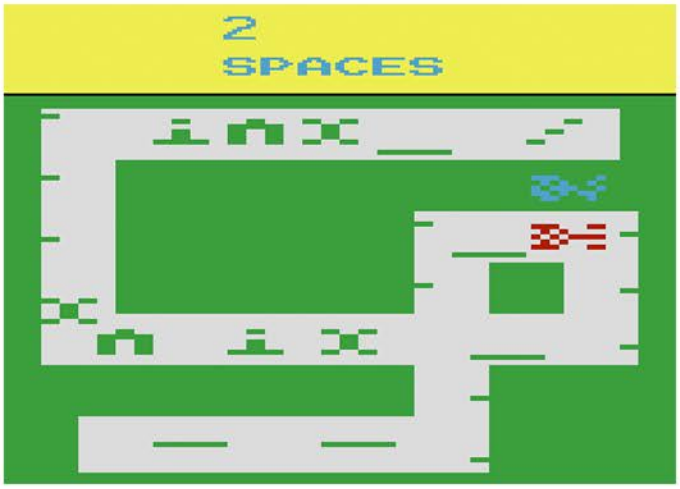


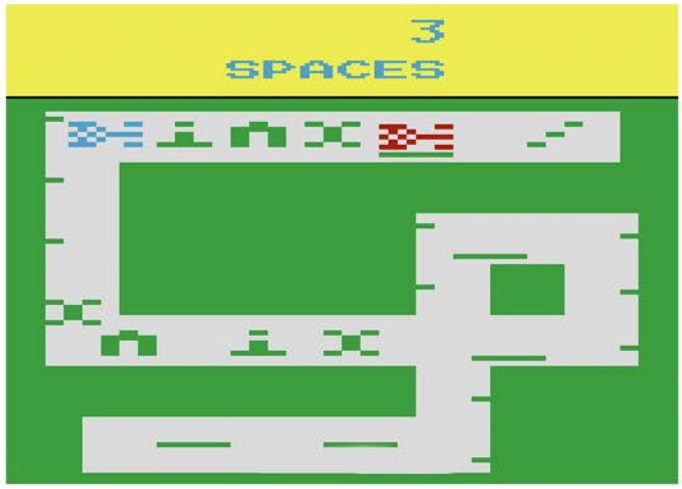



Get behind the wheel of a match powered race car, and rev the engine while you decide whether you want a two space or three space question. Answer that problem correctly and you will zoom ahead on the racetrack, speeding for literally seconds before coming to a screeching halt and being forced to wait as your opponent takes their turn. Continue this for seven or eight turns, claim the checkered flag or wallow in defeat while your adversary celebrates, then do it all again! Or in reality, you'll more than likely throw this game aside and do literally anything else.

If you are thinking that surely this can't be all to the game, then you're right! At two points in the track there are a row of icons on the ground that perform special functions. The Skipper grants you an extra turn and the Spinner will bump you ahead anywhere from one to four spaces.



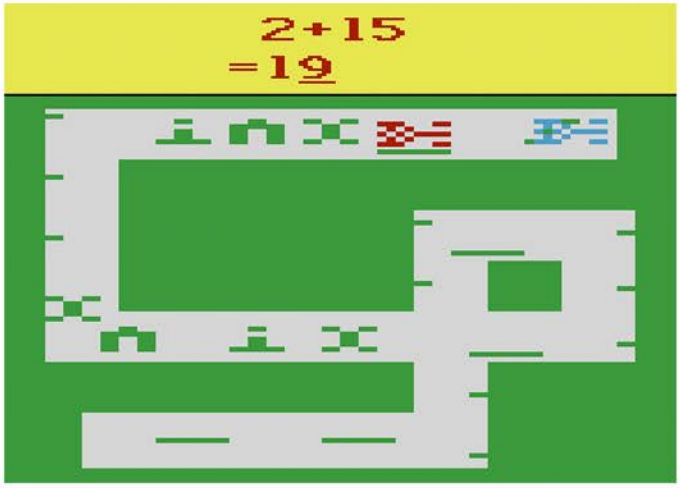


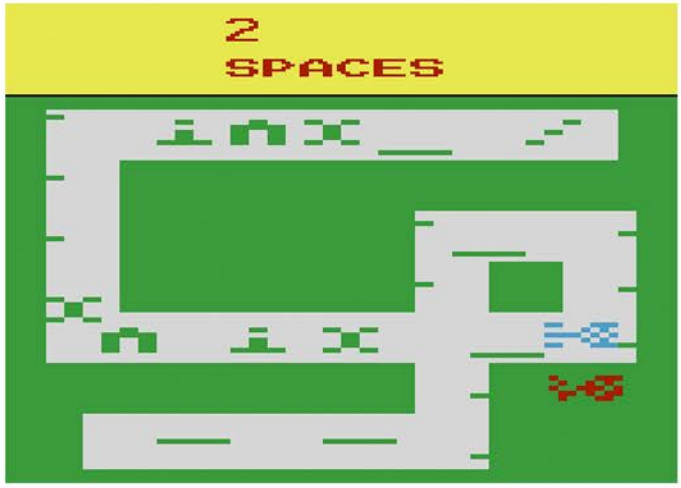



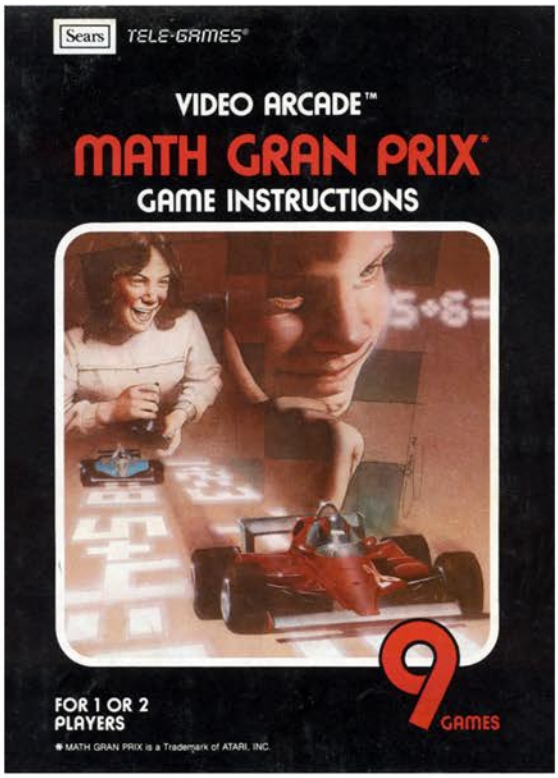

If you miss both of those then the Sinker is a nice consolation prize as it prevents you from being bumped off the track, which happens whenever the other racer lands on the same space as you. Which in a game where you can only move two or three spaces at a time, happens quite frequently. The final icon is the Steps, which is last spot before the finish line. Land here and you'll be forced to answer a three space question to win the race.

The basic race usually follows this pattern. Both racers move with ease down the front straightaway, then bump each other several times as they do a series of turns, with the winner typically being decided by whoever gets the bigger boost from the Spinner, as it can really thrust them ahead in the race.

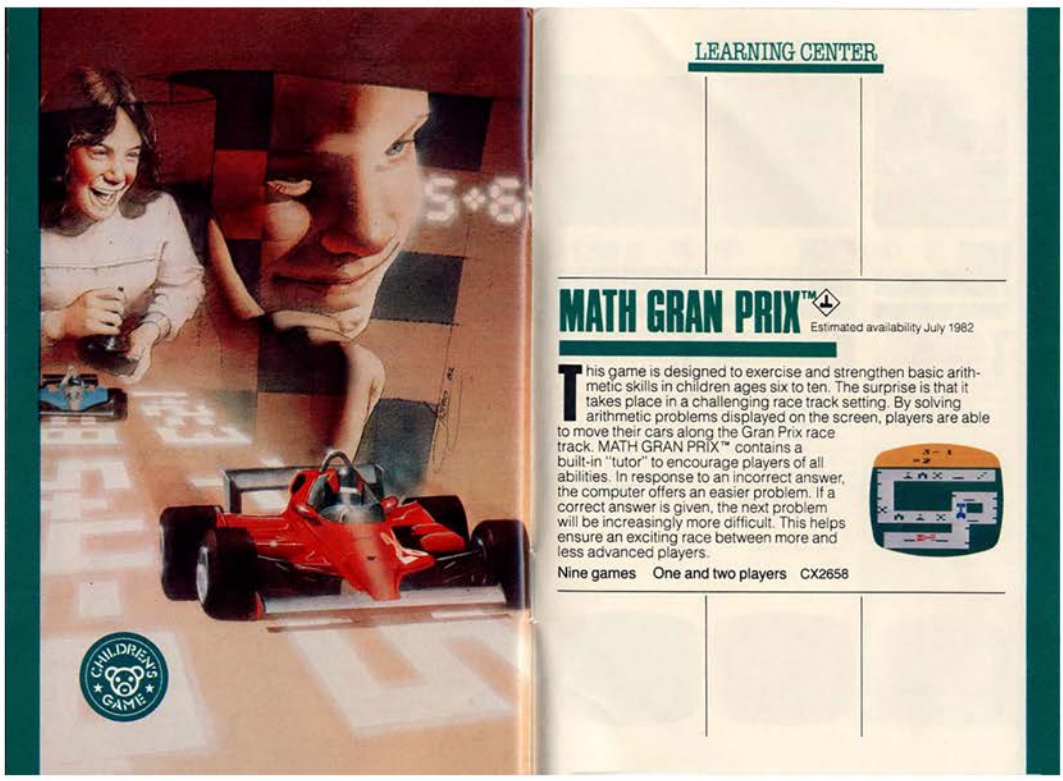
There are three game varieties that determines what kind of math problems you get (plus/minus, multiplication/division, all four), and three skill levels for each one. Each game mode and difficulty level allows you to play solo or with a friend, but the reality is if you are really dead set on doing math while racing you'd be better off getting some flash cards and a couple of Matchbox cars. The only reason to play this game these days is to see just how pitiful education games were at the dawn of the consoles.





Top Left: Sears Manual Cover
Top Right: Catalog Sample
Below: Catalog Sample



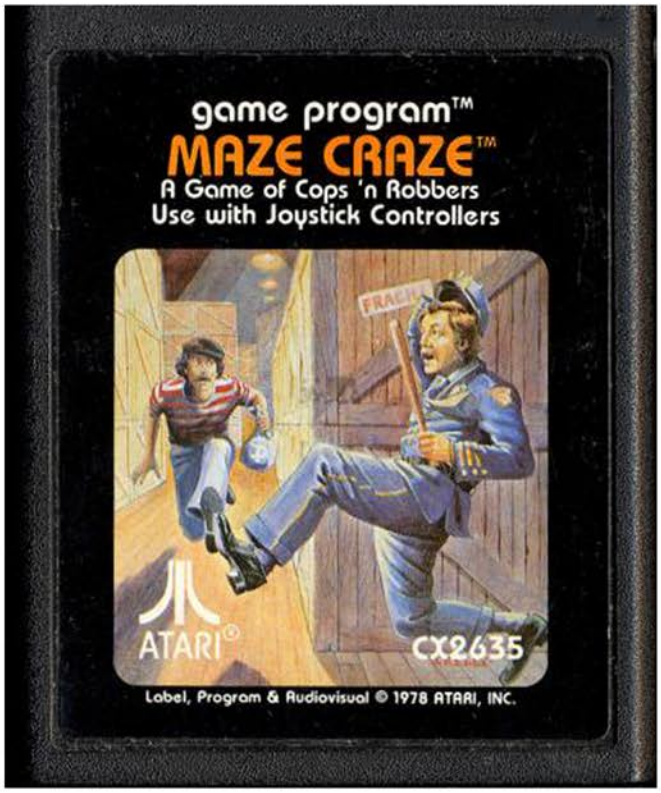

# Math Gran Prix

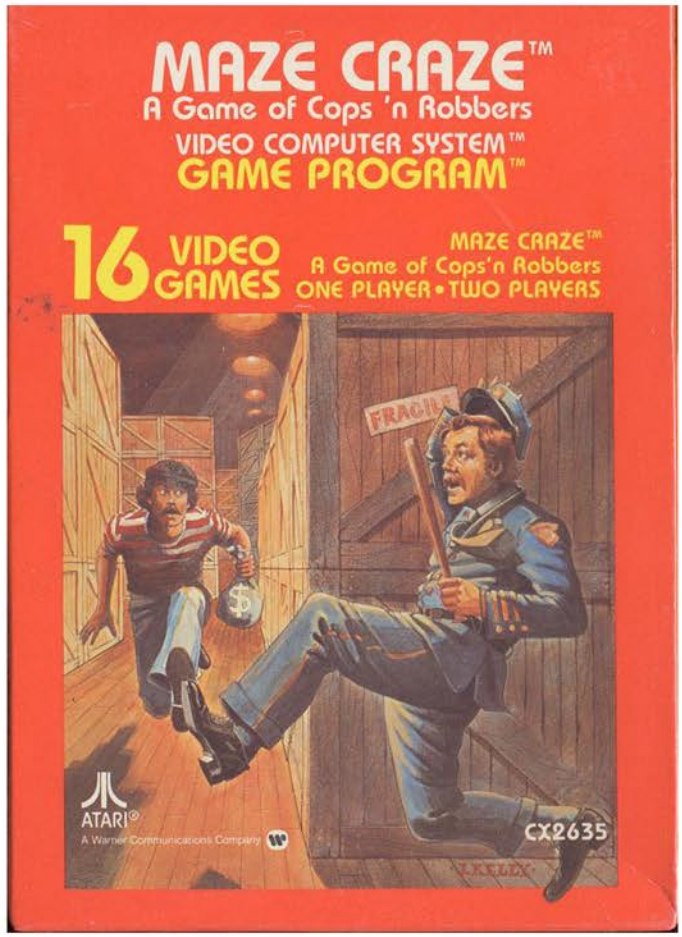
# Maze Craze

Release Date: 1980
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: Maze Mania
Model #: CX2635
Rarity: 2
Programmer: Rick Maurer

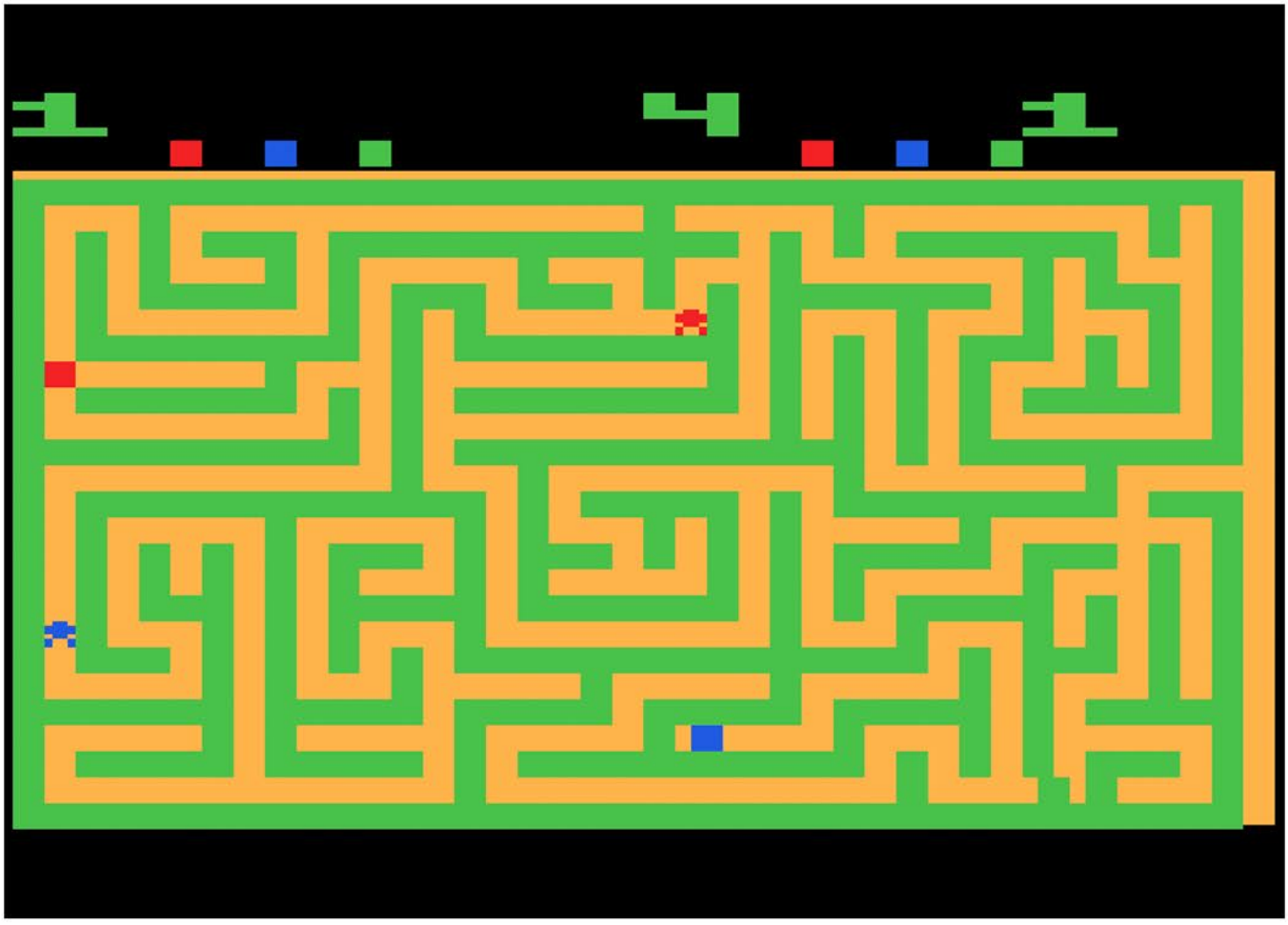
A simple yet very effective game of cops and robbers.

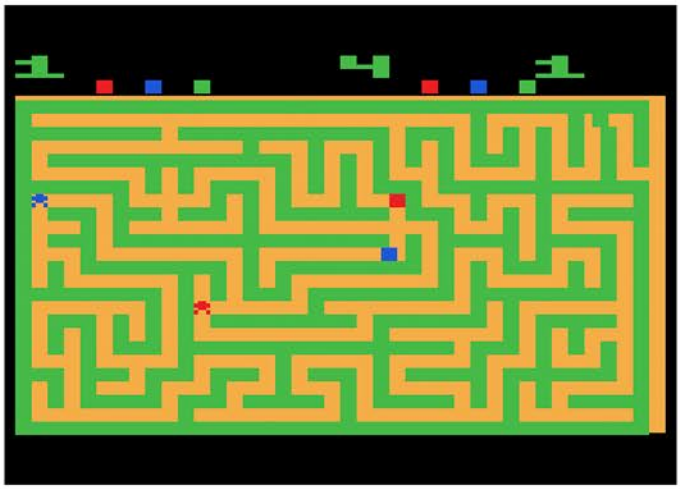


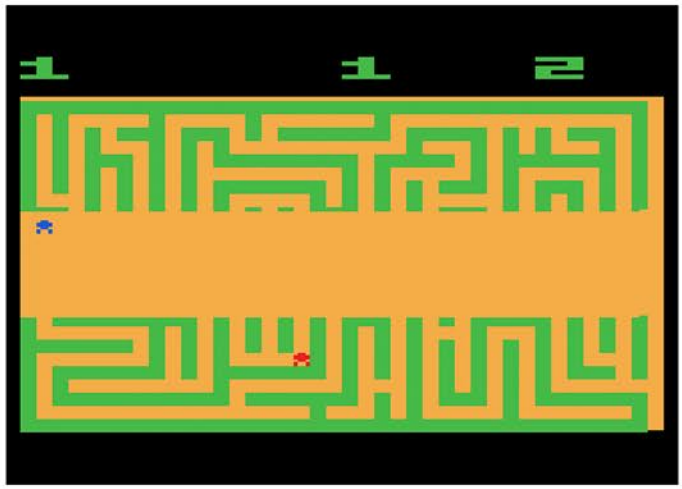



You are a cop on the beat, wandering through the winding city streets on your way back home. Sounds easy, right? Well a combination of roaming robbers and some of the worst city planning in history says otherwise. And depending on your game variation selection, things can become even more difficult.

While at first glance the graphics make this look like a simplistic game, however the shear number of gameplay varieties makes for a deep playing experience. There is the simple “exit the maze” selection, but the real fun begins when you add in robbers. You can select between two, three, and five robbers, and what you want to do with them. In Capture mode you have to run through the maze to touch each of them before you can exit the screen, however in other modes if they touch you then you are wounded and won’t be able to move for a bit. There is even a Terror mode where you can’t win until a robber has attacked your opponent.



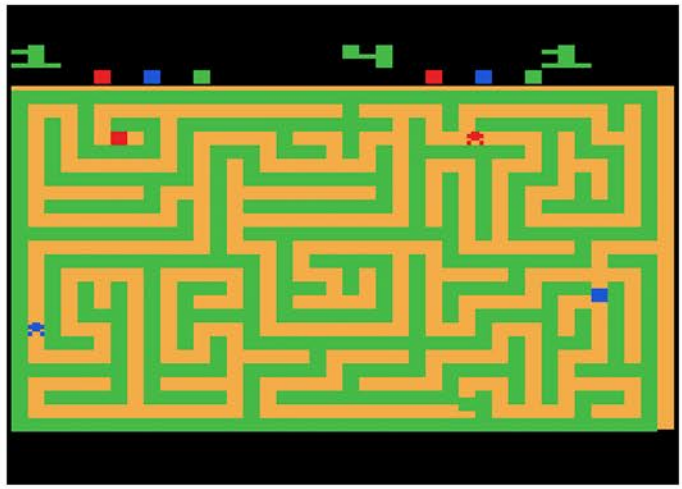


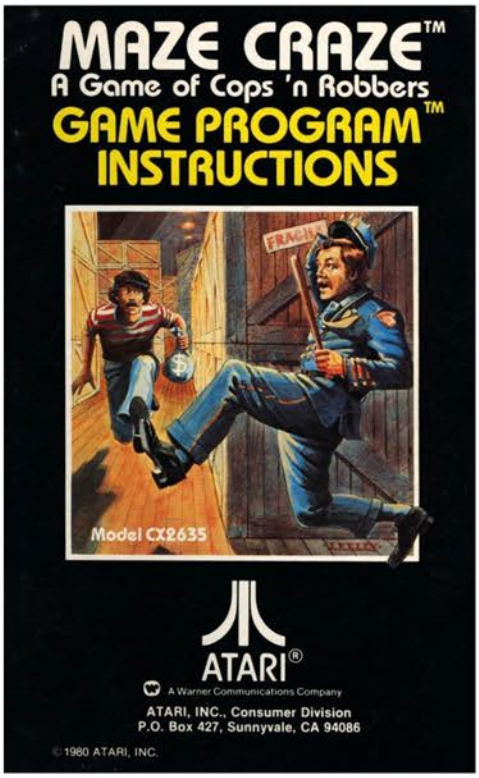


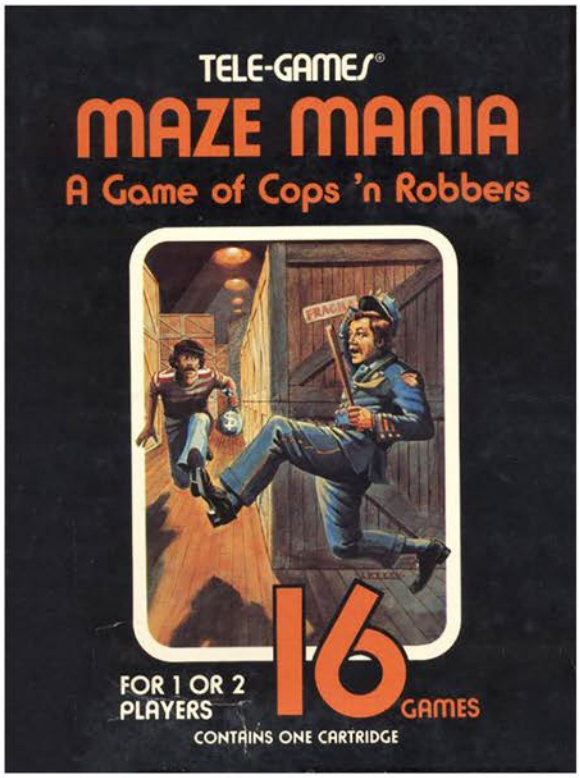
Robbers aren't the only obstacle you face. In some variations you can create blockades, which are false dead ends that will trick your opponent into thinking they can't continue down that path. There are also four levels of visibility, which removes a third of the screen with each higher difficulty, making it very difficult to navigate. You will receive some help with the automatic peek, which illuminates the maze briefly every few seconds, and a scout that will randomly lead the way. For the most part however you'll be left in the dark.

The biggest issue with the game is the sound, which quickly becomes annoying since there is a random beep every time you touch a wall, which will be often. However since there is no music, this game is a great candidate for muting and putting on your favorite tunes in the background.

Sure it's simplistic, but with two player competitive gameplay, a ton of variations, and a seemingly unending number of mazes, this is a solid little title.






Top Left: Manual Cover
Top Right: Sears Box Cover
Below: Catalog Samples

**MAZE CRAZE™**
A Game of Cops 'n Robbers

You're a cop on a tough beat. And the things you'll encounter are — amazing. You'll bump into robbers and blockades, and fumble through blackouts. You'll hear hurrying footsteps, and some other surprising sounds as you try to walk your beat safely, in the least amount of time.

16 games
One to two players
CX2635

**SKY DIVER®**

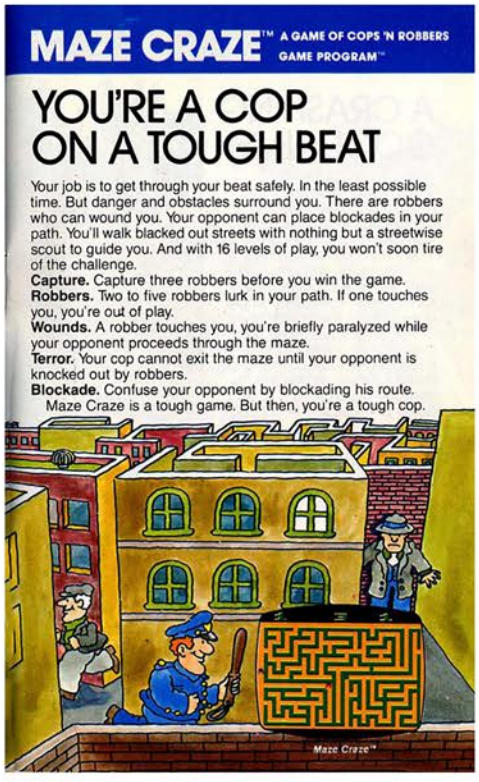
You're ready for the big jump. The longer you can wait to open your chute, the more points you'll score. Steer your chute against varying wind velocities as you guide yourself to the landing pad. Land on the bull's-eye and get more points. But, if your chute fails to open - SPLAT!

Five games
Two players
CX2629

**VIDEO PINBALL™**

Okay, pinball wizards, get set for the ultimate challenge, complete with sounds and flashing colors. Pull back the plunger, release the spring, and shoot the ball. Hit bumpers, spinners, targets and rollovers to rack up points. You get three balls to start with. Hit the ATARI rollover four times and you get an extra ball. Play against the computer or try your wizardry against an opponent of your choice.

Four games
One to two players
CX2648

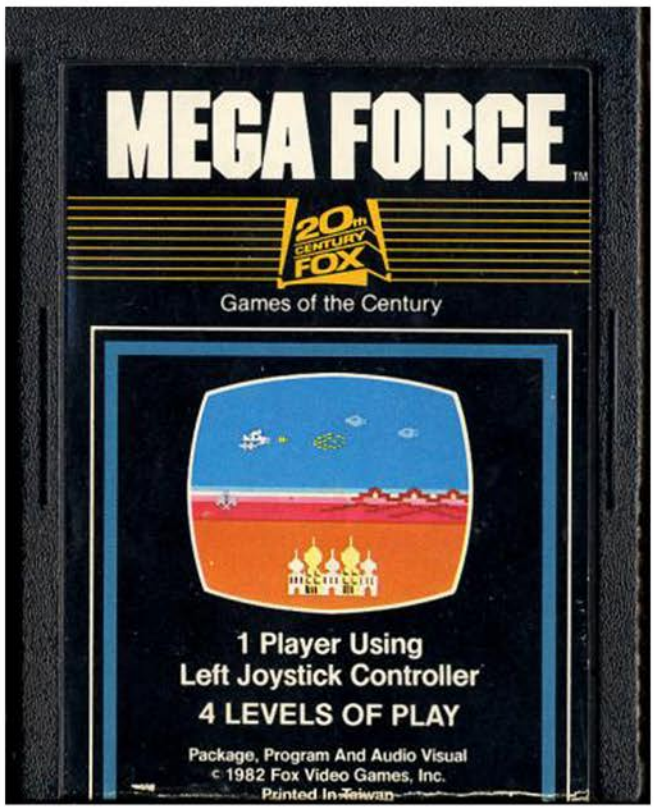


# MEGA FORCE

Release Date: 1982
Publisher: 20th Century Fox
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 11005
Rarity: 2
Programmer: Doug Neubauer

This movie based game is a solid but shallow experience.



Based on the 1982 Barry Bostwick movie, Mega Force puts you in control of the world's most dangerous weapon, the flying jet powered motorcycle. Your mission is to protect the city of Sardoun, which is under attack by an unknown enemy. Once the city is out of immediate danger, you must navigate the desert wasteland in search of their home base and destroy it.

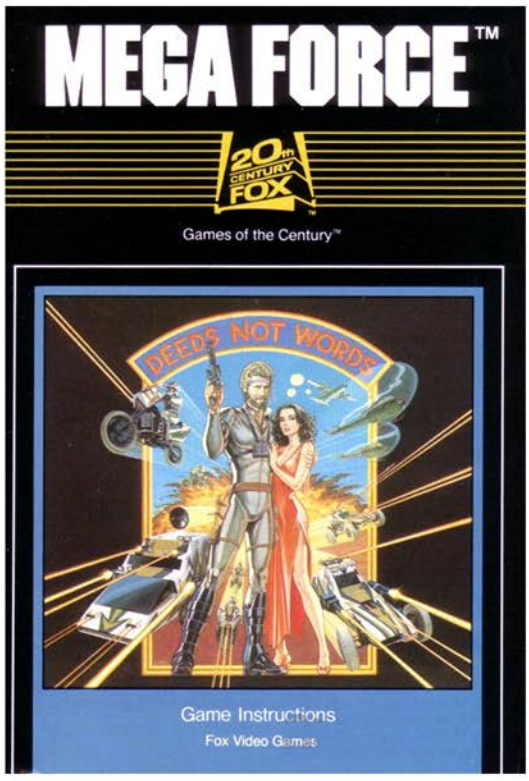
As the game begins you are on the outskirts of town, watching your fuel deplete even before you have control. Shortly after taking off you'll be under assault from UFOs as well as ground based rocket bases. There will also be a trio of fuel depot tanks that can be destroyed to keep your gas guzzling vehicle in the sky. While you may be tempted to shoot down everything in sight, you are on the clock as the enemy will inevitably sneak by you and begin destroying your city. Your only real hope at survival is to make a suicide dash through the enemy defenses.

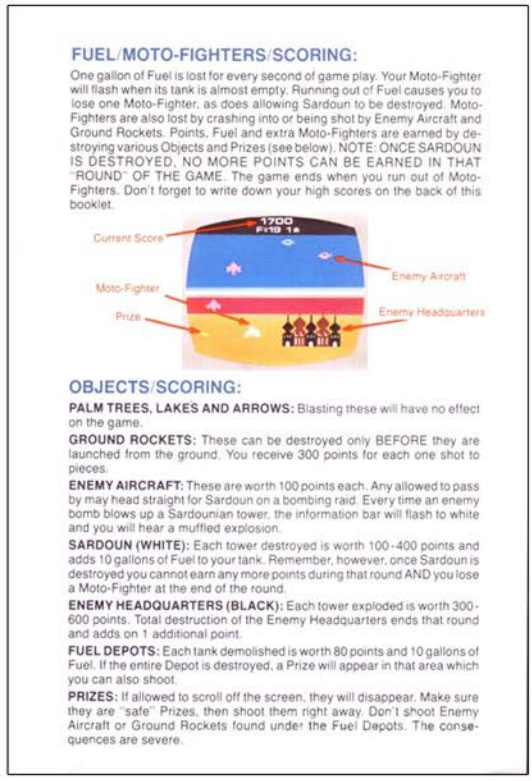
Your jet cycle can both fly in the sky as well as drive on the sand. When you are in the air your projectiles will fly straight ahead, allowing you to fight off other airborne enemies. On the ground however you will lob missiles in an arc, which allows you to strike objects on the ground. Missile bases, fuel depot and ultimately the high rises of the enemy city will all fall victim to your explosives.

Each level continues until one of the two empires have crumbled, so it's possible to defeat the enemy while leaving every one of their ships in the sky. In fact, your best bet at victory is to skim along the top of the sand, making it so the UFO's can't hit you, and giving you enough leeway to clear the ground based missiles. If you do try to fly, expect to be shot down or kamikazed. Defeat your enemy and be sent on to the next level, which is identical to the last only with slightly sped up enemies.

While the game is short, repetitive and ultimately forgettable, the movie it's based on is another story. Sure it has some of the worst reviews of any film ever, but the flying jet bike scene needs to be seen to be believed. It's peak 80s distilled down to a single two minute clip, a must see.

Top Left: Additional Screenshot
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



## FUEL/MOTO-FIGHTERS/SCORING:

One gallon of Fuel is lost for every second of game play. Your Moto-Fighter will flash when its tank is almost empty. Running out of Fuel causes you to lose one Moto-Fighter, as does allowing Sardoun to be destroyed. Moto-Fighters are also lost by crashing into or being shot by Enemy Aircraft and Ground Rockets. Points, Fuel and extra Moto-Fighters are earned by destroying various Objects and Prizes (see below). NOTE: ONCE SARDOUN IS DESTROYED, NO MORE POINTS CAN BE EARNED IN THAT "ROUND" OF THE GAME. The game ends when you run out of Moto-Fighters. Don't forget to write down your high scores on the back of this booklet.




## OBJECTS/SCORING:

**PALM TREES, LAKES AND ARROWS:** Blasting these will have no effect on the game.

**GROUND ROCKETS:** These can be destroyed only BEFORE they are launched from the ground. You receive 300 points for each one shot to pieces.

**ENEMY AIRCRAFT:** These are worth 100 points each. Any allowed to pass by may head straight for Sardoun on a bombing raid. Every time an enemy bomb blows up a Sardounian tower, the information bar will flash to white and you will hear a muffled explosion.

**SARDOUN (WHITE):** Each tower destroyed is worth 100-400 points and adds 10 gallons of Fuel to your tank. Remember, however, once Sardoun is destroyed you cannot earn any more points during that round AND you lose a Moto-Fighter at the end of the round.

**ENEMY HEADQUARTERS (BLACK):** Each tower exploded is worth 300-600 points. Total destruction of the Enemy Headquarters ends that round and adds on 1 additional point.

**FUEL DEPOTS:** Each tank demolished is worth 80 points and 10 gallons of Fuel. If the entire Depot is destroyed, a Prize will appear in that area which you can also shoot.

**PRIZES:** If allowed to scroll off the screen, they will disappear. Make sure they are "safe" Prizes, then shoot them right away. Don't shoot Enemy Aircraft or Ground Rockets found under the Fuel Depots. The consequences are severe.

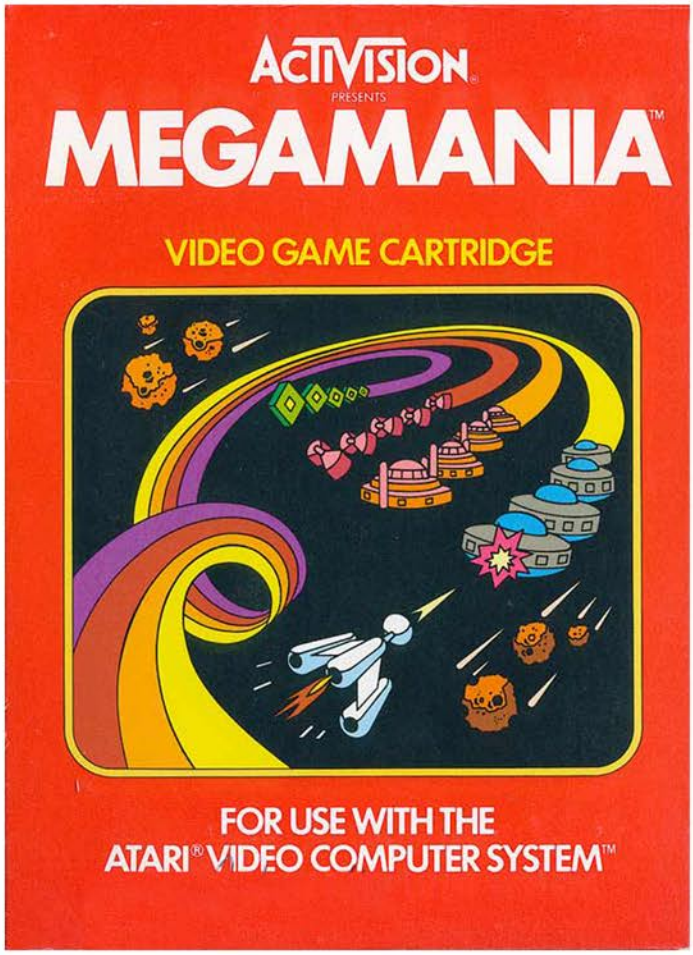
# MEGA FORCE

# MEGAMANIA

Release Date: 1982
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AX-017
Rarity: 2
Programmer: Steve Cartwright

This is one of the premier "shoot everything that moves" game on the 2600.



You are in control of a mobile blaster and must protect yourself from one of the strangest assortment of killer objects ever found in a video game. Instead of doing battle with alien ships, jets or winged demons you instead face off against heavily armed hamburgers, cookies, radial tires and bow ties. It's almost like the designers played a game of Mad Libs to decide on the enemies.

When you begin the fight your enemies begin scrolling horizontally across the screen in three staggered rows, occasionally firing a shot at you. Once you take care of them there is a brief pause before the second wave begins, only this time the enemies are moving vertically as well as horizontally. This puts your ship in extra danger as you are just as likely to die thanks to a kamikaze radial tire as you are an enemy bullet. Making things even more difficult for you is the fact that the battle is taking place on the MegaSphere, which means when an object goes off the bottom of the screen it will quickly reappear at the top and resume its attack.

The horizontal and vertical attack patterns alternate through all eight enemy types, which completes one MegaCycle. On the second go around things get a lot more difficult as the movement is not only quicker but completely different. So instead of the horizontal enemies simply strolling across the screen they will pause then dart quickly offscreen. While this doesn't add a lot of variety, it does keep the challenge up.

Before you begin you can choose what type of missiles you want, guided or straight firing. The guided missiles take a little getting used to, but are by far the superior choice. You have an energy bar that acts like a timer, putting the pressure on you to wipe out your adversaries. At the end of each wave you get bonus points for how much energy you have left, which helps keep your fleet of ships up since you get a bonus one every ten thousand points. Thanks to this fact the designer gives you some absolutely terrible advice, telling you that if you are close to finishing a level you should commit suicide so you can get a full tank and get more points. Because who needs extra ships when you can boost your score?

MegaMania is a simple yet incredibly effective shooter that holds up very well, so if you are a fan of the genre you should check it out.

COMING THIS FALL

ACTIVISION
MEGAMANIA
VIDEO GAME CARTRIDGE

Designed by Steve Cartwright. This game is a space nightmare! Imagine, if you can, fighting off multiple waves of the strangest objects ever to defy the laws of gravity. And there's no rest. Celestial dice, spinning bow-ties, furious flying widgets and even hostile hamburgers. If it's not one "thing," it's another. And they can drop round after round of deadly disintegrators. You'd better hope you and your courage are wide awake when you play MegaMania™ by Activision.®

**Available, September 1982**

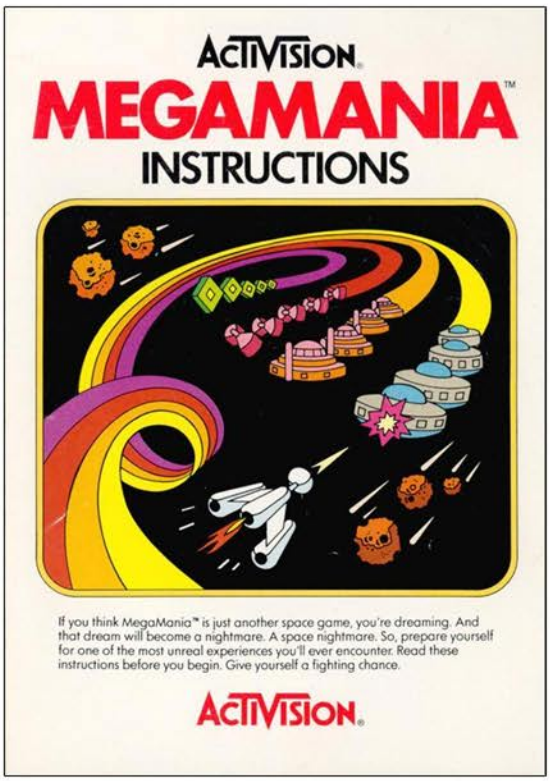
ACTIVISION
PITFALL!
VIDEO GAME CARTRIDGE

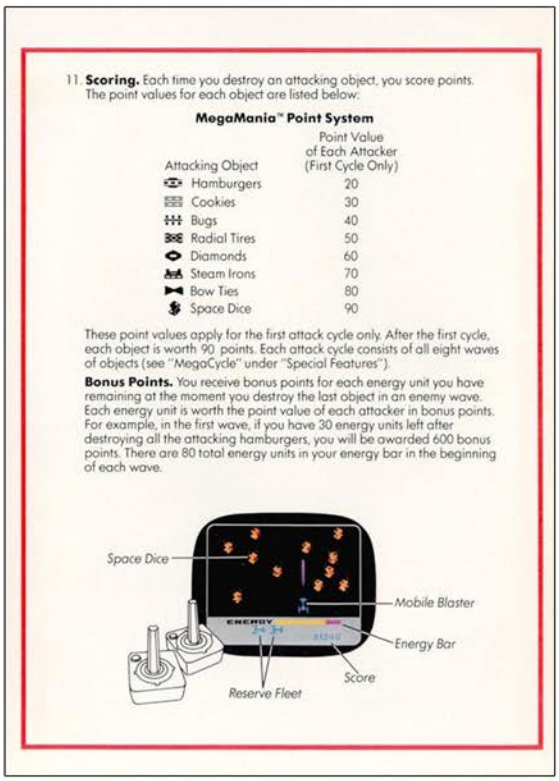
Designed by David Crane. Seek out the lost treasures of an Ancient Civilization hidden deep within the forbidding jungle. Swing through trees, jump over bottomless pits and journey through underground passageways, avoiding the perils of the jungle—crocodiles and cobras, scorpions and quicksand. All to find the gold—in Pitfall!™ by Activision.®

**Available, September 1982**

2

Top Left: Catalog Sample
Top Right: Patch (45,000 Points)
Below: Manual Cover and Page Sample



11. **Scoring.** Each time you destroy an attacking object, you score points. The point values for each object are listed below:

**MegaMania™ Point System**

| Attacking Object | Point Value of Each Attacker (First Cycle Only) |
|---|---|
| Hamburgers | 20 |
| Cookies | 30 |
| Bugs | 40 |
| Radial Tires | 50 |
| Diamonds | 60 |
| Steam Irons | 70 |
| Bow Ties | 80 |
| Space Dice | 90 |

These point values apply for the first attack cycle only. After the first cycle, each object is worth 90 points. Each attack cycle consists of all eight waves of objects (see "MegaCycle" under "Special Features").

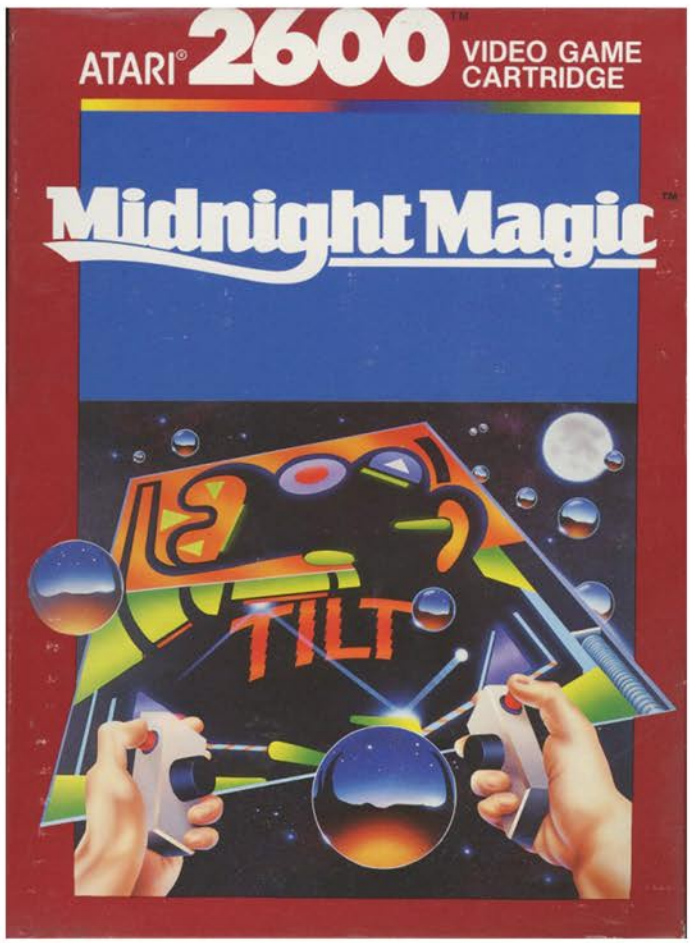
**Bonus Points.** You receive bonus points for each energy unit you have remaining at the moment you destroy the last object in an enemy wave. Each energy unit is worth the point value of each attacker in bonus points. For example, in the first wave, if you have 30 energy units left after destroying all the attacking hamburgers, you will be awarded 600 bonus points. There are 80 total energy units in your energy bar in the beginning of each wave.

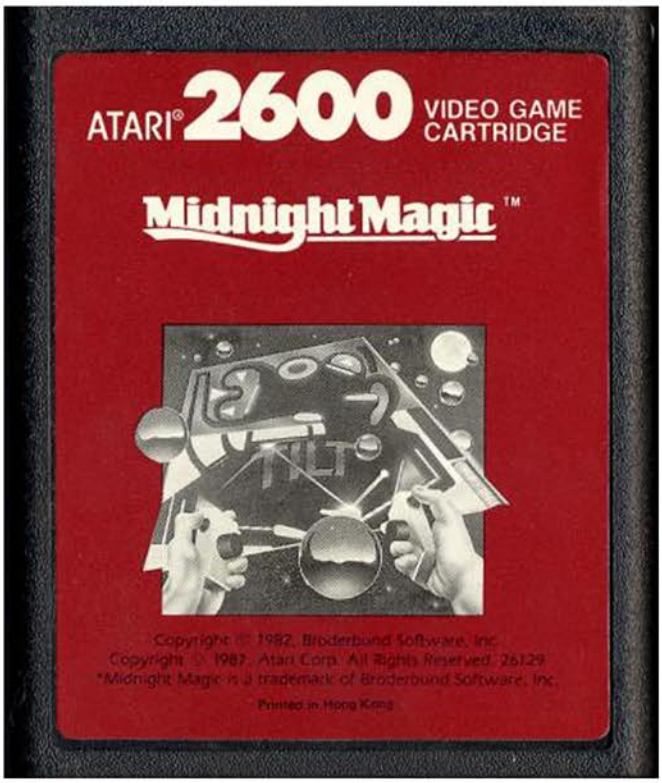
# Midnight Magic

Release Date: 1986
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Pinball

Alternate Title: N/A
Model #: CX26129
Rarity: 3
Programmer: Glenn Axworthy

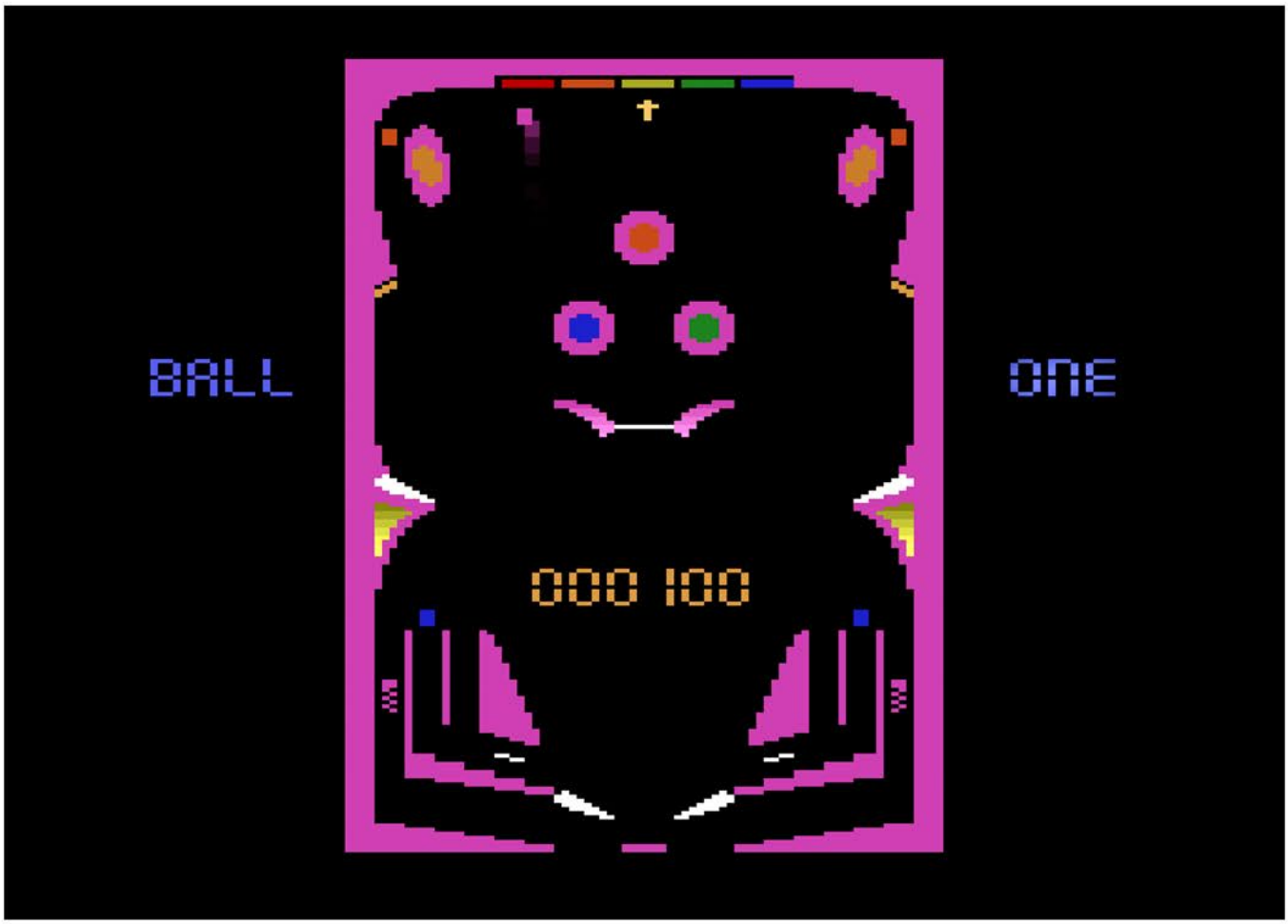
Arguably the best pinball game on the 2600.



After the extremely basic Video Pinball, Atari decided to give it another go with Midnight Magic. This time around they have upped the ante and have delivered a very satisfying experience. Not only is the board larder, but there are a lot more things to shoot at.

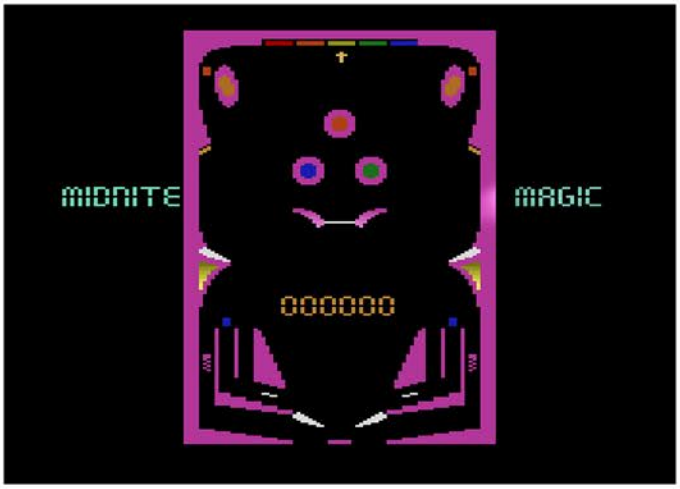
When you use the plunger to send your ball rocketing onto the play field, there is a chance to hit a skill shot by running it around a bumper at the top corner of the screen (there is also one on the other side as well). Once in play, there are a trio of round bumpers at the top that will send the ball ricocheting up to the five targets above. Once the ball starts heading south, there is a spinner, as well as a bevy of bumpers lining the walls. At the very bottom there are a trio of chutes that will either feed the ball down to the flippers, or bounce it back into play.

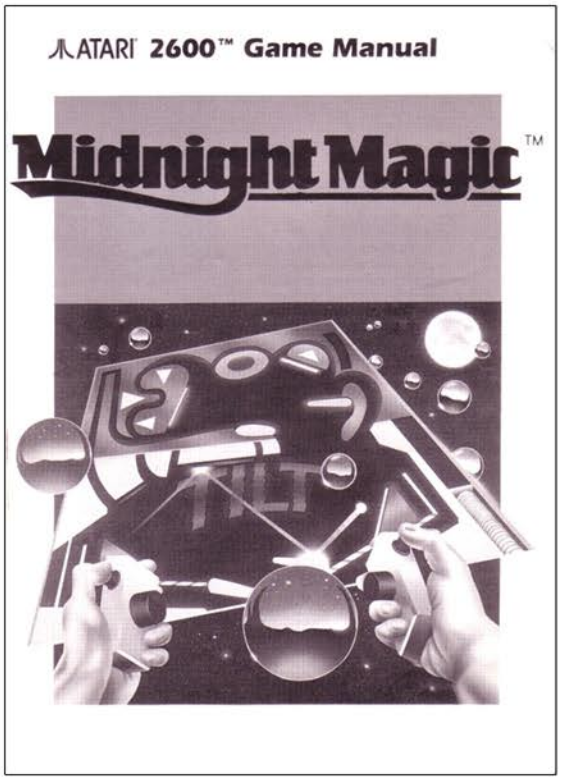


The flippers are easy to control, hitting the direction to trigger them or down for both. This time around however there are two sets of flippers, with the second pair halfway up the screen to help with the skill shots.

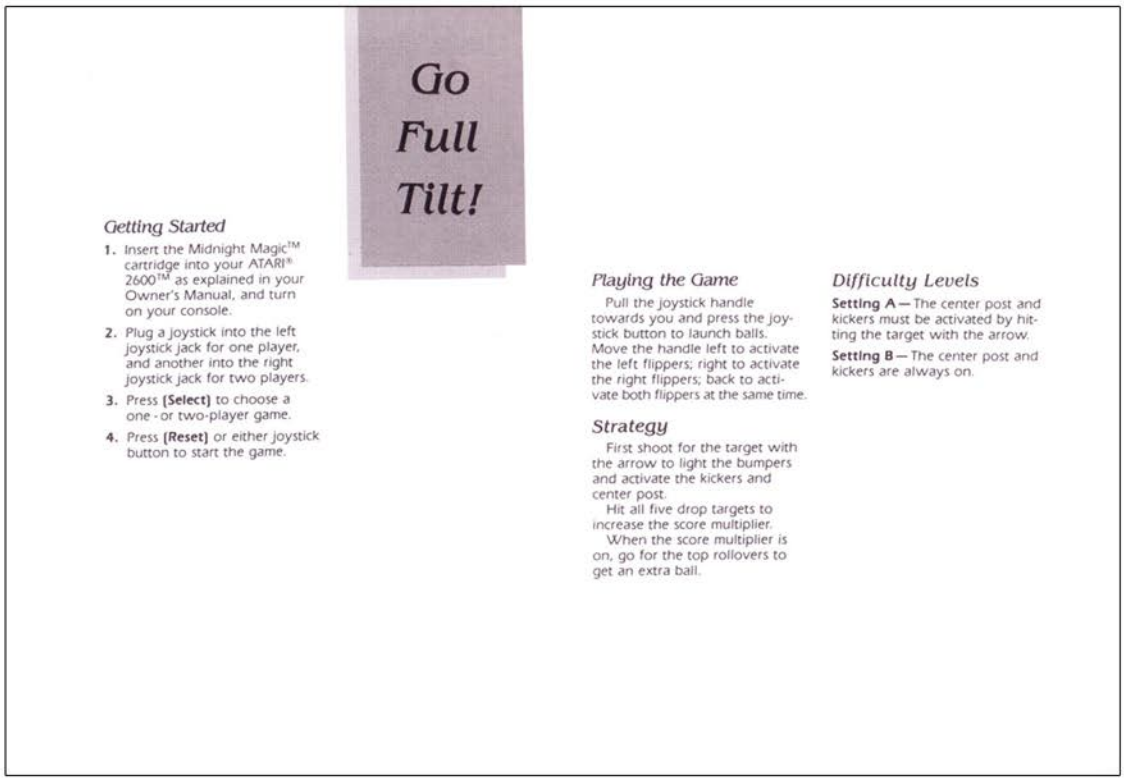
If you manage to clear out all five targets at the top, the screen will change color indicating that you now have a point multiplier which will stay active until you lose your ball. Beneath each target is an arrow pointing out which one has the bonus points. The same is true at the bottom as there is an indicator above each of the chutes that will ratchet up your score. If you don't like where they are, simply hit the spinner in the center and it will move it with each rotation.

While there is nothing spectacular here, everything about the game is solid. There are enough targets to shoot for, plenty of ways to get bonus points, and nothing about the gameplay feels unfair. Unfortunately, by the time this was released the NES was in full swing, and their Pinball release was far superior to this one. That said, if you enjoy digital pinball, it's worth a look.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples



## Go Full Tilt!

### Getting Started

1. Insert the Midnight Magic™ cartridge into your ATARI® 2600™ as explained in your Owner's Manual, and turn on your console.
2. Plug a joystick into the left joystick jack for one player, and another into the right joystick jack for two players.
3. Press **{Select}** to choose a one- or two-player game.
4. Press **{Reset}** or either joystick button to start the game.

### Playing the Game

Pull the joystick handle towards you and press the joystick button to launch balls. Move the handle left to activate the left flippers; right to activate the right flippers; back to activate both flippers at the same time.

### Strategy

First shoot for the target with the arrow to light the bumpers and activate the kickers and center post.

Hit all five drop targets to increase the score multiplier.

When the score multiplier is on, go for the top rollovers to get an extra ball.

### Difficulty Levels

**Setting A** — The center post and kickers must be activated by hitting the target with the arrow.

**Setting B** — The center post and kickers are always on.

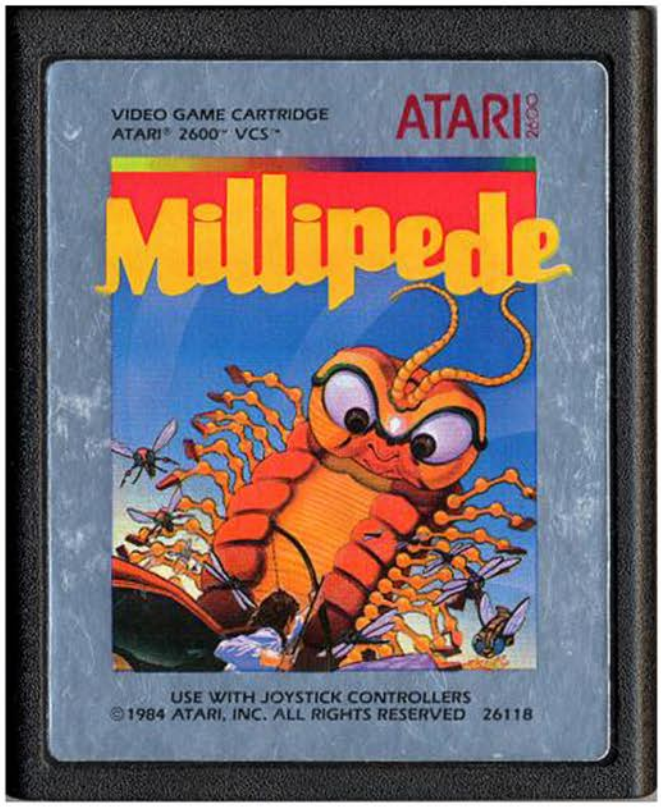
# MIDNIGHT MAGIC

# MILLIPEDE

Release Date: 1984
Publisher: Atari
Controller: Joystick / Trackball
Players: 1
Genre: Shoot'em Up

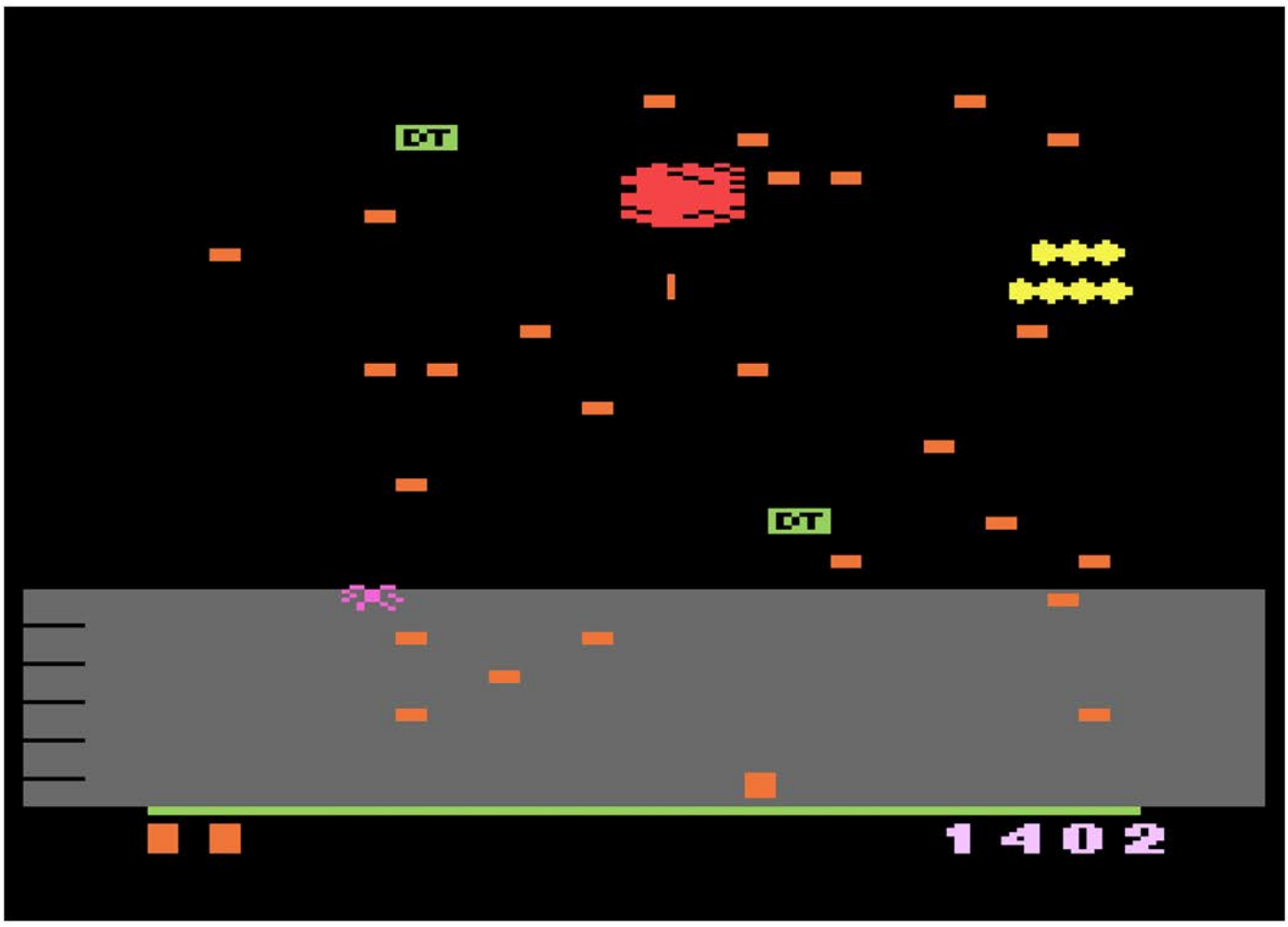
Alternate Title: N/A
Model #: CX26118
Rarity: 3
Programmer: Dave Staugus

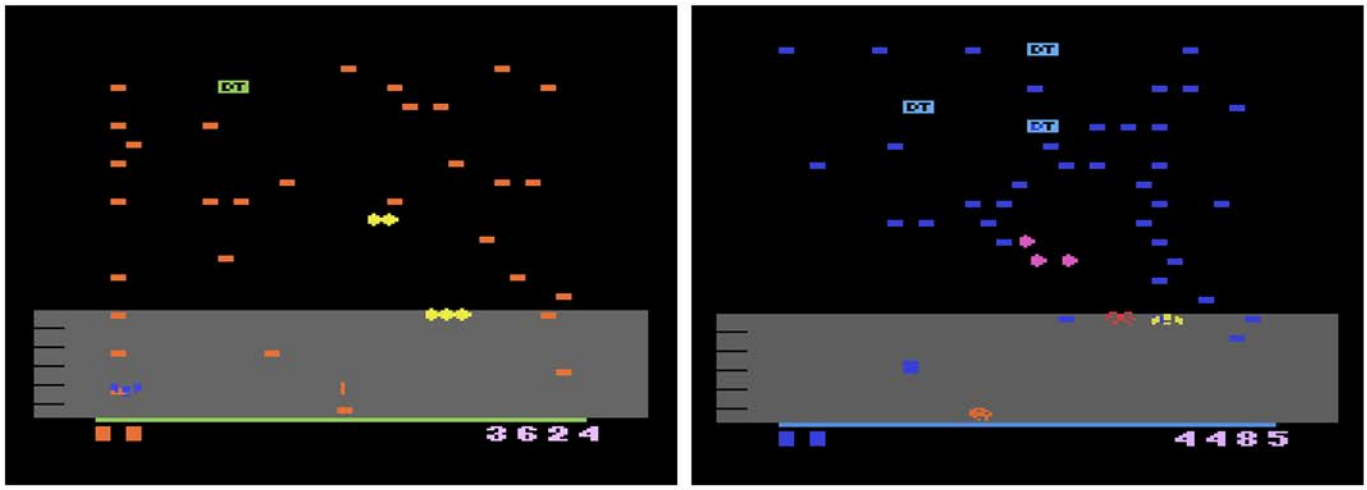
This arcade port really captures the insanity of the original.



You are a simple gardener armed with a bow and arrow who must defend your ground against an invading army of bugs. Being fleet of foot is a necessity as the action comes fast and furious with no relief in sight.

As the game begins your humble gardener (represented by a dot) is at the bottom of the screen, having free range of movement along the bottom fifth of it. Soon a large millipede appears at the top, working its way down towards you by bouncing off of every mushroom it comes into contact with. If you land a direct hit on any part of the multi-legged creature, it will turn into a mushroom and split it up into two sentient parts. The goal is to completely eliminate every portion of its body, which will cue up the next level.

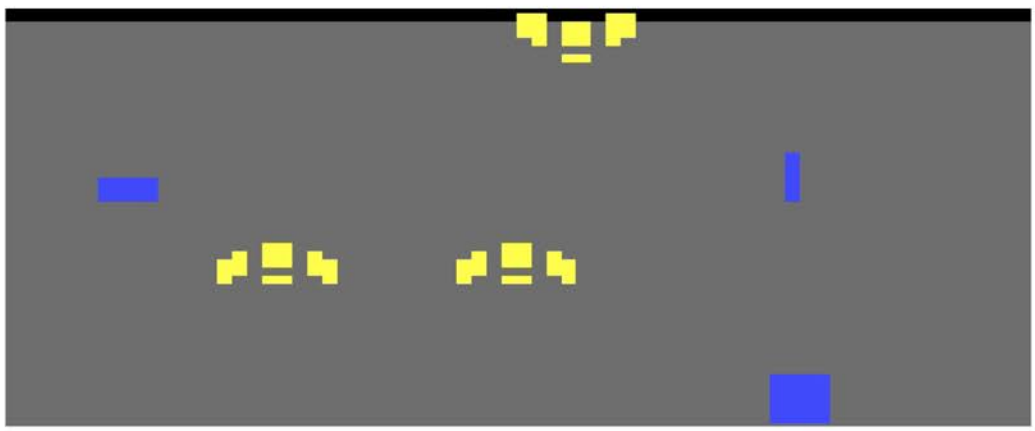


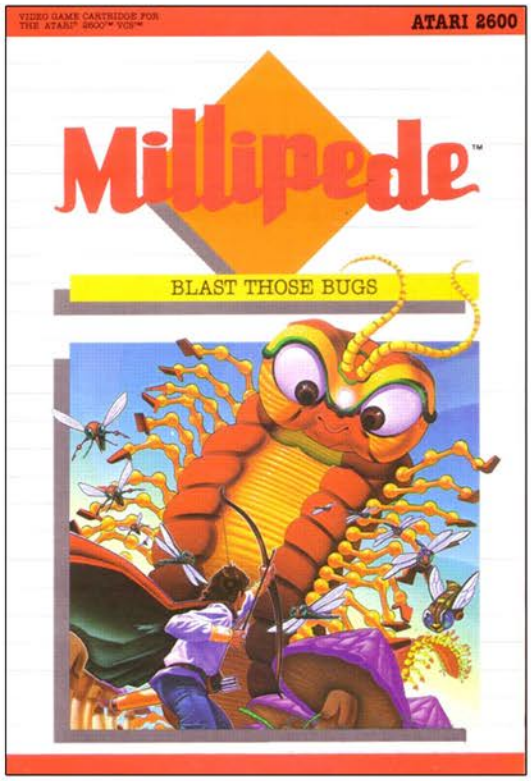



The millipede isn't alone however, as there are jumping spiders that will constantly harass you by leaping around the bottom area. Other creatures like beetles, mosquitos, bees, inchworms, dragonflys and earwigs will appear from time to time, some falling from the top of the screen and some crawling along the bottom. When combined with a broken up millipede, there will always be something on the verge of hitting and killing you.

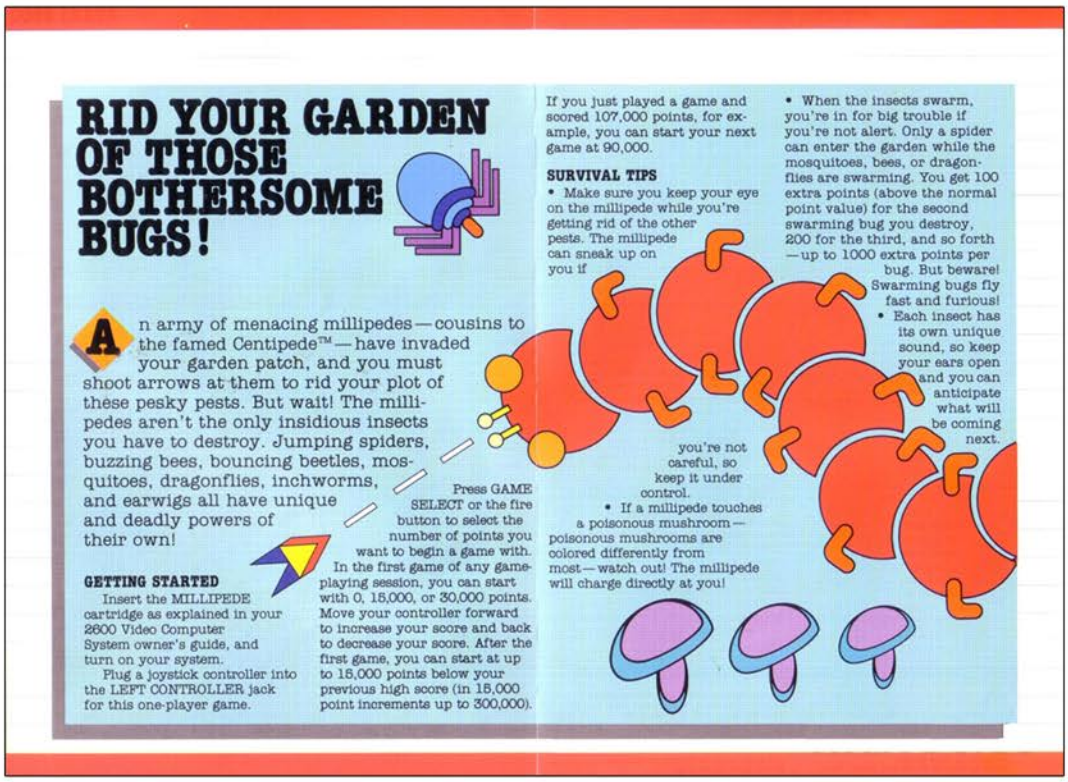
In addition to your never ending supply of rapid fire arrows, you'll have DDT bombs that are scattered about the level. If you hit one of these they'll detonate and create a blast radius that will consume everything it touches. Timing one of these shots correctly will result in the invading force being decimated. The only other unique icon you'll have to keep an eye out for are the poison mushrooms, which aren't fatal to you, however when the millipede comes into contact it will send it charging straight down towards you.

While the graphics are a bit rudimentary, it doesn't really detract from the gameplay. The action is fast, the gameplay is constantly challenging, and if you have a trackball controller handy you can really emulate the arcade experience. If you are a fan of the original, or are just looking for some fast paced shooter action, you can do a lot worse than Millipede.






Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples



# RID YOUR GARDEN OF THOSE BOTHERSOME BUGS!

An army of menacing millipedes—cousins to the famed Centipede™—have invaded your garden patch, and you must shoot arrows at them to rid your plot of these pesky pests. But wait! The millipedes aren't the only insidious insects you have to destroy. Jumping spiders, buzzing bees, bouncing beetles, mosquitoes, dragonflies, inchworms, and earwigs all have unique and deadly powers of their own!

**GETTING STARTED**

Insert the MILLIPEDE cartridge as explained in your 2600 Video Computer System owner's guide, and turn on your system.

Plug a joystick controller into the LEFT CONTROLLER jack for this one-player game.

Press GAME SELECT or the fire button to select the number of points you want to begin a game with. In the first game of any game-playing session, you can start with 0, 15,000, or 30,000 points. Move your controller forward to increase your score and back to decrease your score. After the first game, you can start at up to 15,000 points below your previous high score (in 15,000 point increments up to 300,000). If you just played a game and scored 107,000 points, for example, you can start your next game at 90,000.

**SURVIVAL TIPS**

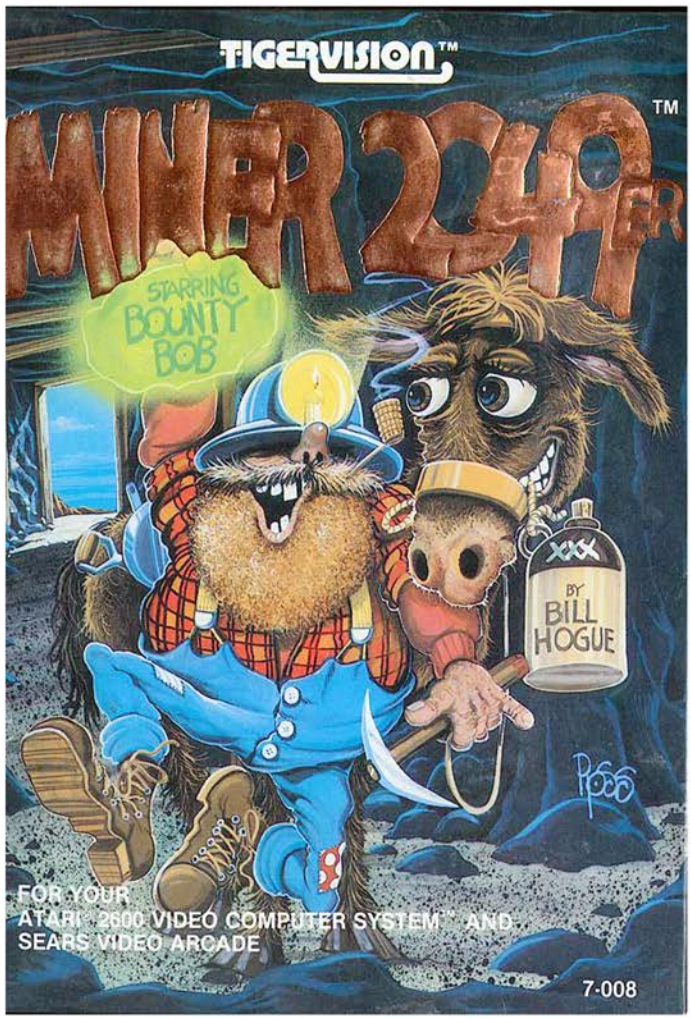
- Make sure you keep your eye on the millipede while you're getting rid of the other pests. The millipede can sneak up on you if you're not careful, so keep it under control.
- If a millipede touches a poisonous mushroom—poisonous mushrooms are colored differently from most—watch out! The millipede will charge directly at you!
- When the insects swarm, you're in for big trouble if you're not alert. Only a spider can enter the garden while the mosquitoes, bees, or dragonflies are swarming. You get 100 extra points (above the normal point value) for the second swarming bug you destroy, 200 for the third, and so forth—up to 1000 extra points per bug. But beware! Swarming bugs fly fast and furious!
- Each insect has its own unique sound, so keep your ears open and you can anticipate what will be coming next.

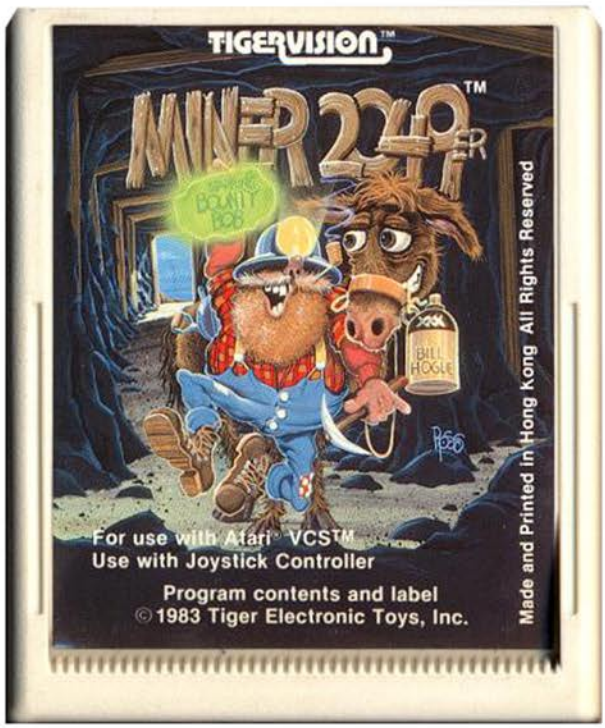
# MINER 2049ER

Release Date: 1982
Publisher: Tigervision
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 7-008
Rarity: 5
Programmer: Bill Hogue

Real life mining would be preferable to playing this, even considering the black lung.



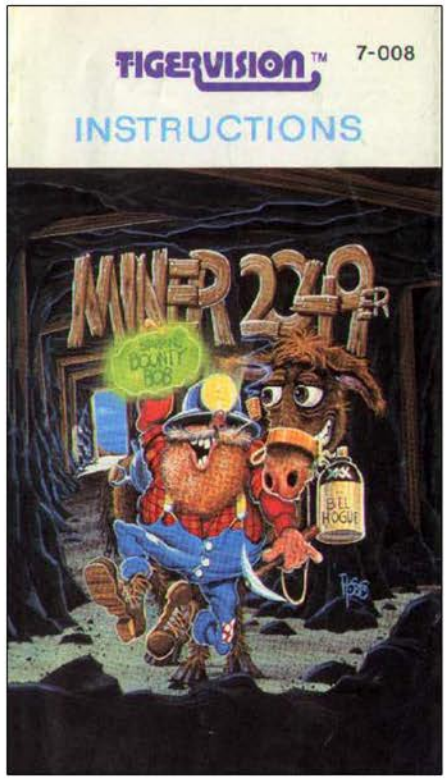
You are Bounty Bob, a hard-nosed miner who has set out on a quest to track down the despicable Yukon Yohan, a ruthless fur trapper from Sweden. Although Bob must have a short attention span because his interest upon entering the mines because all he cares about is mining valuable uranium ore. Oh and battling mutants roaming the halls by utilizing relics left behind by legendary miners.

The game starts with our hero at the bottom of a multilevel stage. There are several slides that connect some of the levels, as well as the aforementioned mutants pacing back and forth near the miner power-up items. In order to proceed deeper into the mine, Bob must collect every last nugget of ore by walking over it on the floor. Successfully do that and you'll be off to the next level in search of even more valuables.

There are three different stages to explore. In addition to the slides stage there is the transporter stage, which has an elevator in the center of the screen that will take you to higher levels. And finally there is the cannon stage, which has a giant TNT packed cannon that will send you flying to the highest levels in search of more ore to shoot. Once you have mined every ounce from these three, the stages reset but without any of the miner possessions to help you overcome the mutant invasion.

While all of this might sound fun, the flaws make this game all but unplayable. For starters, Bounty Bob moves at one of the slowest paces in video game history. It takes an excruciatingly long amount of time for him to waddle from one side of the screen to the other, which is even more apparent when you take into account you have to touch every inch of the screen in order to progress. This is made even worse due to there being ore on both sides of the slide, so you'll have to climb up to the very top of the stage twice in order to fall down both sides to capture it all. Collision detection is also terrible, making it all but impossible to leap over enemies, which is a necessity in later levels thanks to there not being any power-ups to defeat them. The final salt in the wound moment is when you clear most of the screen only to die and be forced to restart the level from scratch.

With some minor tweaks, this could have been an exciting arcade gameplay experience. As it stands most players will throw in the towel after dying the first time.

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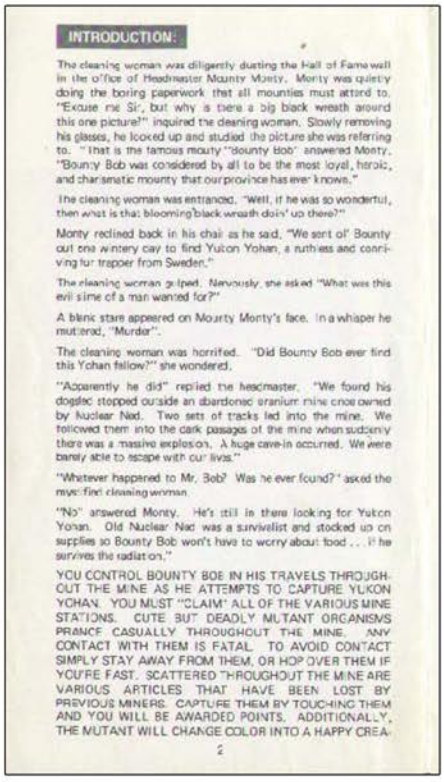
Top Right: Manual Cover
Below: Manual Page Samples



**INTRODUCTION:**

The cleaning woman was diligently dusting the Hall of Fame wall in the office of Headmaster Mounty Monty. Monty was quietly doing the boring paperwork that all mounties must attend to. "Excuse me Sir, but why is there a big black wreath around this one picture?" inquired the cleaning woman. Slowly removing his glasses, he looked up and studied the picture she was referring to. "That is the famous mounty "Bounty Bob" answered Monty, "Bounty Bob was considered by all to be the most loyal, heroic, and charismatic mounty that our province has ever known."

The cleaning woman was entranced. "Well, if he was so wonderful, then what is that blooming black wreath doin' up there?"

Monty reclined back in his chair as he said, "We sent ol' Bounty out one wintery day to find Yukon Yohan, a ruthless and conniving fur trapper from Sweden."

The cleaning woman gulped. Nervously, she asked "What was this evil slime of a man wanted for?"

A blank stare appeared on Mounty Monty's face. In a whisper he muttered, "Murder".

The cleaning woman was horrified. "Did Bounty Bob ever find this Yohan fellow?" she wondered.

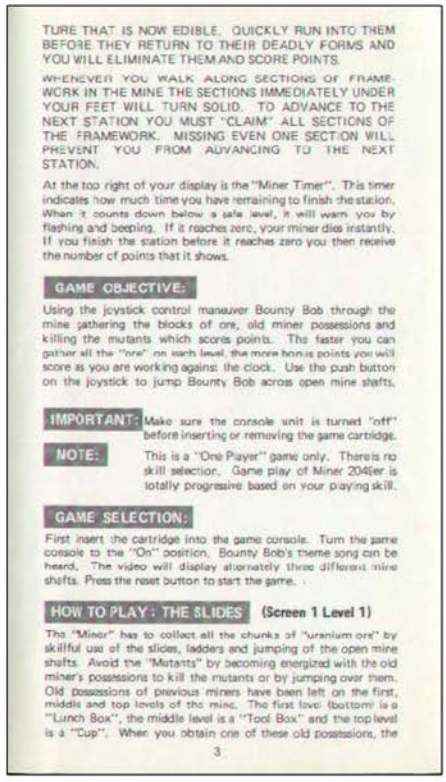
"Apparently he did" replied the headmaster. "We found his dogsled stopped outside an abandoned uranium mine once owned by Nuclear Ned. Two sets of tracks led into the mine. We followed them into the dark passages of the mine when suddenly there was a massive explosion. A huge cave-in occurred. We were barely able to escape with our lives."

"Whatever happened to Mr. Bob? Was he ever found?" asked the mystified cleaning woman.

"No" answered Monty. "He's still in there looking for Yukon Yohan. Old Nuclear Ned was a survivalist and stocked up on supplies so Bounty Bob won't have to worry about food . . . if he survives the radiation."

YOU CONTROL BOUNTY BOB IN HIS TRAVELS THROUGHOUT THE MINE AS HE ATTEMPTS TO CAPTURE YUKON YOHAN. YOU MUST "CLAIM" ALL OF THE VARIOUS MINE STATIONS. CUTE BUT DEADLY MUTANT ORGANISMS PRANCE CASUALLY THROUGHOUT THE MINE. ANY CONTACT WITH THEM IS FATAL. TO AVOID CONTACT SIMPLY STAY AWAY FROM THEM, OR HOP OVER THEM IF YOU'RE FAST. SCATTERED THROUGHOUT THE MINE ARE VARIOUS ARTICLES THAT HAVE BEEN LOST BY PREVIOUS MINERS. CAPTURE THEM BY TOUCHING THEM AND YOU WILL BE AWARDED POINTS. ADDITIONALLY, THE MUTANT WILL CHANGE COLOR INTO A HAPPY CREA-





TURE THAT IS NOW EDIBLE. QUICKLY RUN INTO THEM BEFORE THEY RETURN TO THEIR DEADLY FORMS AND YOU WILL ELIMINATE THEM AND SCORE POINTS.

WHENEVER YOU WALK ALONG SECTIONS OF FRAMEWORK IN THE MINE THE SECTIONS IMMEDIATELY UNDER YOUR FEET WILL TURN SOLID. TO ADVANCE TO THE NEXT STATION YOU MUST "CLAIM" ALL SECTIONS OF THE FRAMEWORK. MISSING EVEN ONE SECTION WILL PREVENT YOU FROM ADVANCING TO THE NEXT STATION.

At the top right of your display is the "Miner Timer". This timer indicates how much time you have remaining to finish the station. When it counts down below a safe level, it will warn you by flashing and beeping. If it reaches zero, your miner dies instantly. If you finish the station before it reaches zero you then receive the number of points that it shows.

**GAME OBJECTIVE:**

Using the joystick control maneuver Bounty Bob through the mine gathering the blocks of ore, old miner possessions and killing the mutants which scores points. The faster you can gather all the "ore" on each level, the more bonus points you will score as you are working against the clock. Use the push button on the joystick to jump Bounty Bob across open mine shafts.

**IMPORTANT:** Make sure the console unit is turned "off" before inserting or removing the game cartridge.

**NOTE:** This is a "One Player" game only. There is no skill selection. Game play of Miner 2049er is totally progressive based on your playing skill.

**GAME SELECTION:**

First insert the cartridge into the game console. Turn the game console to the "On" position. Bounty Bob's theme song can be heard. The video will display alternately three different mine shafts. Press the reset button to start the game.

**HOW TO PLAY: THE SLIDES** (Screen 1 Level 1)

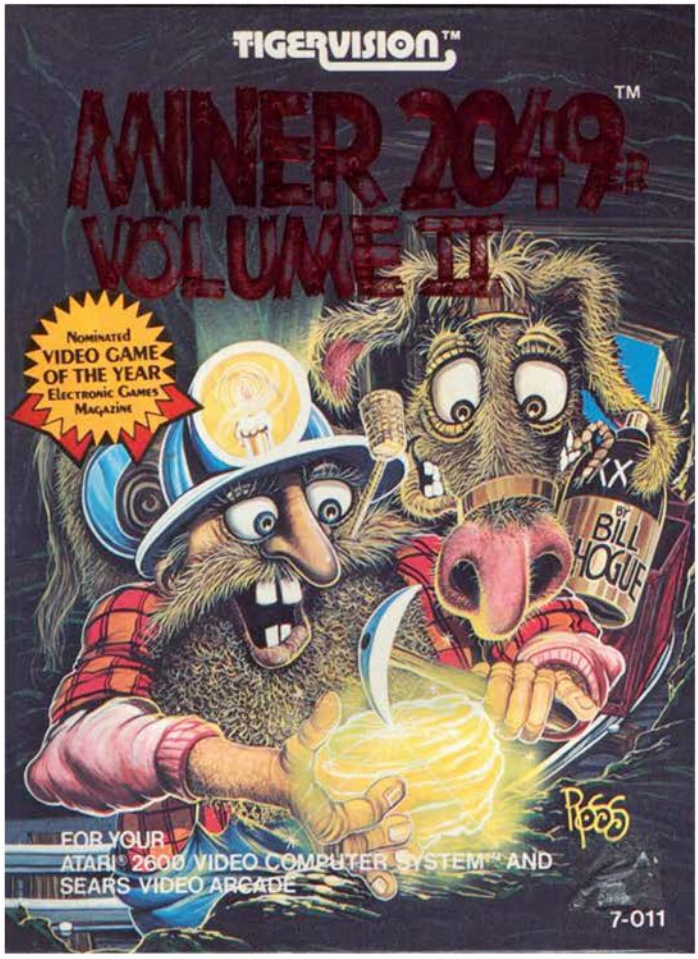
The "Miner" has to collect all the chunks of "uranium ore" by skillful use of the slides, ladders and jumping of the open mine shafts. Avoid the "Mutants" by becoming energized with the old miner's possessions to kill the mutants or by jumping over them. Old possessions of previous miners have been left on the first, middle and top levels of the mine. The first level (bottom) is a "Lunch Box", the middle level is a "Tool Box" and the top level is a "Cup". When you obtain one of these old possessions, the

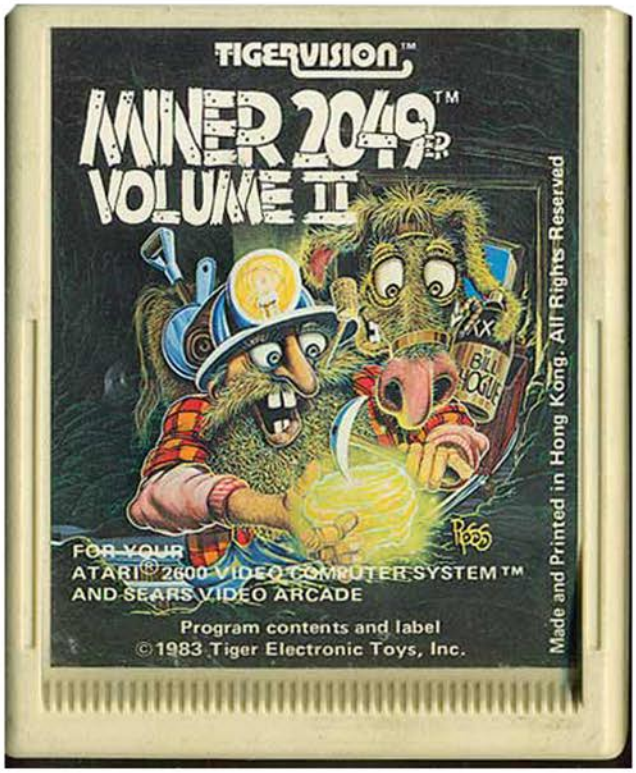
# Miner 2049er II

Release Date: 1983
Publisher: Tigervision
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 7-011
Rarity: 7
Programmer: Bill Hogue

In a feat rarely achieved by sequels to terrible video games, this somehow manages to make things exponentially worse.



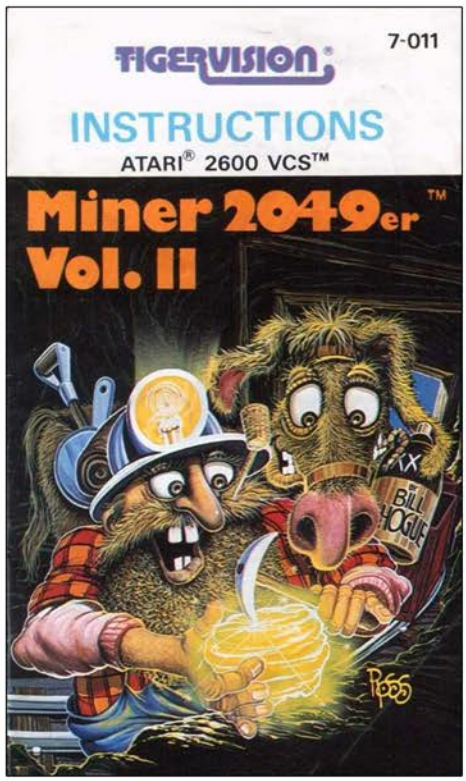
Bounty Bob is back at it, once again diving into the mines in search of the devious Yukon Yohan, the ruthless fur trapper from Sweden. And once again, good ole Bob is distracted by the shiny uranium ore to care one iota about finding his sworn nemesis. And once again he's battling the same mutants and using the same set of legendary miner tools to fight them. Sadly he's also combating terrible controls and gameplay so slow that a snail trapped in frozen molasses would say he needs to speed up.

There are three stages to deal with here, starting with the lift. In the center of the screen is a large cherry picker that will allow Bob to not only move from one side of the screen to the other, but also ascend to the top portions of the screen. The main problem with this is that the lift is horrifically broken and only works when it decides it wants to work. In theory you can move it from side to side, and hit the button to hold it in place and allow you to move it up and down. However if you don't have it in exactly the right position, it will just leave you stranded in the middle of no man's land with no hope of rescue.

The next stage is the crusher, which true to the title has a three pronged crusher at the bottom of the screen. All of the ore is contained on the sides of the screen, rising up four levels with a ladder on one side and a slide on the other. Bob has to hitch a one way ride across on a platform before clearing out the uranium and catching a slide to the bottom, avoid the crusher, then climb up and do it all again. This quickly becomes tedious due to the slow motion movement, and the shoddy collision detection all but guaranteeing you'll have to do this multiple times.

The final stage is the radioactive waste stage, which has a killer pool of waste at the bottom. There are several moving platforms to help you travel over large gaps, but nothing will help you with the tricky jumps onto the single square platforms. The jumps must be precise, which isn't easily achieved with Bob's limited movement. Expect to plummet to your death multiple times assuming you make it this far.

If by some miracle you enjoyed the first game, then you'll love this since it's an extension of it. However if you want fun arcade style gameplay, look elsewhere.

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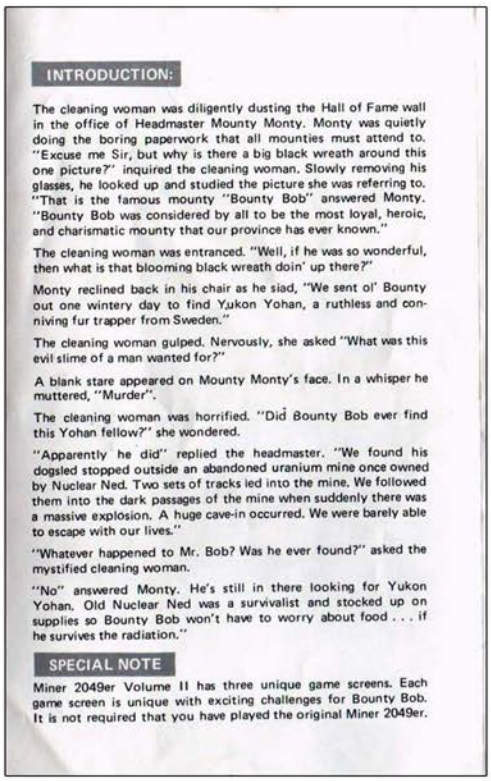

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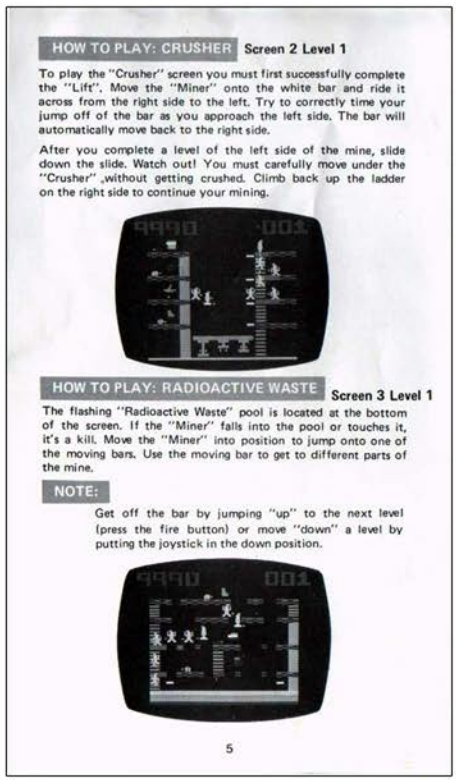
"No" answered Monty. He's still in there looking for Yukon Yohan. Old Nuclear Ned was a survivalist and stocked up on supplies so Bounty Bob won't have to worry about food . . . if he survives the radiation."

**SPECIAL NOTE**

Miner 2049er Volume II has three unique game screens. Each game screen is unique with exciting challenges for Bounty Bob. It is not required that you have played the original Miner 2049er.



**HOW TO PLAY: CRUSHER** Screen 2 Level 1

To play the "Crusher" screen you must first successfully complete the "Lift". Move the "Miner" onto the white bar and ride it across from the right side to the left. Try to correctly time your jump off of the bar as you approach the left side. The bar will automatically move back to the right side.

After you complete a level of the left side of the mine, slide down the slide. Watch out! You must carefully move under the "Crusher" ,without getting crushed. Climb back up the ladder on the right side to continue your mining.



**HOW TO PLAY: RADIOACTIVE WASTE** Screen 3 Level 1

The flashing "Radioactive Waste" pool is located at the bottom of the screen. If the "Miner" falls into the pool or touches it, it's a kill. Move the "Miner" into position to jump onto one of the moving bars. Use the moving bar to get to different parts of the mine.

**NOTE:**

Get off the bar by jumping "up" to the next level (press the fire button) or move "down" a level by putting the joystick in the down position.



5

# The Atari 2600 Encyclopedia Volume 4

Mines of Minos
To
Revenge of the Beefsteak Tomatoes

Derek Slaton

# The Atari 2600 Encyclopedia
# Volume 4

## Mines of Minos
## To
## Revenge of the Beefsteak Tomatoes

By: Derek Slaton

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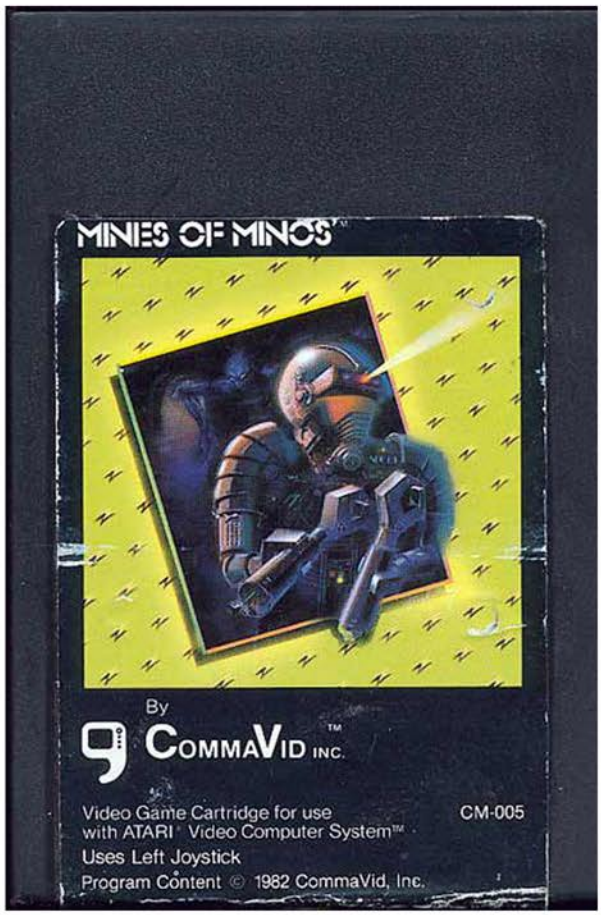
Realsports Baseball
Realsports Boxing
Realsports Football
Realsports Soccer
Realsports Volleyball
Red Sea Crossing
Rescue on Terra I
Revenge of the Beefsteak Tomatoes

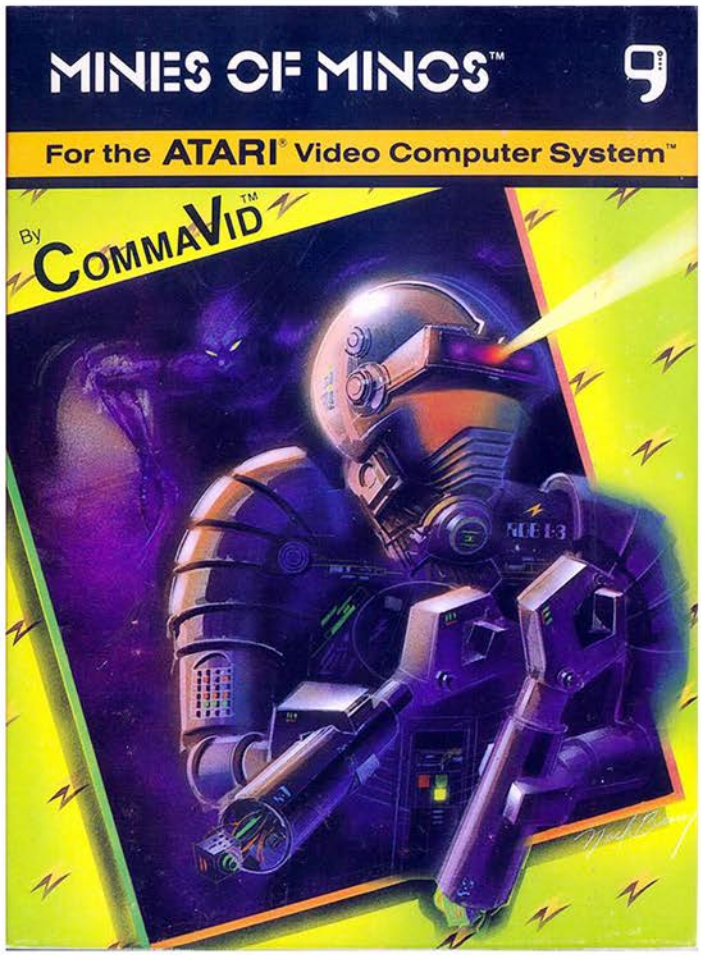
# Mines of Minos

Release Date: 1982
Publisher: CommaVid
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: CM005
Rarity: 6
Programmer: Irwin Gaines

This is an original, fantastic concept that is unfortunately held back from greatness.



You are a mining robot in the Mines of Minos, and your operation is in grave danger. Without warning a group of aliens have invaded, destroying all of your robot worker comrades and leaving you alone to fend for yourself. If you want to survive, you must navigate the shafts in search of your broken friends and rebuild them into a robot army to defeat the invaders.

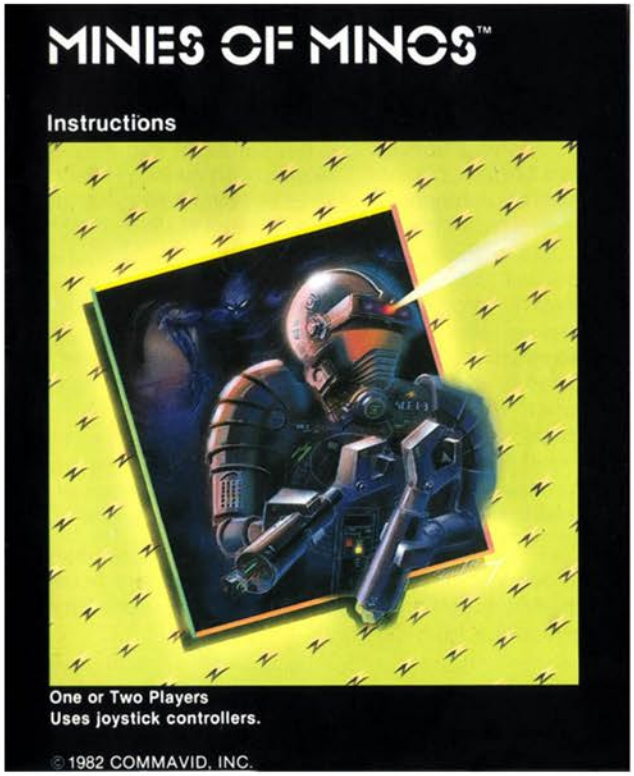
The game begins with you hiding at the end of a long corridor. As you begin to explore the maze you'll come across brightly colored dots that represent robot pieces. When you pick them up you'll have to rush to the top or bottom of the screen where your workshop is located to begin reassembling your friends (with three pieces being required to build a fully functioning robot). While you are attempting to do this aliens will materialize and give chase. Your only defense against this are time activated blasting charges, which will hold in place until an enemy stumbles across them or the timer runs out.

The ultimate goal is to end the invasion by digging down to level five and destroying the enemy command center. Once you find it there will be three targets that must be destroyed by sacrificing your current robot, meaning if you want to achieve victory you'll not only have to fight hard, but be careful enough to build your army up so you can handle the losses.

As you get deeper into the mines, the enemies become tougher and will require more damage to defeat. Luckily there is a leveling system in place, where every thousand points will grant your extra bomb power. The enemy's strength increases depending on what mine floor you are on (so if you are on level 3 the enemy strength is 3). If your current level isn't equal to that of the alien, then it will take multiple bombs to defeat them. You'll have to act quickly in gaining points however, since the mines will start to flood after a certain amount of time, rendering you defenseless from the invading aliens since you can't drop bombs in water.

The biggest issue with the game comes from how slow your robot is, making the time sensitive journey into the depths of the mine a chore. It also makes avoiding the fast moving aliens difficult, especially when two of them are close together. You can't outrun the aliens and your bomb can only destroy one at a time, which is a problem since only one bomb can be deployed at any given time.

While the speed and limited attacks prevent this from being a great game, it's still worth checking out due to the original concept.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

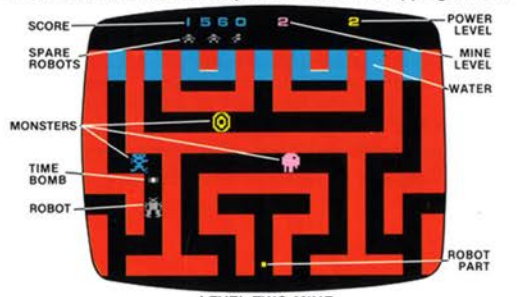
## Mines of Minos

Something terrible has happened in the maze-like Mines of Minos. The smoothly running robot operation has been interrupted by an invasion of monstrous alien life forms! Aliens stalk the corridors of the mine; only a single robot survives to battle them. Desperately he struggles to find and assemble pieces of his fellow robots scattered around the mine while avoiding the pursuing aliens. If he can assemble a large enough robot army, he can battle the aliens to fight his way down to deeper levels of the mine and even destroy the alien command center at the lowest level. But if the aliens catch him he is doomed and his only weapon against them is his stock of time bombs.

Can you avoid the monsters and assemble enough robots to expel the alien invaders from the Mines of Minos? Find out in this latest video challenge from CommaVid.

## GAME PLAY

- Move robot through mine with left joystick.
- Kill monsters with time bombs. Push joystick button to drop a bomb. Only one bomb can be dropped at a time.
- Elude monsters by using tunnels at left and right side of the mine.
- Change mine level by holding down joystick button when moving through a tunnel.
- Collect robot parts to build spare robots. Carry a part to the center of either the top or bottom row of any level of the mine. There it is collected and added to your complement of spare robots.
- Don't spend too much time in a level because:
  - Meaner monsters appear.
  - Water gradually fills each level starting at the top. The water slows the robot down and prevents it from dropping bombs.



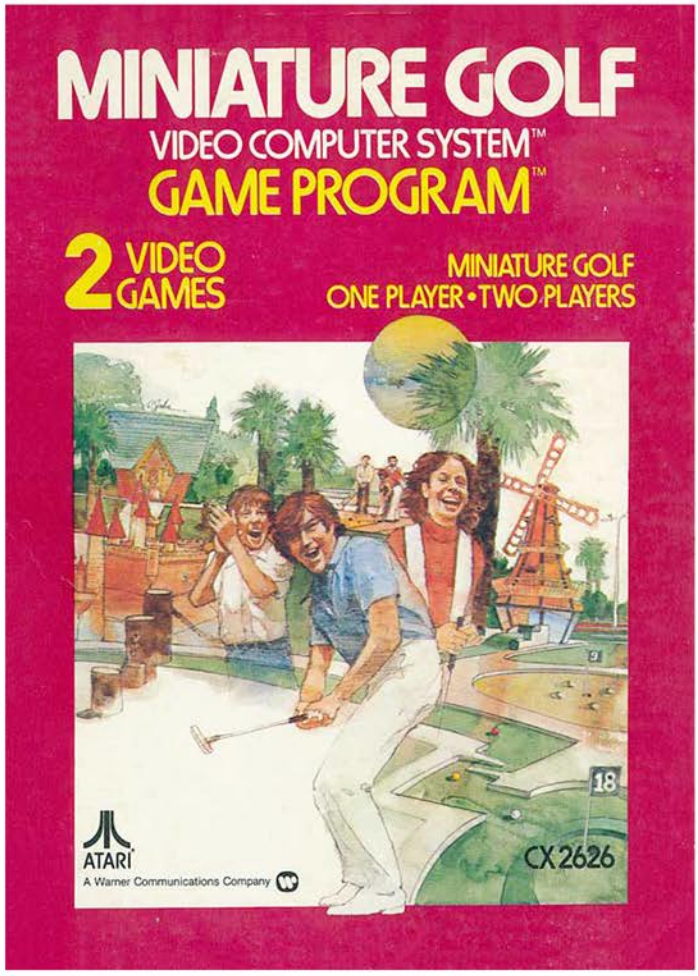
LEVEL TWO MINE

# Miniature Golf

Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

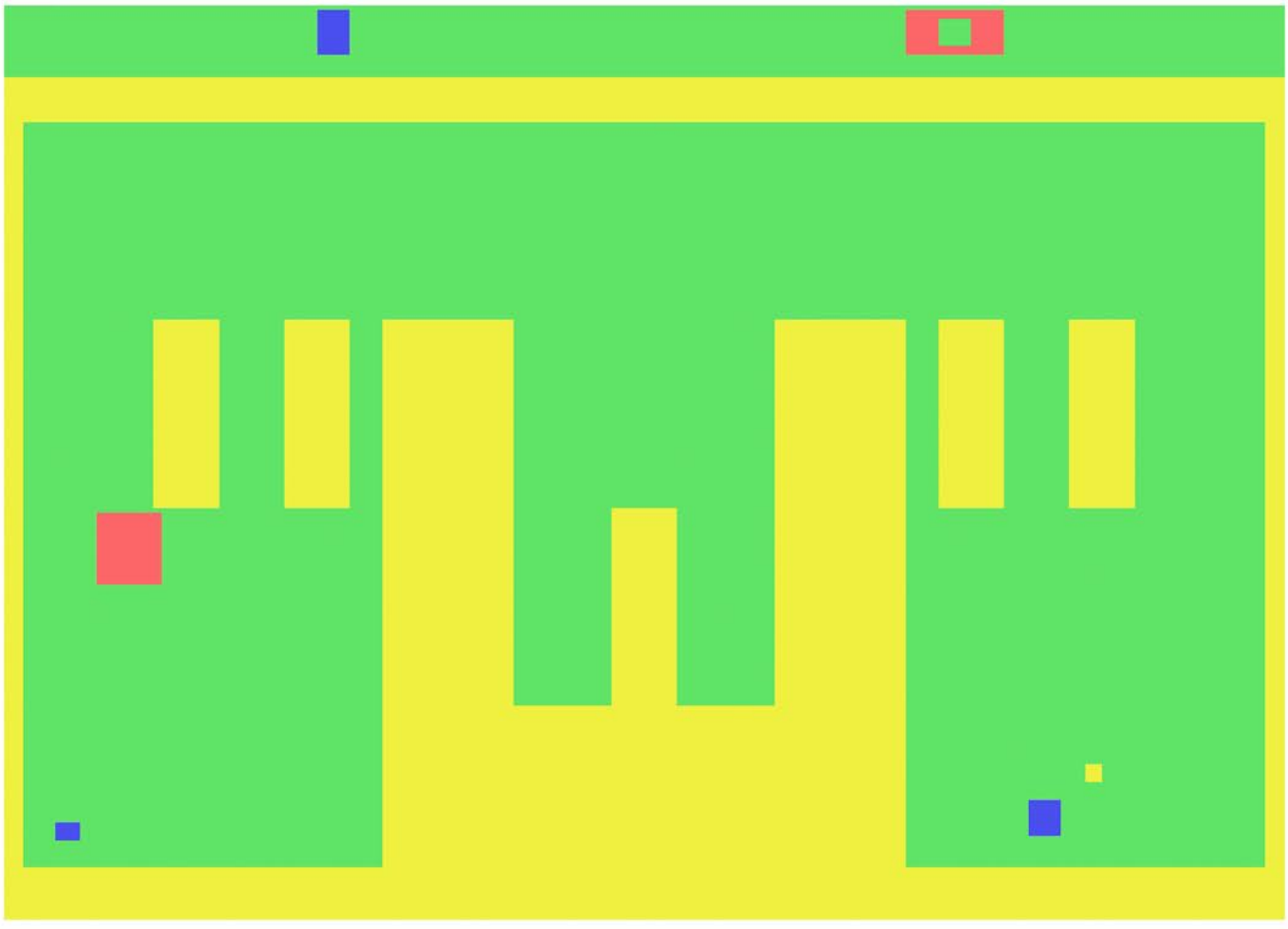
Alternate Title: N/A
Model #: CX2626
Rarity: 3
Programmer: N/A

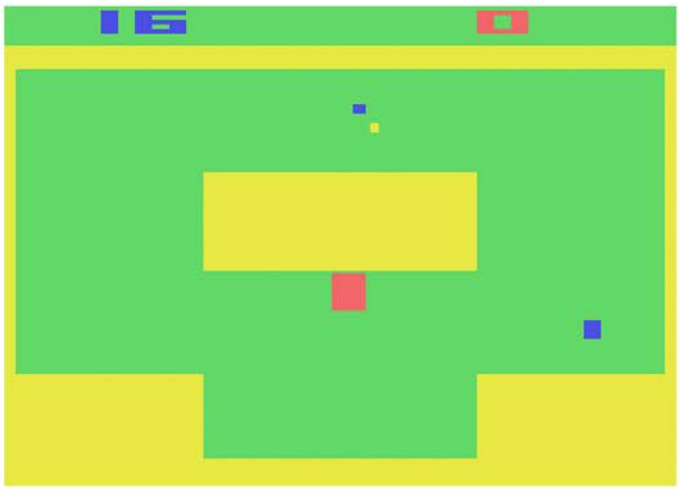
This very early game is arguably the best golf game in the entire 2600 catalog.

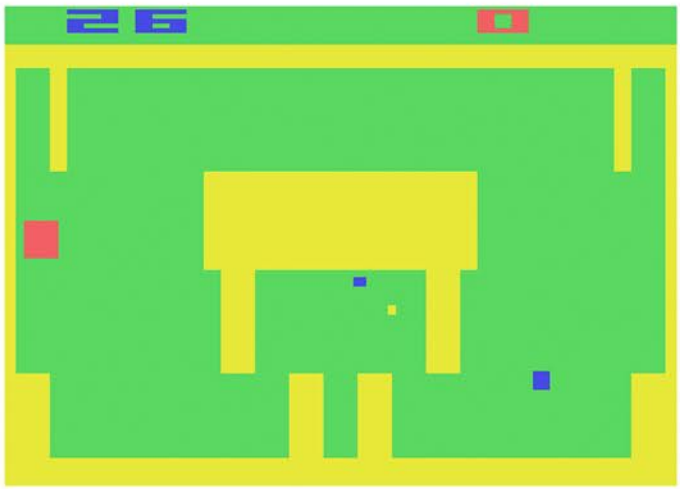


Grab your putter and hit the felt covered mini-golf course in this exciting and graphically magical putting simulator! OK, might have over sold it there, especially in the graphics department. Miniature Golf sports some trademark first generation Atari 2600 graphics in that everything is a square. The moving obstacles, the cup and even the round ball are all squares. Even your putter has been reduced to nothing but a single square.

Over the course of nine holes you must strike the ball with precision in order to navigate it through a maze of walls towards the cup. Now in virtually every single golf game that followed, your striking power was determined by some form of power meter. Miniature Golf stands virtually alone in gaming history by basing the swing power on how far your club is from the ball. While this doesn't sound like a big deal, problems quickly arise when you realize that most of the holes start you off in a corner.

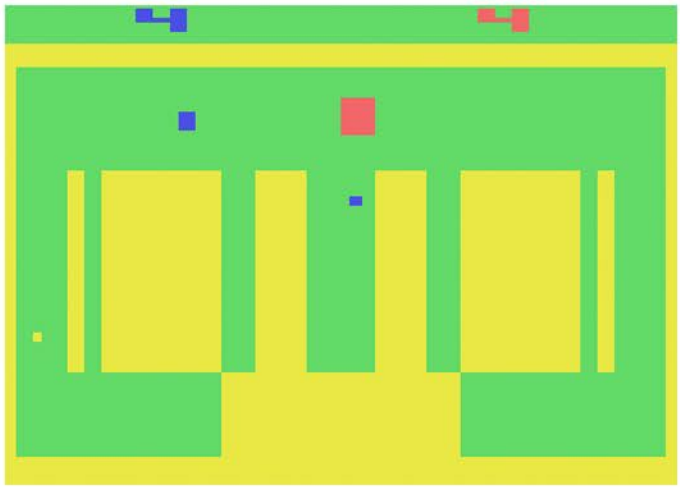


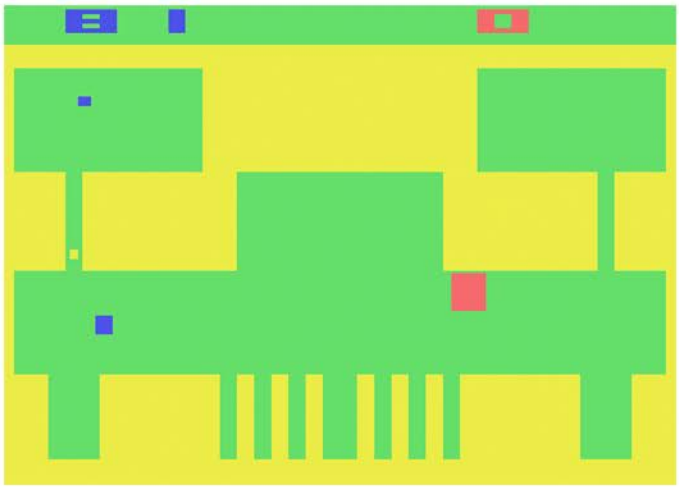


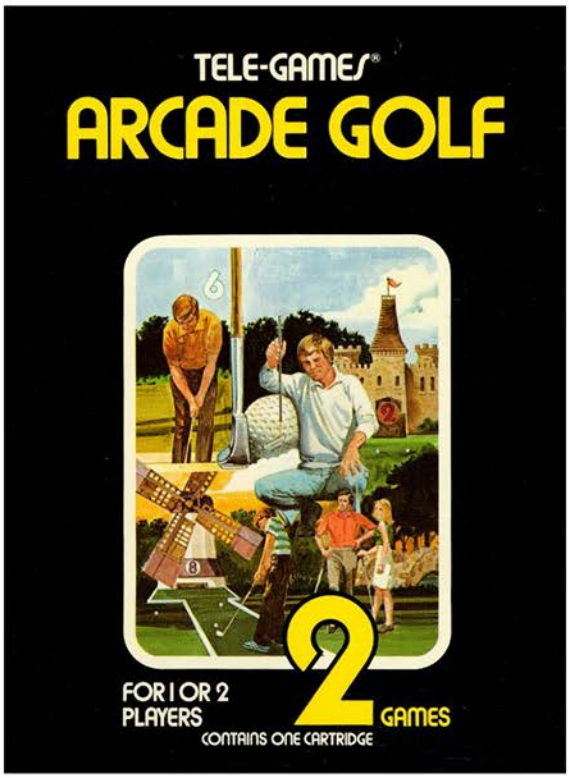


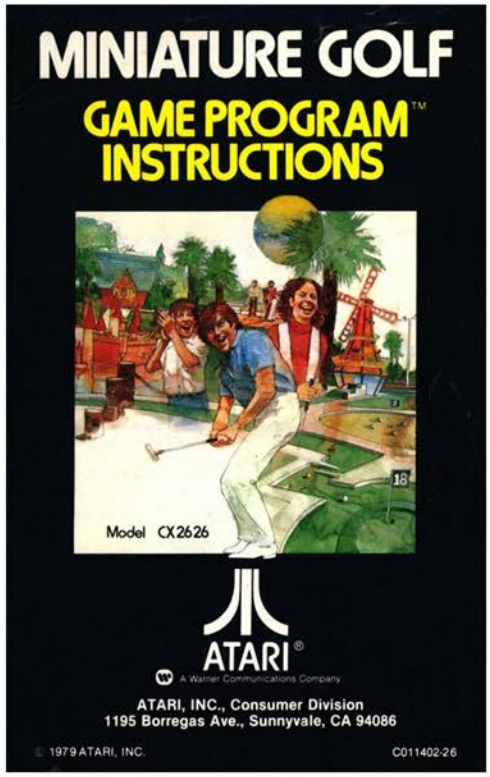
If you try and tee off in the appropriate direction, it will take two or three shots before you can back up your club enough to really cover any ground. As a result, you are forced to get creative. This usually involves moving the club to the far corner of the screen, placing it at an angle and smacking the cover off the ball and hoping it bounces your way. Catch a few lucky bounces and you might come close to par. Get unlucky and prepare to put double digits on your scorecard.

While the design is rudimentary, the control scheme archaic to the point of absurdity, and the sound effects amounting to little more than beeps when your ball strikes a wall, there is something pure about this game. It's simple, straightforward, and has two players so that you can challenge your friend to a duel, which as we know is the hallmark of any great game.








Top Left: Sears Box Cover
Top Right: Manual Cover
Below: Catalog Sample

# Miniature Golf

# Missile Command

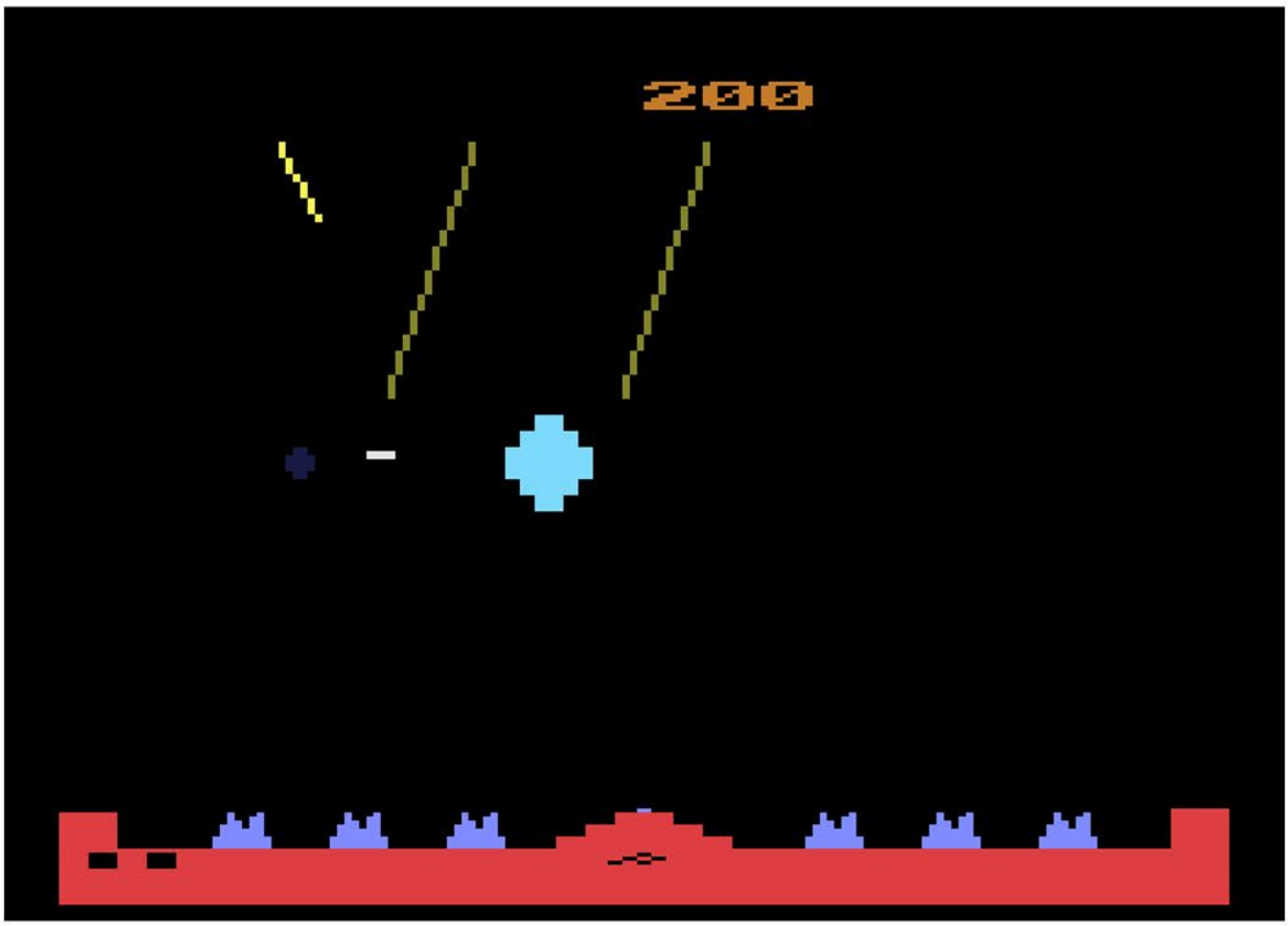
Release Date: 1981
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2638
Rarity: 1
Programmer: Rob Fulop

This port of the arcade classic is an all-time great.

You are in charge of the last antiballistic missile base on the planet Zardon, who must protect half a dozen cities from the assault of the Krytol aliens. As nukes rain down from the heavens, you must aim and fire a barrage of ABMs to protect the innocent civilians in harm's way.

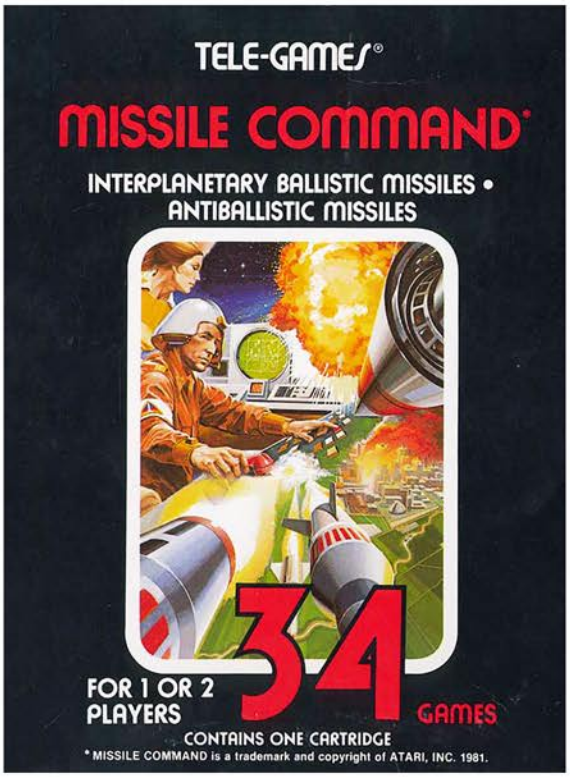
The game begins with your six cities sitting on either side of your missile base, and your aiming cursor in the middle of the screen. When the alarm sounds, several enemy missiles trickle down from the sky headed for their destinations. In order to destroy them you must move the cursor into their path and fire, allowing for enough time for your projectile to intercept it and explode, taking it out. If you time it just right, you can even take several out with a single shot, as the blast radius is quite substantial. The assault is relatively short lived, at which time you get bonus points for additional missiles as well as how many cities are still standing.



The enemy has two basic types of attack, the interplanetary ballistic missile, and the cruise missile. The IBM is the standard attack method, as they will send dozens of these per round. They travel in a single direction and have their target in mind from the very get go. These are also very easy to track since they leave a trail across the sky as they move. The cruise missile however is more difficult as it's a single dot that leaves no trace. At first these are fairly easy to take out since they go in one predetermined direction, but in later levels they get smart and can evade your explosions unless you land a direct hit on them.

In addition to the cities being a target, your missile base must be defended at all costs. As each round begins you have thirty missiles at your disposal, however if you take a direct hit you'll lose ten of them. If you run out of missiles you'll have to sit idly by and watch millions perish due to your incompetence.

Everything about the game is pure arcade perfection. The controls are tight and responsive, the difficulty progresses at the proper rate, and the action gets tense very quickly. This is a must play for those looking for arcade twitch style gameplay.



Top Left: Sears Box Cover
Top Right: Manual Cover
Below: Catalog Sample

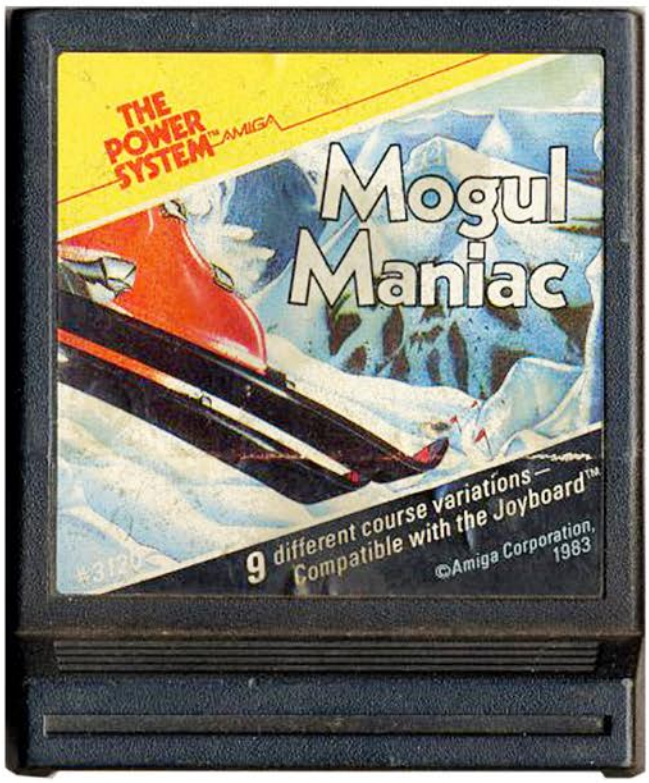
# Missile Command

# Mogul Maniac

Release Date: 1983
Publisher: Amiga
Controller: Joyboard
Players: 1
Genre: Sports

Alternate Title: N/A
Model #: 3120
Rarity: 4
Programmer: N/A

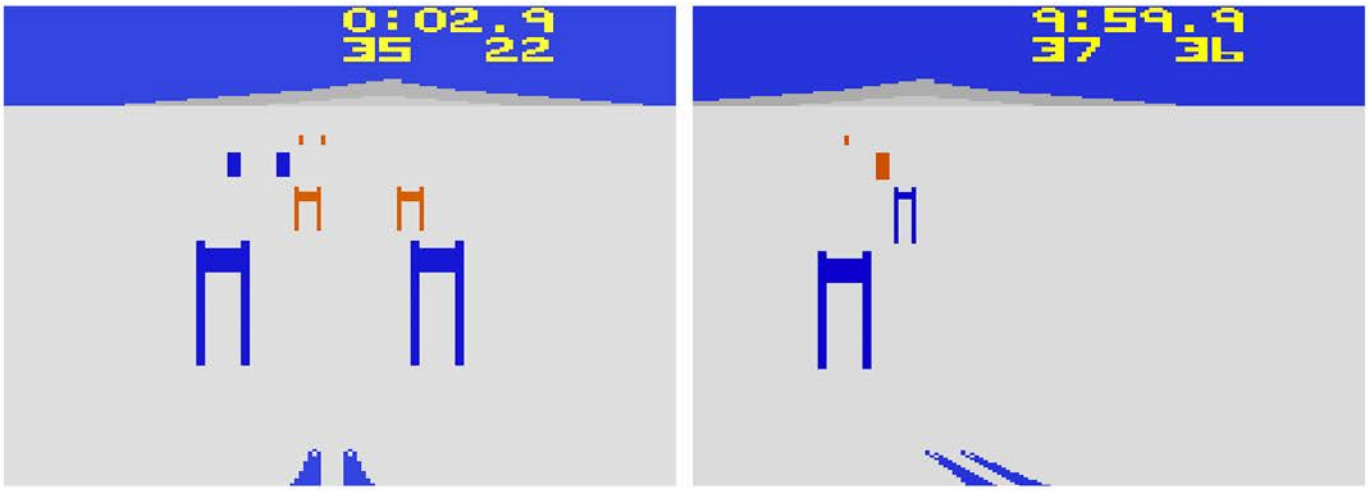
This first person perspective skiing game is a solid sports simulation.



Strap on the skis and hit the slopes in this downhill race to the finish. All that's standing between you and victory are several dozen gates that must be cleared by sliding between them. Make it to the end, get your time and head back up the hill to do it better.

The game begins with your skier at the top of the mountain, looking down at the red and blue colored gates beneath him. When you kick off you'll slowly pick up speed until you hit the course maximum, and you'll have full control to the left and right. Thankfully the early gates are pretty close to center because until you gain a head of steam you aren't going to be turning very quickly.

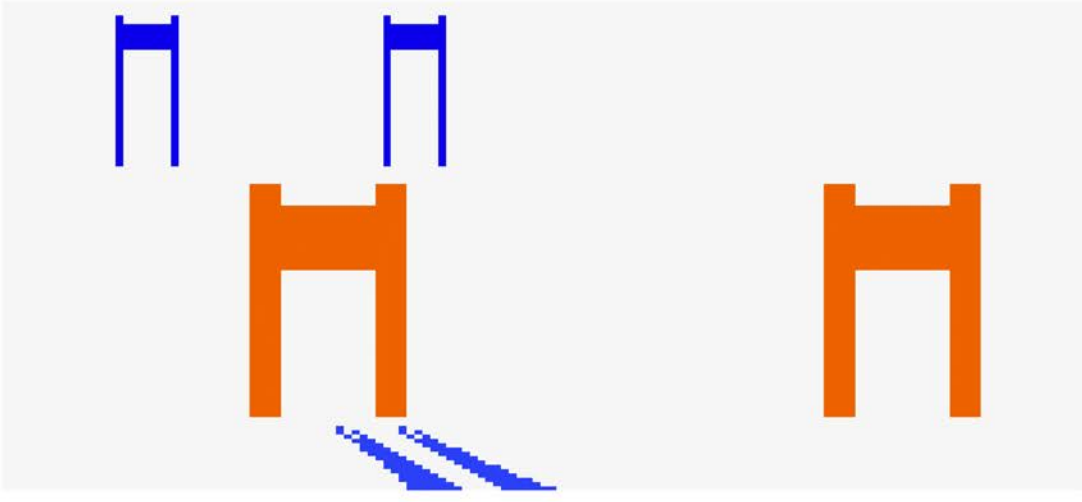
There are two types of gates, the open and closed gates. The open ones are the easier of the two, as they are just two flags placed horizontally beside each other. The closed gates are trickier as they are staggered vertically and just slightly apart from side to side, requiring you to hit them at an angle to clear them. If you hit one of the flags you'll be stopped dead in your tracks and be assessed a penalty before being allowed to continue.

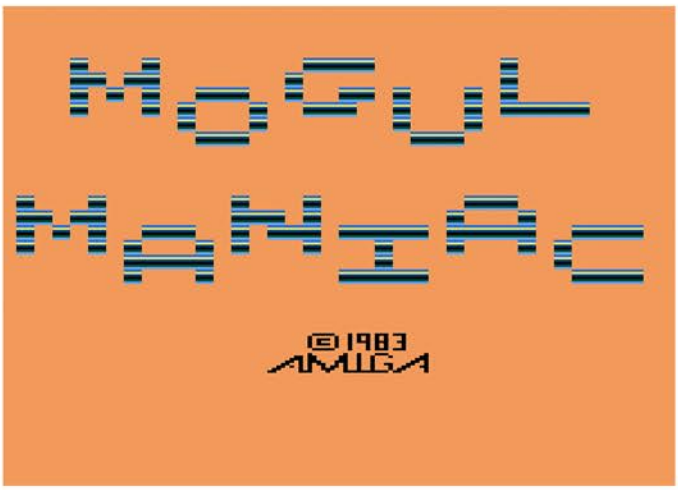



There are nine courses that range from twenty-five gates all the way up to sixty-three, and each course has a speed limit. The first course, Bunny Hill, is the slowest at twenty-two, which will make the game feel like it's crawling because, well, it kind of is. The gates come up extremely slow and are laid out pretty generously, making for an easy descent. Courses like Stowe and Taos ramp up the speed to forty, which almost feels too fast, but it's good for the experts in search of a challenge.

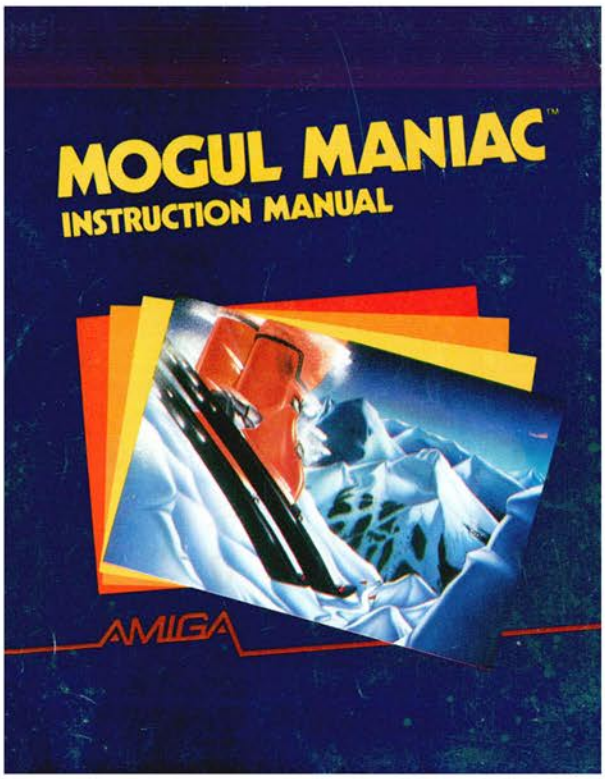
While the game wants you to use the Joyboard accessory to fully simulate the skiing experience, using the standard controller is allowed. The difficulty switches can really ramp things up, by changing a missed gate from a five second penalty to a death sentence by putting your time at 9:59.9 and ending your dreams of victory for good. There is also an option for moguls, which makes the gates look like they are stretching up and down.

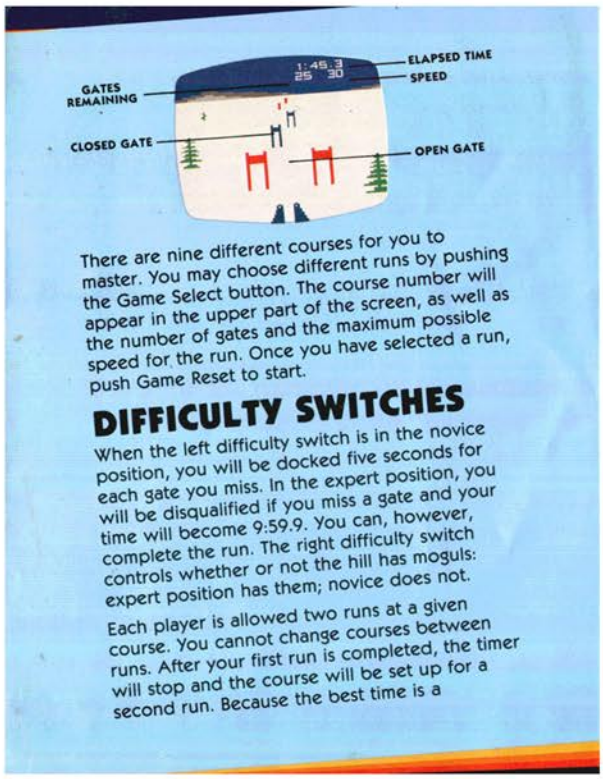
For fans of skiing, or for those who want to give it a try without getting cold and wet, this is a solid title and arguably the best skiing title on the 2600.





Top Left: Title Screen
Top Right: Joyboard Controller
Below: Manual Cover and Page Sample



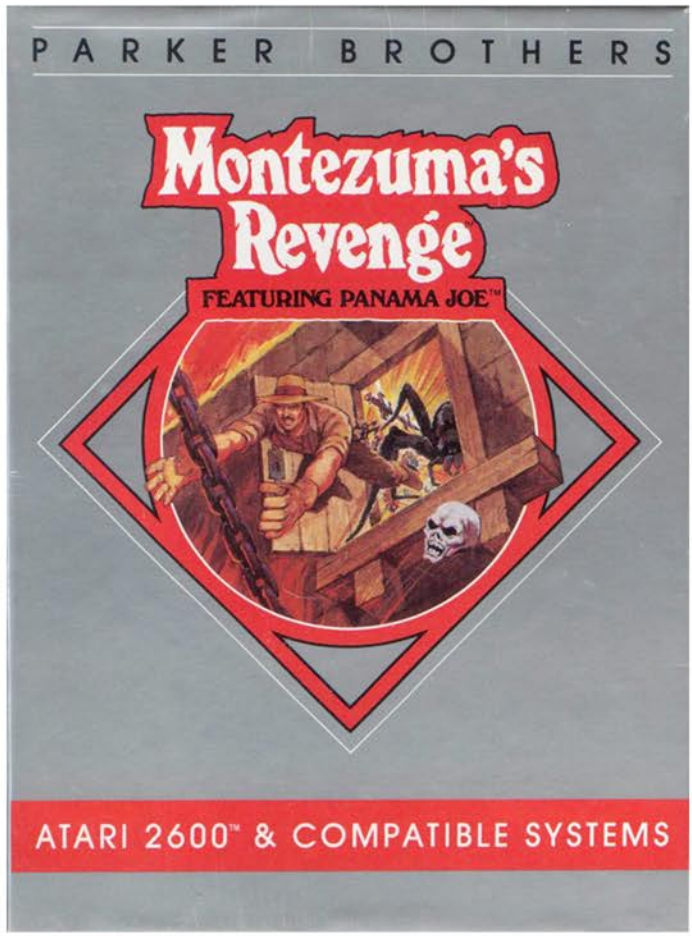



# Montezuma's Revenge

Release Date: 1984
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: PB5760
Rarity: 5
Programmer: Robert Jaeger

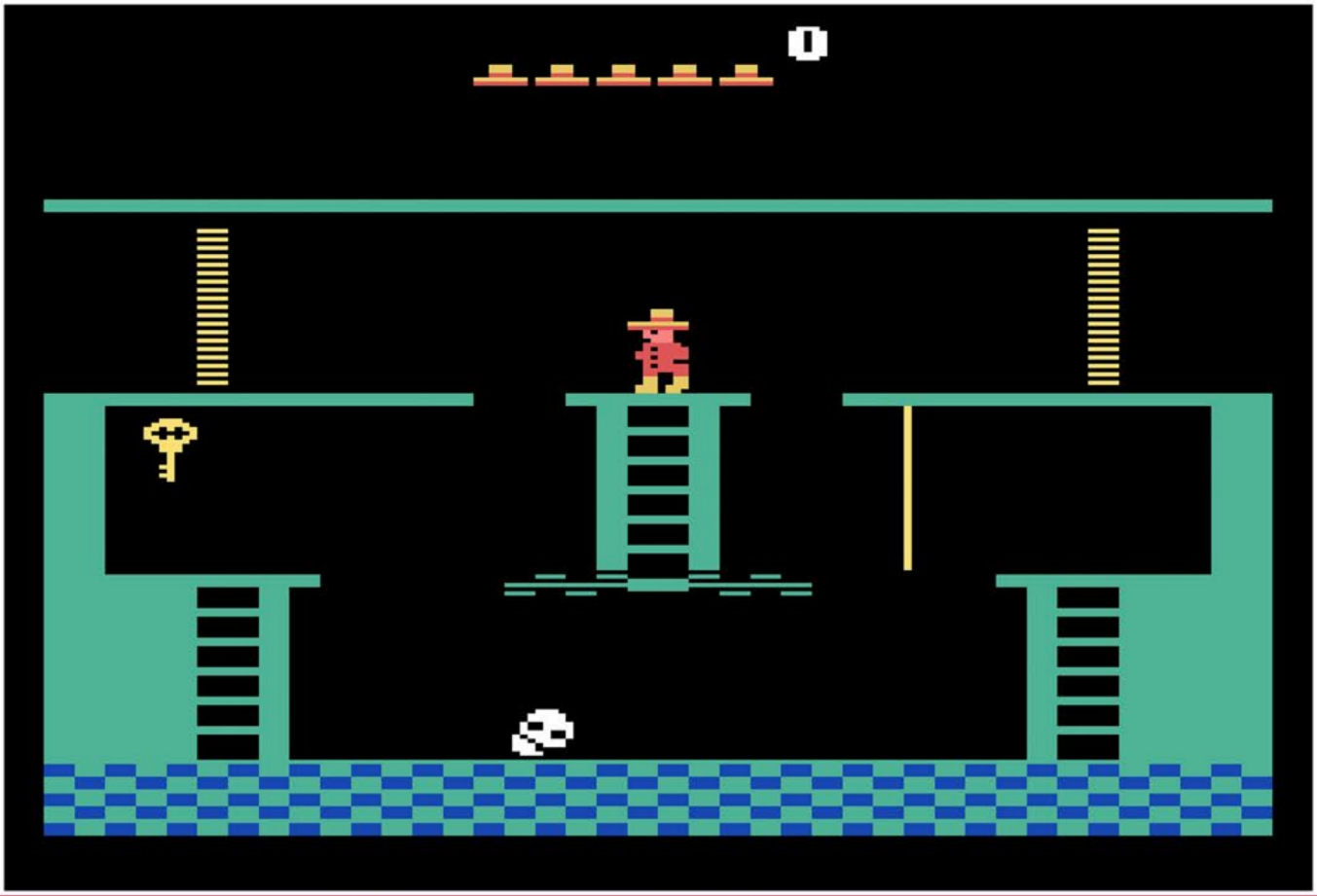
This treasure seeking adventure just might be the best of its kind on the 2600.

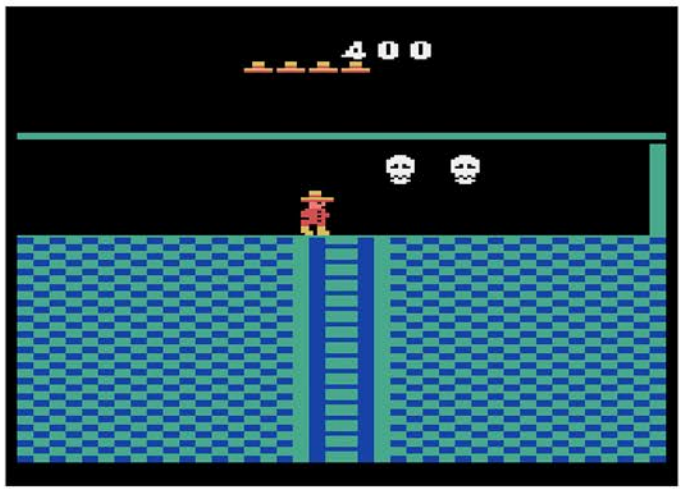


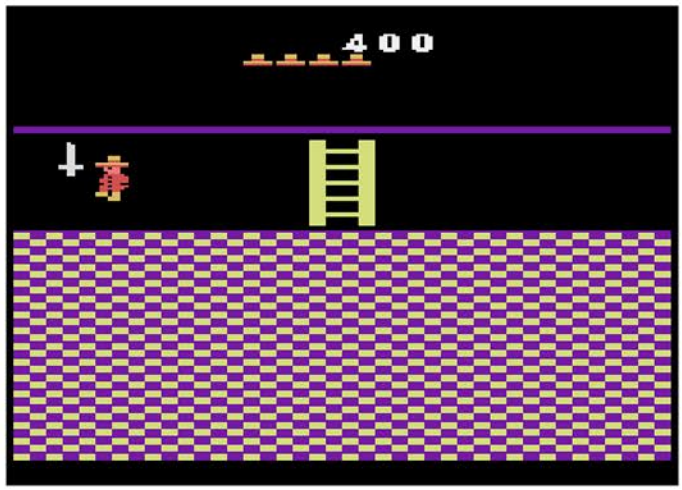
Take control of famed adventurer Panama Joe as he descends into the depths of Montezuma's Tomb in search of his fantastic treasures. His task won't be easy, as he will have to dig deep for items to help him survive untold horrors and unlock more and more of the sprawling maze like structure.

The game begins with our hero standing on a platform in the middle of an obstacle filled room. To the left is a key, but in order to retrieve it he must climb down ladders and ropes as well as leaping over a creepy rolling skull. With the key in hand, he has a choice, head to the left or the right. There is no wrong answer as each path has its own challenges and rewards, as well as items to help you explore further. Some pathways may even be blocked and will require you to do some backtracking to come at it from another side.

There are lots of room fixtures that will make your journey difficult. Things like laser gates and fire pits will vaporize Joe if he is to touch them. Conveyor belts will move him against his will, while ladders and chain ropes will allow him to move between levels. As if that wasn't enough, there are disappearing floors that can cause Joe to plummet to his death if he isn't careful. There are also rolling skulls, hissing snakes and crawling spiders that will also end Panama Joe's quest in a hurry should he come in contact with them.



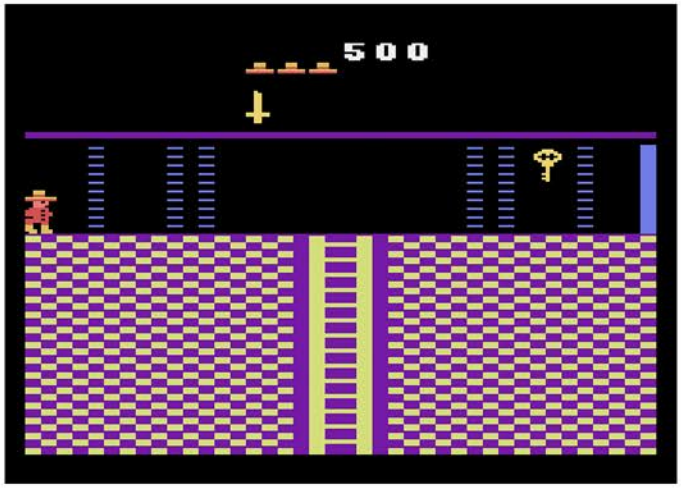


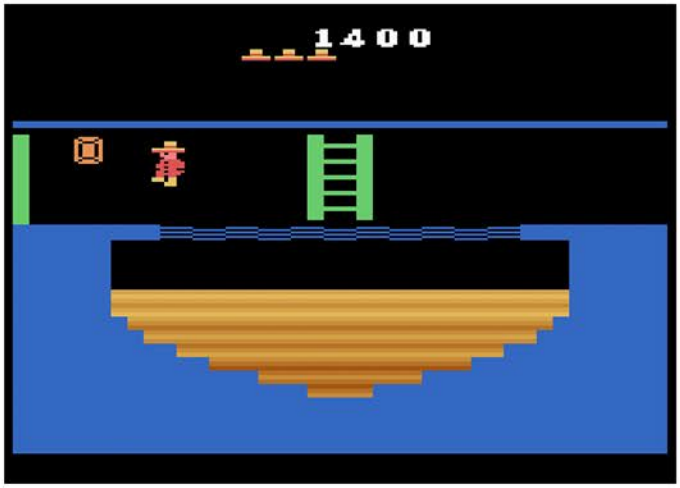



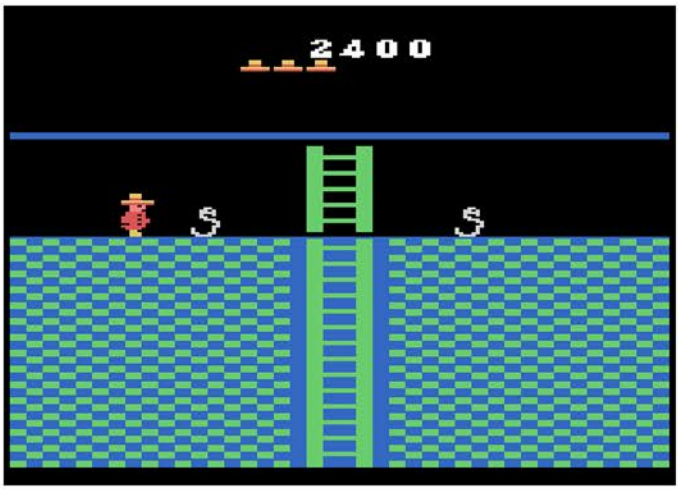

There are items to help him survive however. The Amulet will freeze all enemies so that they can be walked through. Swords can be used to destroy a single enemy with a well placed blow. Keys will open doors, jewels will boost your score, and the torch will illuminate parts of the dungeon that are shrouded in darkness. While these items are quite useful, the only necessities are the keys and torches, so pick them up carefully because you only have four item slots.

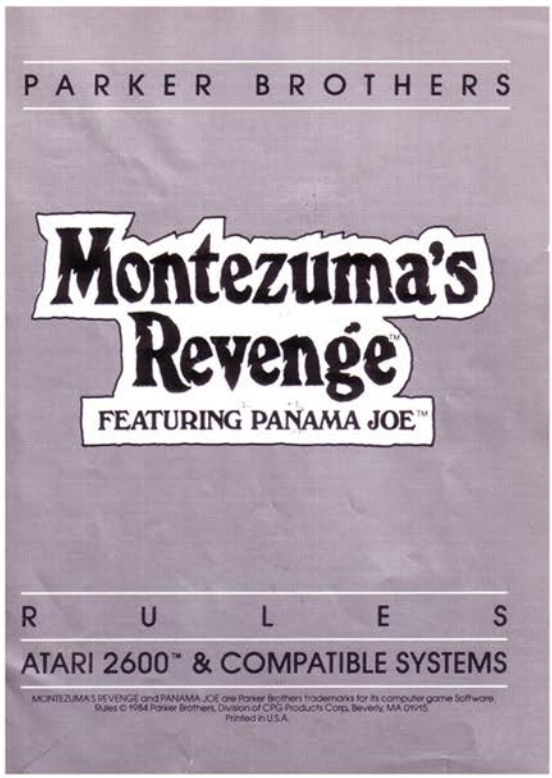
The biggest problem with the game is the insane level of difficulty. Panama Joe may be an adventure seeker, but he's incredibly fragile. Fall too far and he dies. One touch with literally anything and he dies. And then there are the laser gates, which require samurai level precision in order to move past them as they are disarmed just long enough for you to move perfectly through them. Cheap deaths are also plentiful as some of the death dealing objects will be so close to the edge of the screen that you'll walk into them before you can react.

Problems aside, this is a gorgeous looking game with tight controls and a lot of variety. If you like your adventures challenging, you should check it out.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

PANAMA JOE™. That's what they call him 'round these parts; though no one knows his real name or where he comes from. But one thing's for sure, PANAMA JOE's a daredevil from the word "go!" No risk's too great if the reward's large enough. Winning. That's what's the most important to him. And more times than not, that's exactly what he does. Because he's tough, clever–resourceful. And sometimes, downright pig-headed! Though occasionally (ah-hum), he's been known to get in over his head. Luckily, he's got a knack for getting himself out of hot water as quickly as he gets into it! Let's hope MONTEZUMA'S REVENGE is one of those times.

### *Object*

To help PANAMA JOE safely reach Montezuma's fantastic treasure by guiding him through a maze of death-dealing chambers within the emperor's fortress. Along the way, PANAMA JOE must avoid an array of deadly creatures while he collects valuables and tools which can aid him in mastering the evils of the fortress and eventually, escaping with the loot!

### *Setting the Console Controls*

1. Place the cartridge firmly into the cartridge slot.
2. Turn the ON/OFF switch to ON.
3. The first screen to appear will feature PANAMA JOE in the center of the first chamber. Now, you're ready to start the action.

### *The Joystick*

Because this is a one-player game, plug the joystick firmly into the **LEFT** jack only.

Use your joystick to move PANAMA JOE through the emperor's fortress. To make PANAMA JOE walk left or right, move the joystick in those direcitons. To make him climb up a ladder or chain, push forwards on the joystick. To climb down, pull backwards on the joystick.

**NOTE:** you'll discover that a combination of left/right and backwards/forwards joystick movements will make guiding PANAMA JOE on and off ladders and chains easier.



### *The Fire Button*

Press the FIRE button any time you want PANAMA JOE to jump. If PANAMA JOE is standing still, he will jump straight up and down. If he is moving left or right, PANAMA JOE will leap in that direction.

### *Screen Displays*

At the top, center portion of the screen there are 5 hats representing your remaining number of PANAMA JOEs. Each time you lose a PANAMA JOE, one hat disappears. You'll begin the game with 6 PANAMA JOEs, including the one on screen.

In the space directly beneath the 5 hats is a box called the **INVENTORY WINDOW.** Each time PANAMA JOE collects a special tool (e.g., a sword, torch, or a key), that tool is displayed in the Inventory Window until he finishes using it.

In the space over the 5 hats is the **SCORE BOX.** Throughout the game, points will be accumulated and your score will be displayed in this space (see **SCORING** section).

### *Playing*

Once you start this game, you are PANAMA JOE–winding your way through MONTEZUMA'S fortress! That means you've got to be ready to handle lots of action. Like climbing ladders and chains. Jumping over (and under) deadly creatures. And grabbing precious jewels and special tools along the way. No sweat, right? You'll be ready for anything because, like PANAMA JOE, you thrive on the spirit of adventure and exploration. Maybe you'll need to backtrack through certain chambers. Or perhaps forge ahead blindly. Even test your memory to remember the location of a room you fought through earlier. Just be sure to keep a cool head. Use your special tools wisely. And please–try not to let greed blind you as you snatch up MONTEZUMA'S fabulous treasures. Happy hunting, PANAMA JOE!

### *Inside Montezuma's Fortress*

As you guide PANAMA JOE through Montezuma's fortress, you'll encounter 3 major groups of elements. They are:

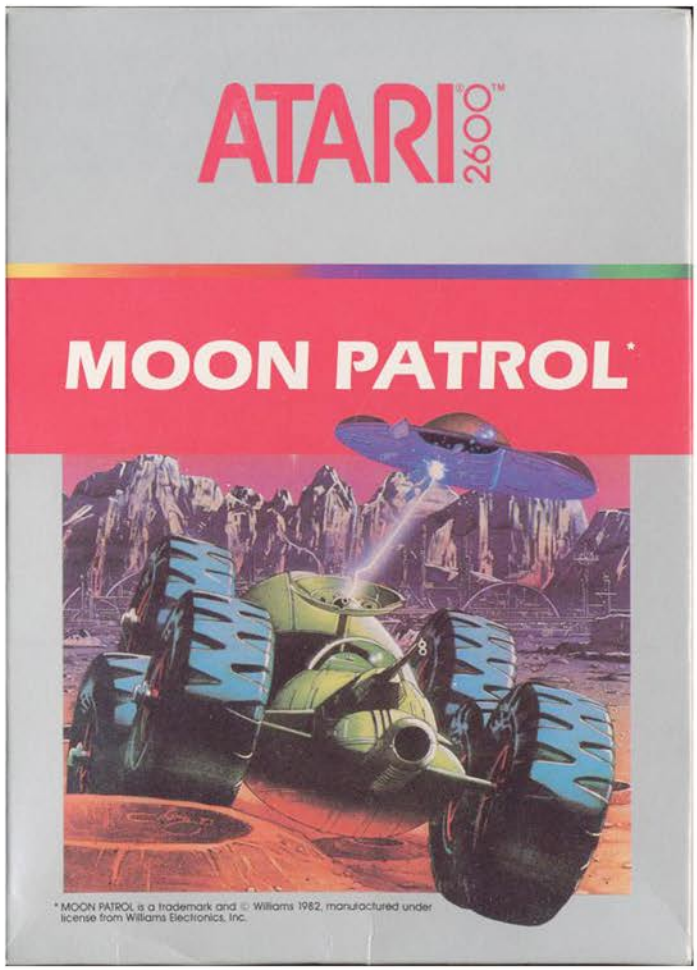
- Room Fixtures
- Killer Creatures

# Moon Patrol

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2692
Rarity: 2
Programmer: Mark Ackerman / Noellie Alito

A scaled back and ultimately flawed attempt at porting the arcade game to the 2600.



Travel to the moon, hop in your state of the art heavily armed moon buggy, and head out amongst the craters to explore the surface. While taking your joy ride in space, you won't be alone as a small army of alien UFOs will seek out and destroy you at every possible opportunity. Don't worry though, you aren't defenseless as you have two cannons on your vehicle, one that shoots horizontal and vertical.

The UFO's aren't the only source of danger, as pretty much everything can destroy your buggy. If you fail to jump a crater, you explode. If you hit a rock, you explode. If an enemy missile finds its target, you explode. Basically if anything but basic ground touches you vehicle, it's going to explode like a Ford Pinto. And unfortunately due to some control issues, expect this to happen a lot.

You can speed up and slow down your moon buggy as you traverse the landscape, moving up to a quarter of the way across the screen. The faster you go, the further you will jump, but it will also mean the obstacles will be coming at you quicker as well. The biggest problem with your jump is that it's incredibly floaty and you lose almost all control once you go airborne. This means that more often than not, if there are multiple obstacles in your way you are going to have a bad day. As an example, on the second leg of the first map, there is a crater to leap over that is quickly followed by a rock and another crater. Unless you jump as soon as the crater comes on screen, you are going to land on top of the rock no matter what you do. While you can plan for that one after a few deaths, when the aliens start dropping crater forming missiles there will be times when death is inevitable.

Despite the floaty controls and frustrating deaths, this is a solid port of the arcade game. The basic gameplay is here, the sound effects are passable, and there are worse ways to get your 2600 arcade fix.

Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

## GAME OBJECTIVE

As a Moon Buggy driver, your objective is to travel across the surface of the moon as quickly as you can. While you progress on your journey, you'll encounter huge craters, exploding land mines, and moon rocks on the lunar surface. To make your journey even more challenging, your Moon Buggy comes under missile fire from alien UFOs, some of which create even more craters.

Push your Joystick up to jump over craters, land mines, and other obstacles. Time your jumps carefully; a poorly timed jump will cause your Moon Buggy to crash. Push your Joystick right to increase the speed of your Moon Buggy; push the Joystick left to slow it down. Press the red fire button to shoot your laser guns. When an enemy car appears from behind, use your jumping skill to jump over it, then blast it away when it's in front of you. When you encounter an enemy tank, jump over it and its bullets, or simply destroy it for maximum points.

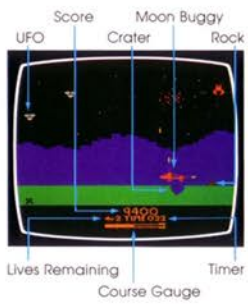
## GAME PLAY

You start the game with four Moon Buggy lives. If one is destroyed, you restart at the course segment where your Moon Buggy was destroyed. The number of Moon Buggies remaining is shown at the bottom of the screen. When all your Moon Buggy lives are lost, the game ends. To restart the game at the beginning, press the red fire button.

There are two courses and three skill levels: Easy, Medium, and Hard (see GAME VARIATIONS). Each course is divided into 26 segments, indicated by markers along the way. A segment is completed when its **x** marker passes off the left side of the screen.

The gauge at the lower center of the screen indicates your location on the course. It is divided into five sections, 1-5, 6-10, 11-15, 16-20, and 21-26. The gauge fills with color as you travel along the course. When you complete course 1, your Moon Buggy moves on to course 2, which continues to progress in difficulty.

A timer at the bottom of the screen clocks your journey. It starts ticking away the seconds as soon as you start. When the timer reaches 999 seconds, it stops counting, but you can continue driving.




You score points for shooting UFOs and for destroying or jumping over rocks, enemy cars, craters, tanks, and land mines. You can also earn bonus points for completing the course in less than the average time (see SCORING for details).

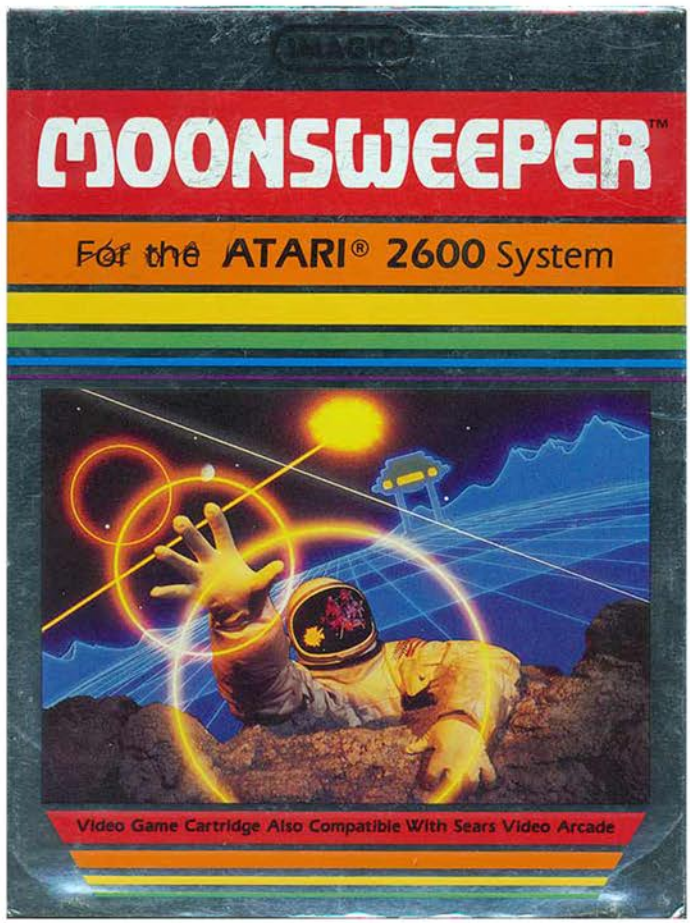
# MOON PATROL

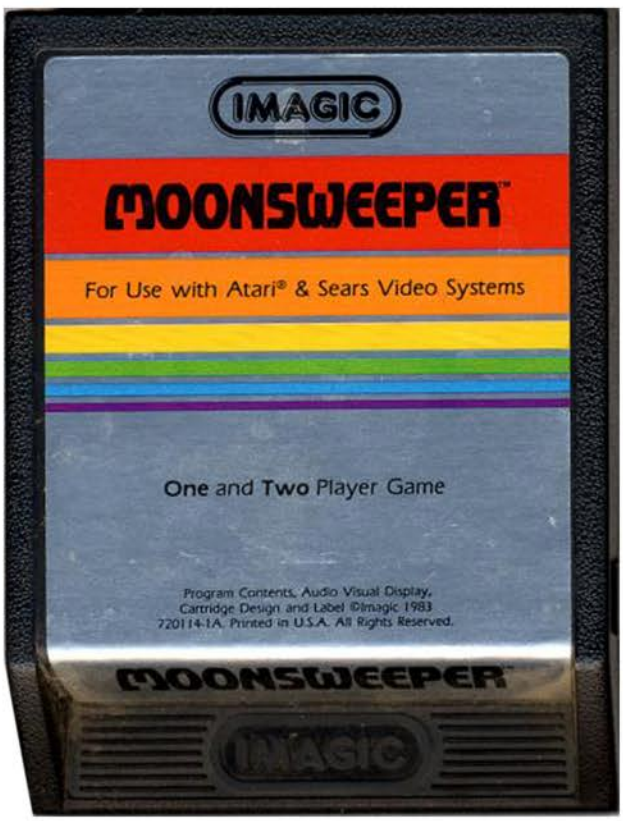
# MOONSWEEPER

Release Date: 1983
Publisher: Imagic
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 03207
Rarity: 4
Programmer: Bob Smith

This two level space game is equal parts fun and frustrating.



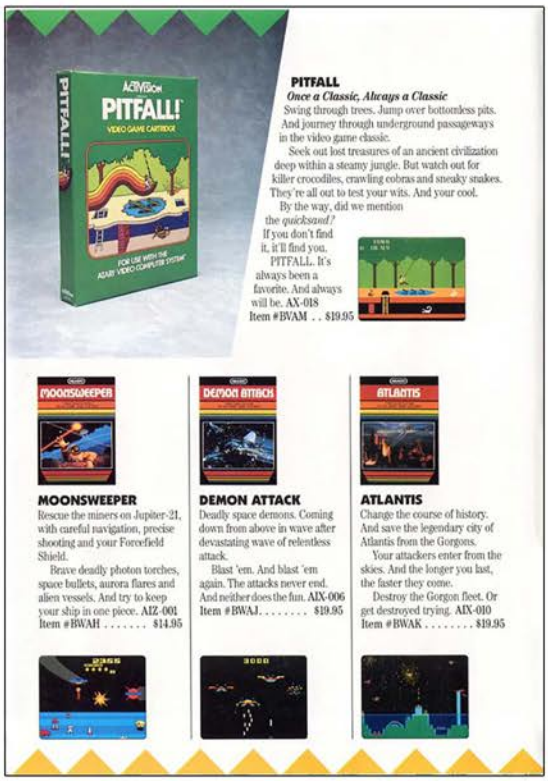



You are in command of the U.S.S. Moonsweeper, whose mission is to fly deep inside the Star Quadrant Jupiter on a rescue mission. Several of your fellow miners have become trapped on several moons in the region, so it's up to you to land on them and skim along the surface in order to rescue them. Pull them out, deliver them back to base, then head back into danger in search of more survivors.

The game plays out in two stages, the entry phase and the moon phase. The entry phase may be one of the most frustrating segments in the entire 2600 catalog. Your ship is nearing the sun and is confined to the bottom portion of the screen, with only horizontal movement available to you. The sun is firing out Aurora flares, as bullets and photon torches come at you from the sides of the screen. Your goal is to dodge them until one of the moons gets close to you, at which point you descend upon it for the second part of your mission. Unfortunately with the limited movement and the constant barrage of objects, you will die here a lot. This is especially true since a bullet will often be flying just beside the moon, so instead of landing you'll watch helplessly as your ship explodes.

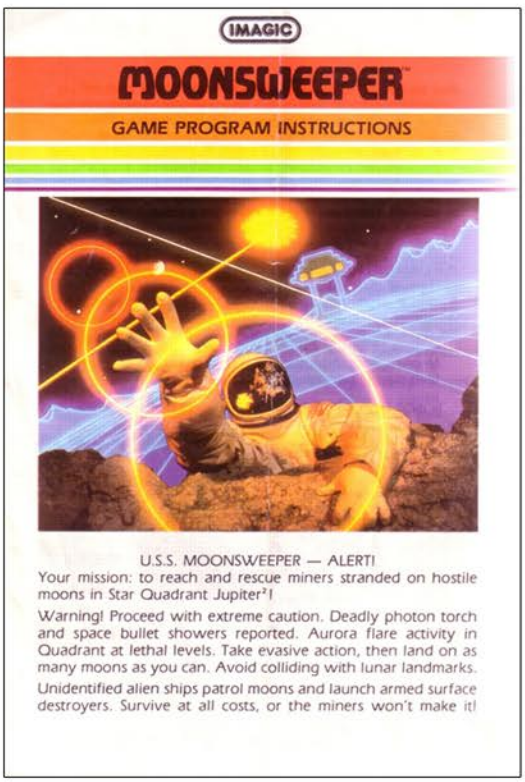
Skimming along the moon's surface is going to be incredibly difficult until you realize you can slow your ship down by pulling back on the controller. Once you are at a manageable speed it's easy to see the defense towers and enemy UFOs that are attempting to destroy you. While you are avoiding them and firing missiles at them, your comrades will be waving their arms looking to be rescued. Once you have six safely aboard your ship, accelerator rings will appear. As you go through them your ship will eventually reach escape velocity and get you off the surface of the moon.

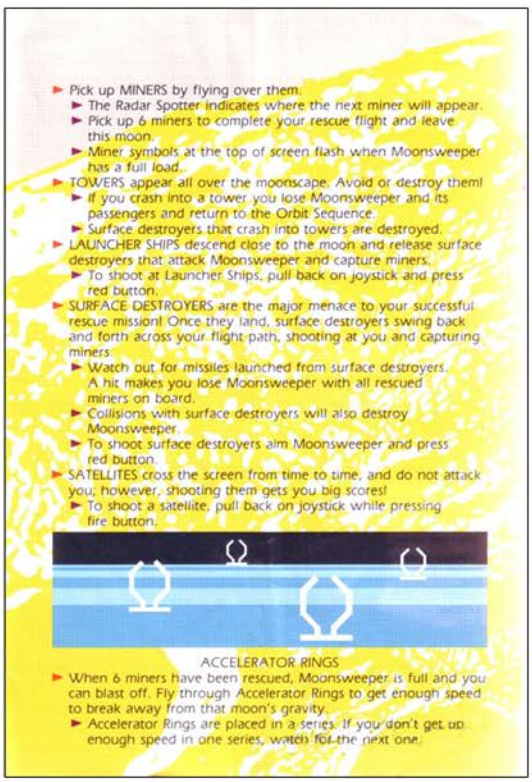
Outside of the frustrating difficulty of the entry phase, there is a lot of goodness to be found here. The graphics on the planet are nice, with a nifty scrolling effect on the ground. There is plenty to shoot at and the controls are tight for the most part. If you don't mind resetting a few times on the entry phase until you land on a moon, this is worth checking out.



Above: Catalog Samples

Below: Manual Cover and Page Sample



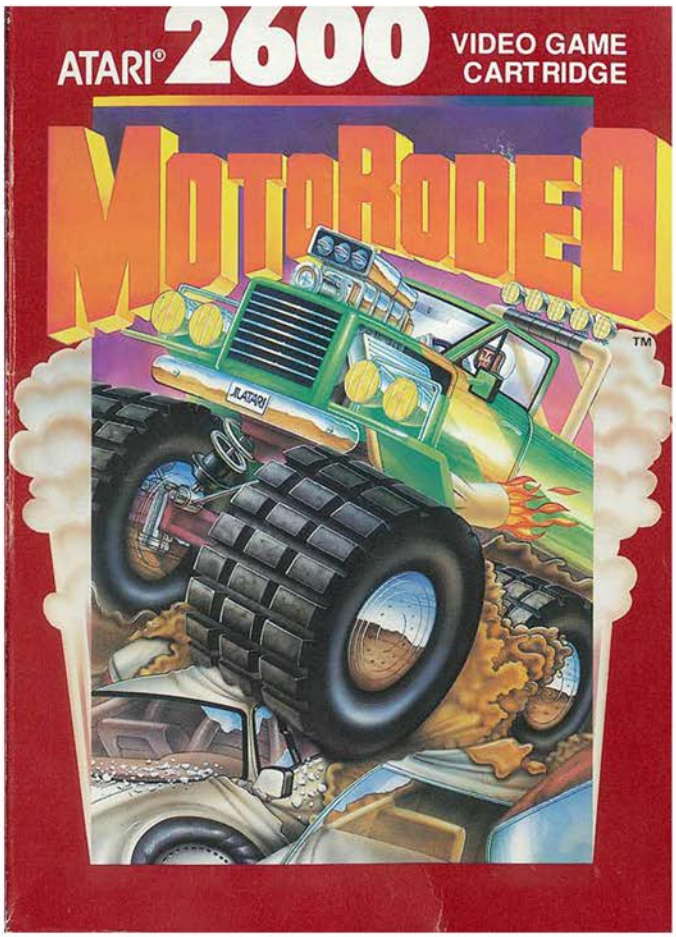



# MOTORODEO

Release Date: 1990
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

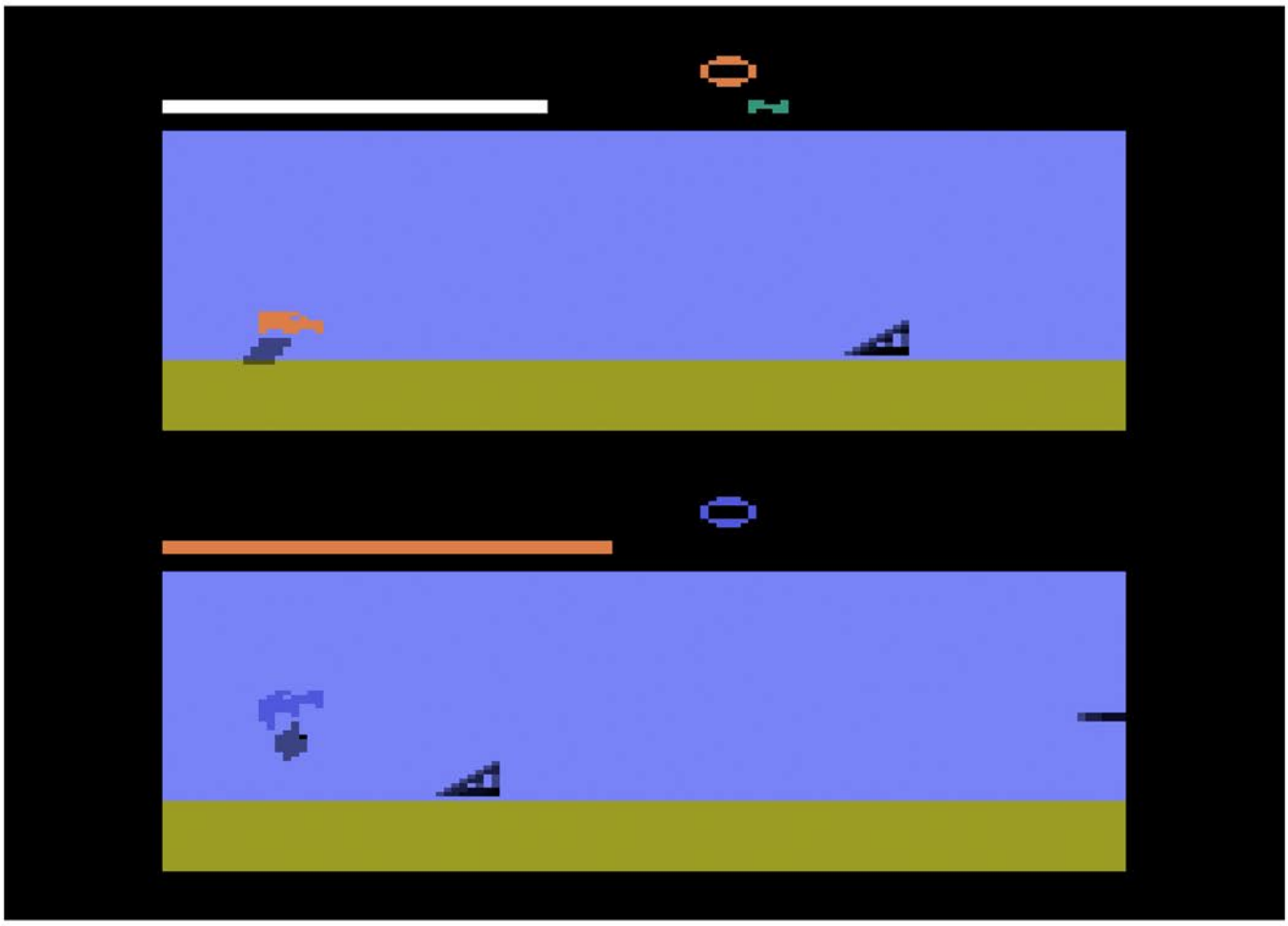
Alternate Title: N/A
Model #: CX26171
Rarity: 4
Programmer: Steve DeFrisco

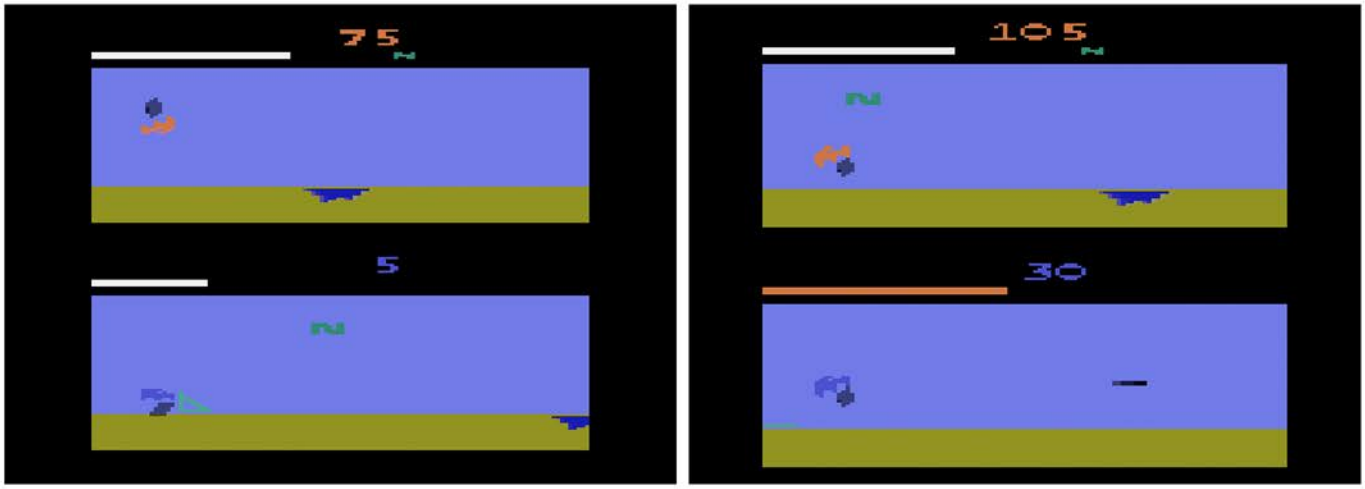
Strap into your monster truck for a carnage filled race!



Climb aboard your monster truck, start the engine, feel the rumble as you prepare for an all our race against a single opponent. Standing between you and the finish line are a wide assortment of obstacles like ramps, watery mud filled pits, and of course, several junker cars just waiting to be crushed. Be nimble as you destroy everything in sight and you can be the first to cross the finish line.

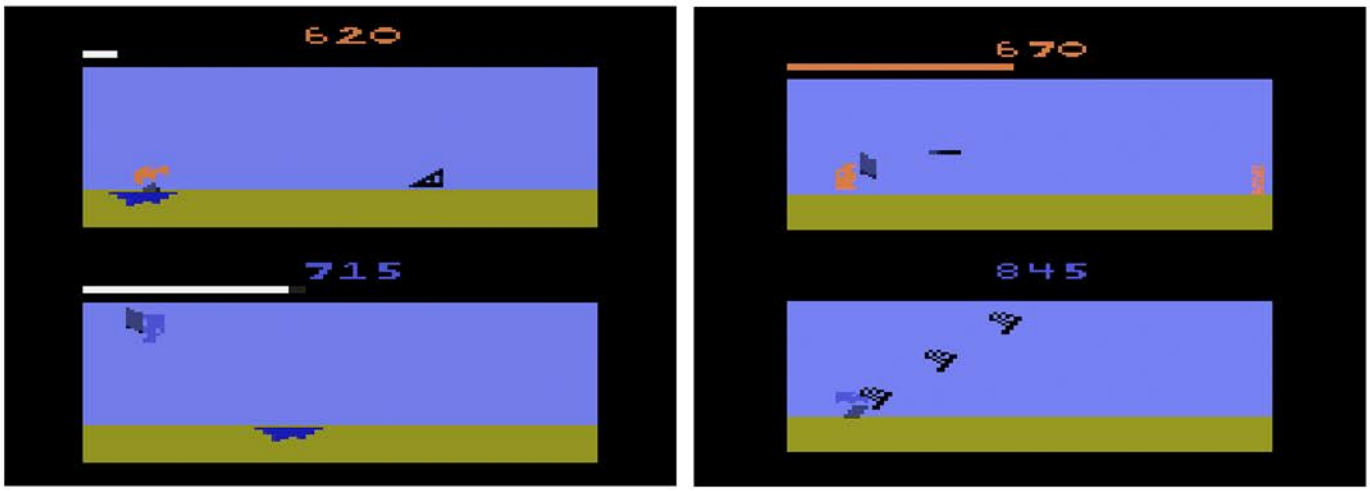
The game is broken up into two screens, yours and your opponents. When the green flag drops hit the gas and be prepared for anything to pop up in front of you. If you hit a jump, be sure to move the controller to the left or right so you can show off to the crowd by doing a barrel roll. While you are in the air you might see a floating platform that will allow you to bounce off of and continue flying through the air. For extra height be on the lookout for springs that will send you flying towards the top of the screen. Just don't get too fancy because if you land on your roof your speed will drop to zero and your opponent will speed ahead.

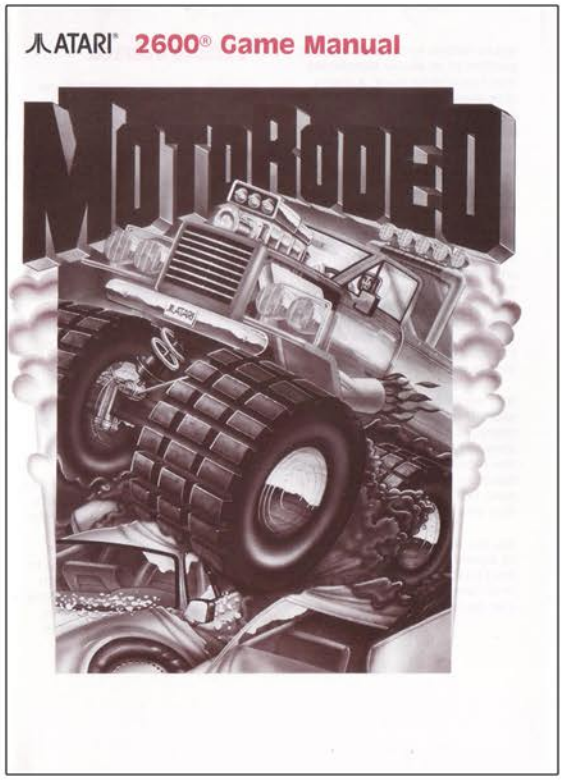





Every now and then you'll come across a wall, which you can either knock over by ramming several times, or if you pop a wheelie and hit the nitro you can turn it into a makeshift ramp and go skyward again. Walls aren't the only thing that will slow you down, as mud puddles will hold you up for several seconds as you inch across them. The good news is, your opponent is facing the same hurdles you are. Survive all that, rack up a high score and be the first to cross the finish line and victory is yours!

The driving action is fast paced, and the computer isn't omnipotent and is beatable if you are good enough. Unfortunately the graphics are pretty lackluster, especially for 1990 when this was released. The 16-Bit era was in full swing by now, with the Genesis being out for a year and the SNES right around the corner. If this game had been released in 1983 it would be in the running to be a classic, but as it stands it's just a forgotten game that very few played.






Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

## Keep On Truckin'!

6. The second selection screen offers either competition or practice.

**Competition.** You play against another player or the computer. A competition includes all obstacles. Move the controller forward or backward to highlight Easy, Medium, or Hard and press the fire button to begin the competition.

**Practice.** Move the controller forward or backward to highlight Jump, Platform, Car Crush, Wall, Spring, Ramp, Mud, or Spin. Press the fire button to begin a practice run of the obstacle you selected.

### Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To pause the game on a 7800 game system, press **PAUSE**. Repeat to resume play. There is no pause option when you play MotoRodeo on a 2600 game system.
- To return to the opening screen and restart the game with the currently selected options, press **RESET**.

### Playing the Game

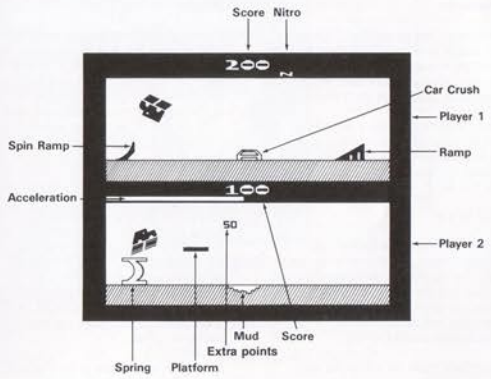
MotoRodeo is a multi-obstacle, split screen trucking extravaganza. When you compete against an opponent or the computer, each obstacle you encounter requires speed, timing, and maneuvering skill. So, before you enter the competition, practice maneuvering through each of the eight obstacles.

### Controls

Use the fire button and controller to speed up and maneuver your truck or blazer.

Press the fire button to accelerate. If you picked up a nitro unit (an N), tap the directional control forward to use the nitro for a quick burst of extra acceleration and a small jump.

Wriggle the directional control right and left to move quickly through muddy bogs.




Move the directional control left or right to control spin while you jump. Move the directional control right for clockwise and left for counterclockwise.

Move the directional control backward to do a wheelie if you are on flat ground.

### Practice

Use the practice sessions to gain experience with each obstacle you'll find during the competition runs. You gain points during each practice run.

### Jump

Learn to jump and control your truck or blazer in the air. Landing upright gains extra points. Practice racing up a short triangular ramp as you learn to jump and land.

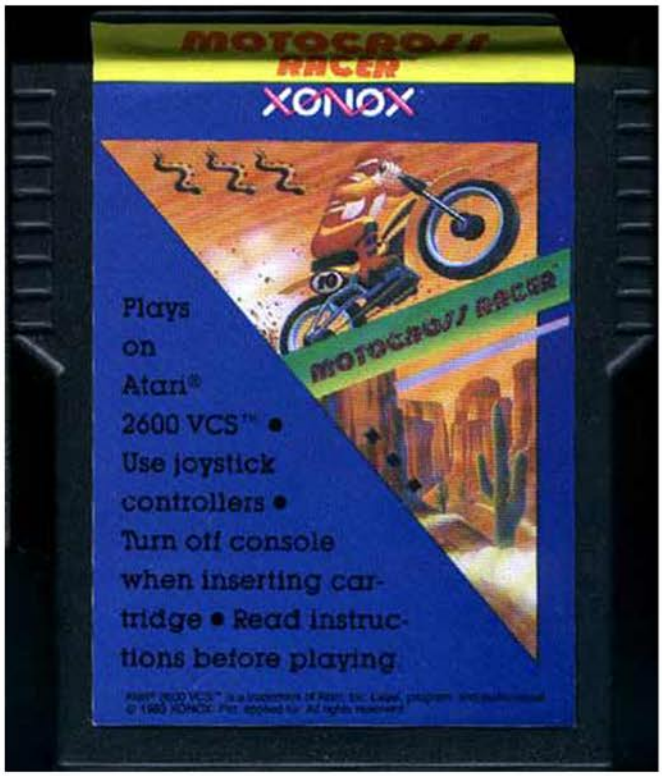
During this practice session you'll find some mud to plow through, jumps to make, nitro to get, and 50 point bonuses to earn.

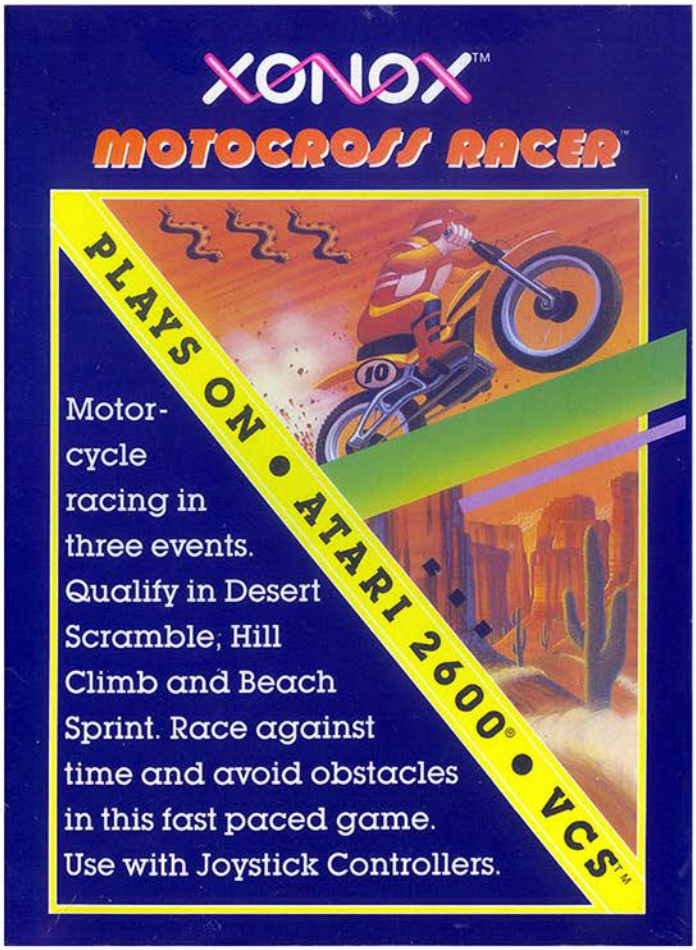
# Motocross Racer

Release Date: 1983
Publisher: Xonox
Controller: Joystick
Players: 1
Genre: Racing

Alternate Title: N/A
Model #: 99008
Rarity: 7
Programmer: Anthony R. Henderson

Due to some questionable design choices, this otherwise solid motorcycle racer is held back from greatness.

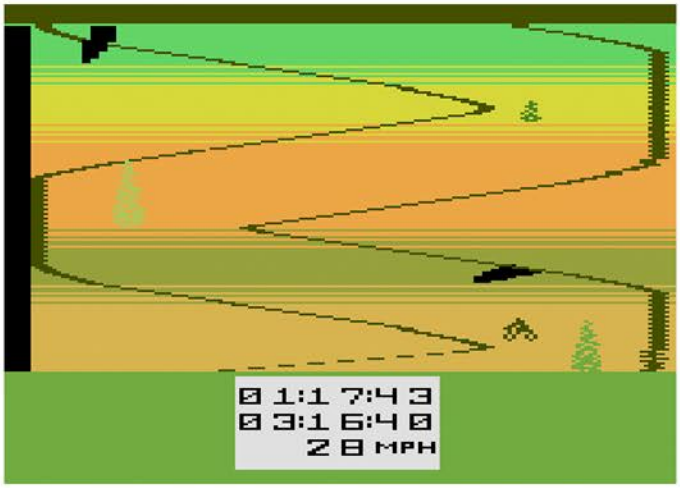


Hop on your bike, kick the starter, rev the engine and prepare for a trio of racing types. Scream across the desert towards the dangerous hill climb, before hitting the beach and riding through the surf with some other death defying racers. If you expect to see the finish line however, expect to significantly dial back on the throttle. Unlike a lot of racing games where your only enemy is the clock, wrecking here will not only slow you down, but it will damage your bike and can even outright eliminate you from the competition. Your ride starts out with a max speed of 100 mph, but every time you get into a wreck the top speed drops, eventually bottoming out at 30mph. If you wreck five times the game is over.

There are three race stages that have a constant timer going, which is the qualifying time, located at the bottom of the screen. Just above that is your current race time. You'll know you are making good time if the screen goes green, but if it goes red it means you are behind the pace and must pick up speed. It's a nifty mechanism that let's you know how you are doing, but it's so generous that unless you are only puttering along in each race it will never become an issue.

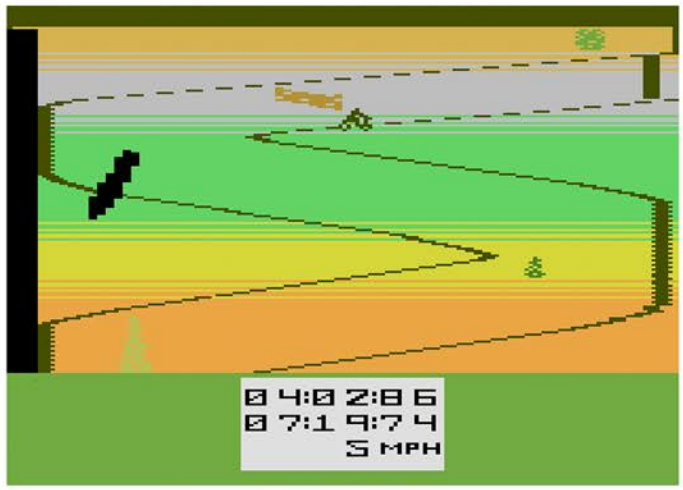
The Desert Scramble has you riding through the sun drenched wasteland towards the great hills. As you drive along everything from rocks to cacti do their best to knock you off course and damage your bike. The best course of action is to throttle back to about forty five miles and hour and coast through the desert. Even with playing it safe there will be occasions where a wreck is inevitable if you find yourself on the edges of the screen.

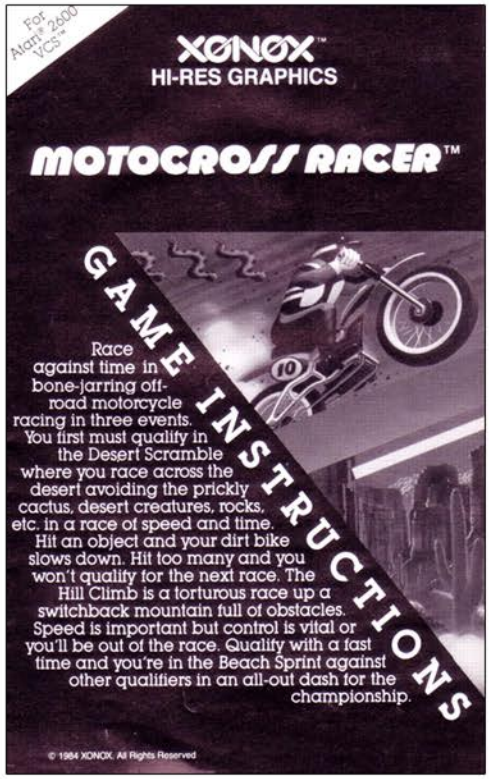


The Hill Climb is one of the more confusing racing types that may take a go or two at it before you get your bearings. You have to hold up in order to throttle forward, and the left/right directions will rotate you and stabilize your movement. It's not the easiest thing to describe and something you'll have to experience for yourself. There are several obstacles like trees and fallen trees, but the biggest threat is going off road, which causes your timer to speed up dramatically. Unfortunately due to the final obstacle taking up the entire racetrack, you'll be forced to go that route or risk destroying your bike since obstacles can hit you more than once.

The final Beach Sprint should be the best mode, but it quickly turns into controller throwing frustration. You are racing from left to right, dodging barriers and other racers who are competing against you. It's easy enough to dodge everything coming from in front of you, even at top speed, however racers will zoom out from behind you, giving you no time to react. Basically it's up to the computer as to whether or not you finish the race.

If it was just you versus the clock, this would be one of the best racing games on the 2600. Sadly with the bike damage mechanic forcing you to throttle down to progress it's just a case of what could have been.



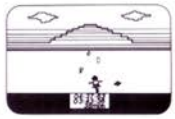



Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## GAME LAYOUT:

MOTOCROSS RACER is made up of three exciting races over different terrains and conditions so that your video motorcycle driving skills will truly be tested.

### DESERT SCRAMBLE:



First comes a race across the flat desert where objects (cactus, desert creatures, rocks, and sagebrush) must be avoided or you'll crash. Each crash decreases your bike's performance and if you have five crashes you'll be unable to finish the race. When you reach the Mountain and if you beat the Pace Time, you'll proceed to the next race.

### HILL CLIMB:

The Hill Climb is a race up a mountain logging road. You must try to stay on the road or you will lose valuable time. Avoid the obstacles in the roadway (logs, mud holes, rock slides, and trees) and try to maintain your low Elapsed Time so that you can quality for the Beach Sprint. Your motorcycle will be repaired before each race, so again you have a maximum of five collisions before your motorcycle is no longer able to continue the race.

### BEACH SPRINT:

The last of the motocross races is the Beach Sprint. Here you race against other qualifiers on the sandy beaches between the dunes and the ocean. Again you must avoid the various obstacles in front of you that can cause a crash, but also you must watch out for the other riders in front of AND behind you! Race to the finish line and check your Elapsed Time. Lowest score wins.

## PLAY ACTION — DESERT SCRAMBLE:

When you turn on the game, the Motocross Racer is at the XONOX starting line on his off-road motorcycle and ready to begin racing. Hit the FIRE BUTTON or GAME RESET and start.

In the beginning, your motorcycle is capable of 100 MPH top speed, but with each crash into an obstacle, your bike is damaged and therefore capable of successively lower speeds. Five crashes and you are out of the race. Using your JOYSTICK to maneuver the racer (forward to increase speed, pull back to slow down, and left or right for turns) your object is to cross the desert with the best speed possible and with the lowest Elapsed Time.

Your Score Display shows the Pace Time below your Elapsed Time. The Pace Time is the average or qualifying time for the skill level selected. Practice on the lowest skill levels until you improve. When you are ahead of the Pace Time, the background will turn from red to green. You must finish the race across the flat desert in order to quality for the next race.

## PLAY ACTION — HILL CLIMB:

If you qualified for the second race by beating the Pace Time, you will automatically advance to the start of the Hill Climb. Again, use your JOYSTICK to accelerate, slow down, and turn your motorcycle. You must stay on the course or you will lose valuable time. Avoid hitting the rock slides, trees, mud holes, and piles of logs as you race up the mountain. Keep in mind your speed in relation to the Pace Time. It's better to finish the race than to go too fast and total your bike.

## PLAY ACTION — BEACH SPRINT

The last of the three races is a sprint race against other "qualifiers" in your skill level. This race takes place on the sand flats between high sand dunes and the ocean. Again, you must watch out for various obstacles in front of you (flags, beach blankets, volleyball nets, etc.), and you must take care not to crash into your competitors that are in front of AND coming up behind you! Practice your skills and score well and soon you will be able to move up to the higher qualifying times of the more skilled Motocross Racers.

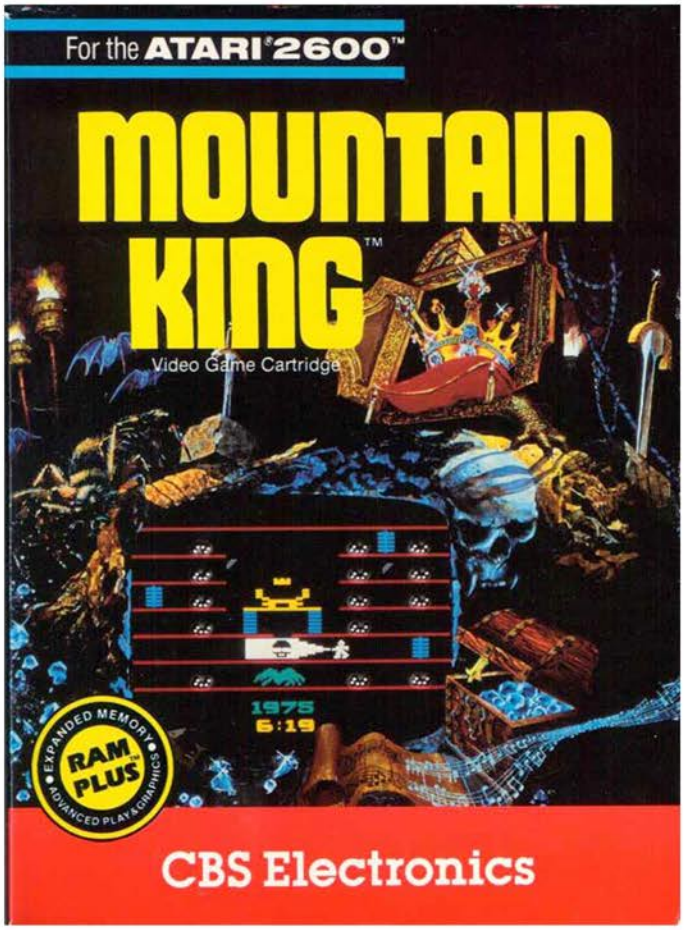
# Motocross Racer

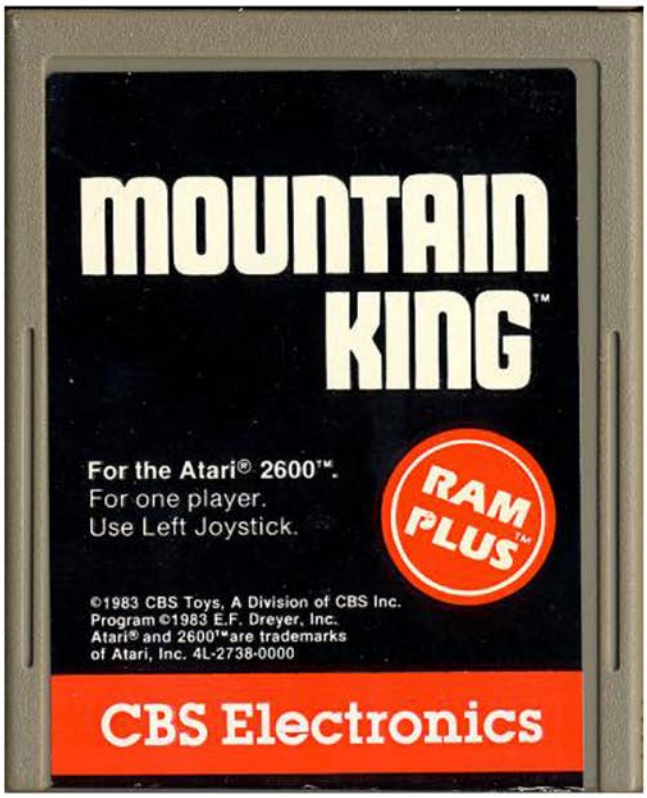
# Mountain King

Release Date: 1983
Publisher: CBS Electronics
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 80080
Rarity: 4
Programmer: El Salvo / E. F. Dreyer

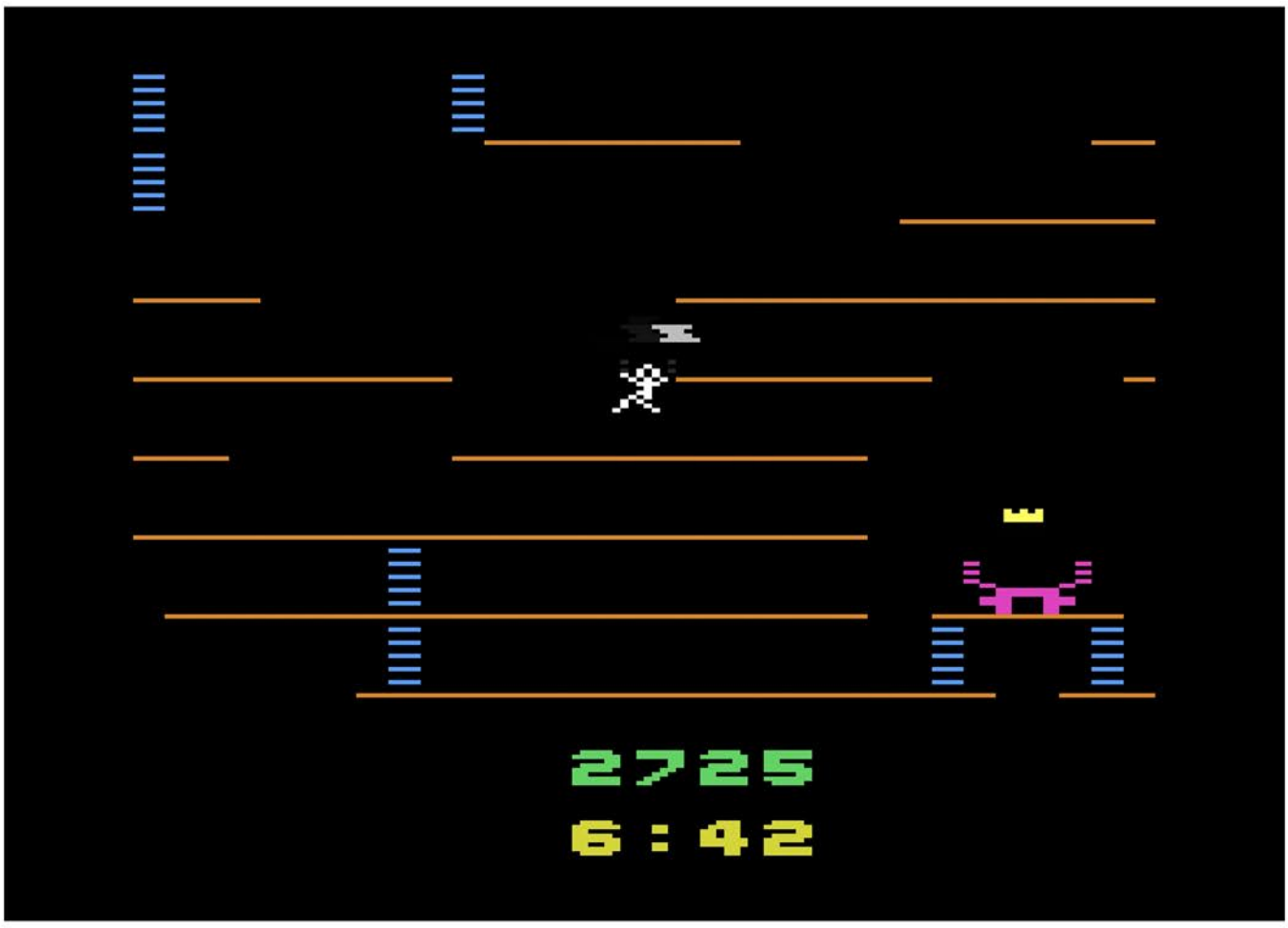
A mountain climbing sim filled with a dash of danger and hide and go seek.

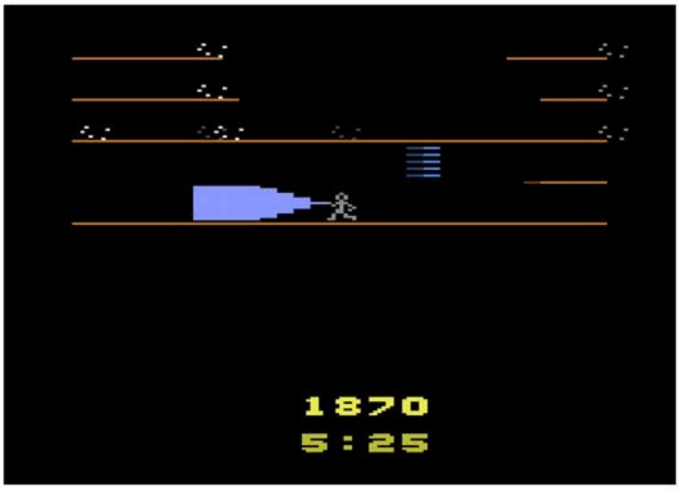


You are the mountain climber, who is on a quest inside the diamond mine of the long lost civilization. Hidden within the temple is a priceless golden crown, who will bestow the title of Mountain King upon whoever wears it at the top of the peak. Retrieving it is not easy however, as there are many hoops that must be jumped through.

When you begin your quest you'll find yourself in the middle section of the mountain surrounded by diamonds. Your first task is to collect a thousand points worth of the valuable gemstone. There are no enemies at this point in the game, so for the first minute or so it's literally you just wandering around the mountain, jumping from ledge to ledge and picking stuff up. While this does give you a chance to get accustomed to the controls and the floaty jump mechanics, it's incredibly dull since nothing can kill you. Even if you fall off a ledge and plummet for several seconds, you'll just merely be stunned.



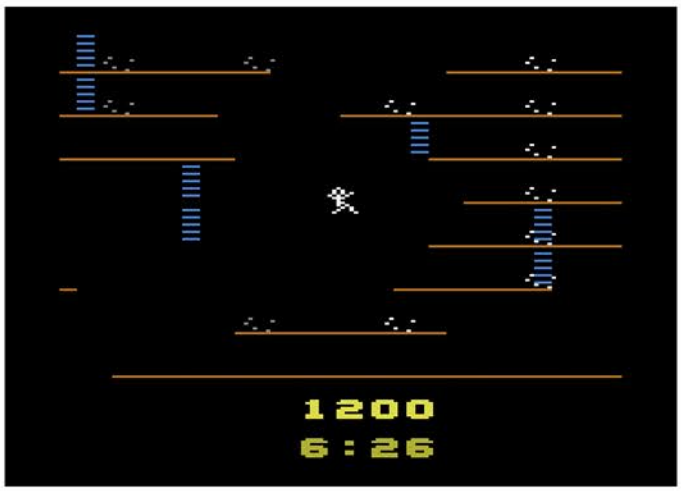


Once you hit the magic point number, your score will turn from green to yellow, letting you know that the Flame Spirit can now be found. This alerts enemies like the giant spider and cave bats that dinner is available, so they begin hunting you down. Unfortunately for you, the Flame Spirit is hidden randomly around the large mountain, with the only clue to its whereabouts being the music that will get louder as you get closer. When the sound starts blaring you must use your flashlight to illuminate the area and look for an outline, walk over and collect it. There are also treasure chests laying around that can be discovered, but they only grant you more diamond points.

With the flame in hand, you'll start to sparkle, letting you know that you can retrieve the golden crown. Once you find it, place it upon your head and begin the ascent to the top of the mountain to claim your rightful place as ruler. Your biggest threat during this time will be the cave bats who can steal the crown right off your head, so be sure to duck.

The game variations are limited, with the only difference being with the timer. You have three to eight minutes to complete your quest, anywhere from forty seconds to an unlimited amount of time to find the Flame Spirit, and a range of a minute to ninety seconds to reach the mountaintop.

Even with the lack of variety and the floaty jump controls, this is a solid exploration adventure that will keep you guessing due to the randomness of the item placement. If you are a fan of the genre it's worth a look.

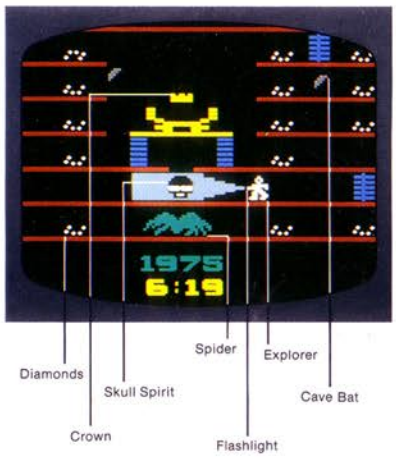



Above: Manual Cover
Left: Additional Screenshot
Below: Manual Page Sample

pull it towards you to remove both you and the Crown from the pedestal. You'll receive 5,000 bonus points for obtaining the Crown.

## ESCAPING

Once the Golden Crown is on your head, the MOUNTAIN KING theme music will begin to play, indicating that it's time to make tracks. Drop to the floor of the Temple and back out into the mine. Your challenge now is to get to the top of the mountain where the Perpetual Flame burns before time runs out or before the Cave Bats steal the Crown from you. If you make it to the mountaintop, you'll receive 9,000 bonus points and play will then continue on the next highest level.

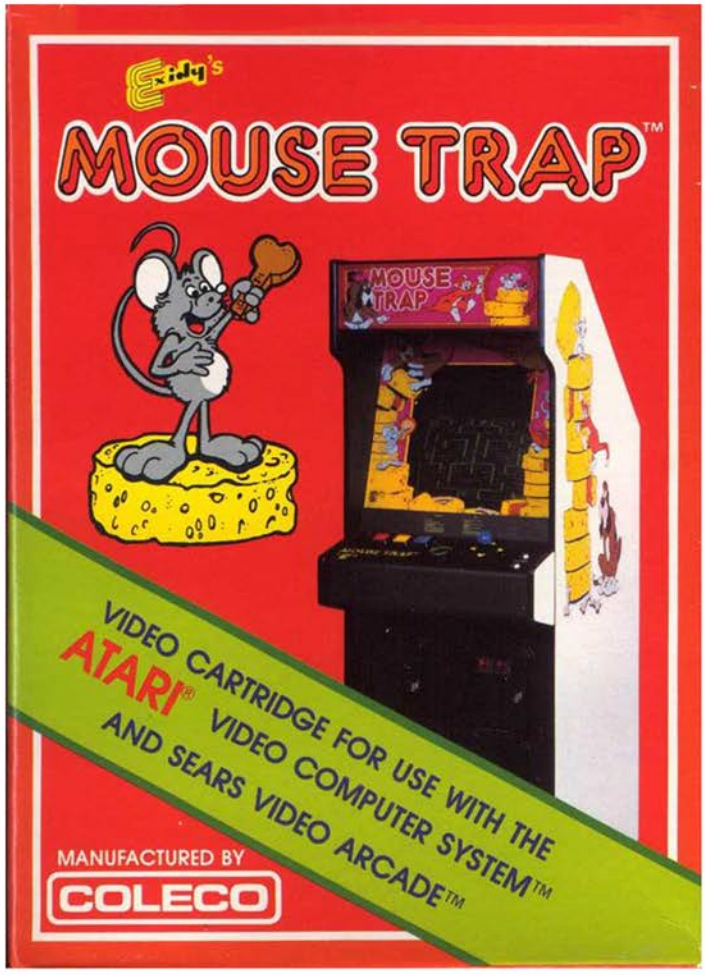


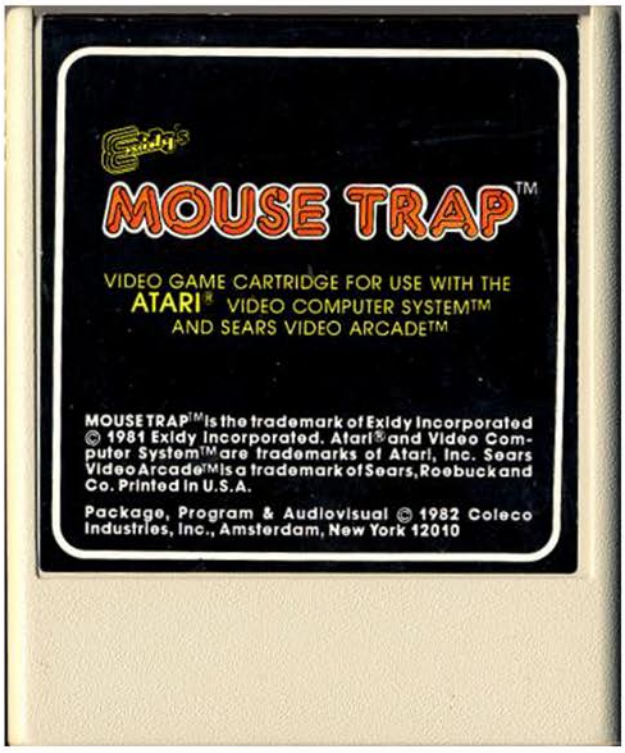
# Mouse Trap

Release Date: 1982
Publisher: Coleco
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 2459
Rarity: 2
Programmer: Sylvia Day / Henry Will IV

There's nothing like a literal game of cat and mouse.



You are a poor little mouse who is starving on the streets. As luck would have it, you have stumbled across a cheese wonderland, with tasty morsels scattered about free for the taking. Unfortunately for you, there are other hungry creatures roaming around and those three kitties would like nothing more than to devour you.

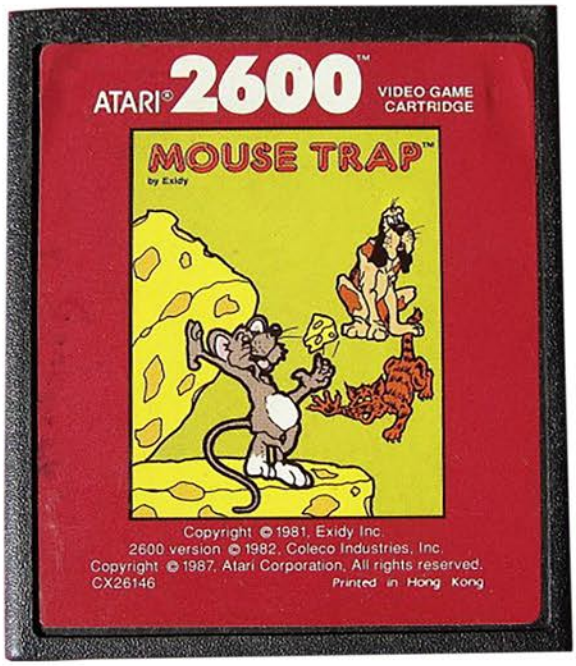
When the game begins you are in the center of a simple maze with several flashing doors. To the east, west and south are cats just waiting to enter the battle, giving you scant time to begin scurrying around. As you begin to move about the screen collecting the cheese pellets, the cats will begin pursuit. Luckily for you, the mouse you are in control of is one crafty critter.

By holding down the button you are able to force the flashing doors open or closed, creating new pathways for you to move through and new blockades for your feline foes to contend with. In some cases it's possible to trap them in tiny rooms, completely removing them from the battle.

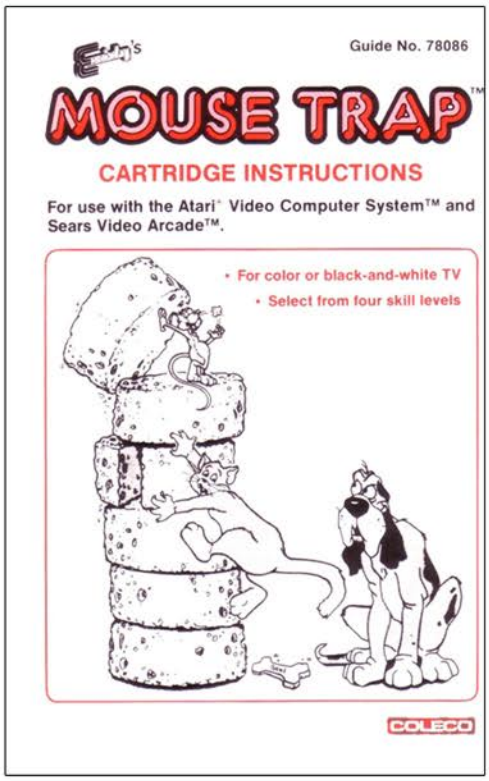
If you find yourself in trouble, a quick tap of the button will turn you into a vicious dog that can send the kitties running back to where they came from. The dog transformations are limited however as you have to have a bone in reserve to trigger it. Luckily there are four on every stage, and you can have four in reserve at any given time.

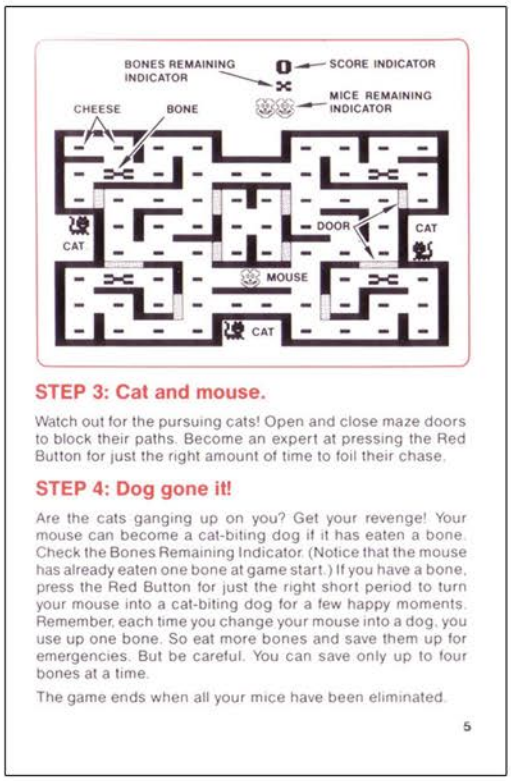
While the Pac-Man inspired maze gameplay is solid and even innovative, there are a couple of things that hold the game back from greatness. The first being the complete lack of variety with the stages. There is only a single small maze for you to explore, which quickly turns this fast paced game into one of tedium after you clear the same area for the fourth or fifth time. The other problem is the difficulty and how quickly it ramps up. The first few levels are laid back and really give you a chance to get a feel for things. After that however the cats move at super speed, meaning if you don't have a bone in reserve, you're going to be eaten.

Problems aside, this is a nice spin on a classic style of game. If you are looking for something a little different with your maze exploration, this is worth a shot.



Top Left: Atari Release Cart
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



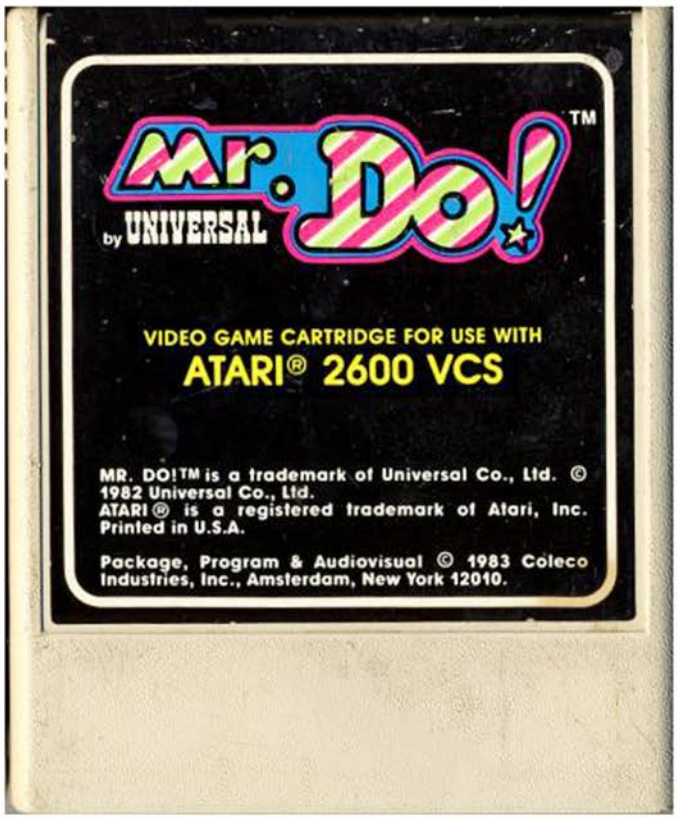



# Mr. Do!

Release Date: 1983
Publisher: Coleco
Controller: Joystick
Players: 1
Genre: Arcade

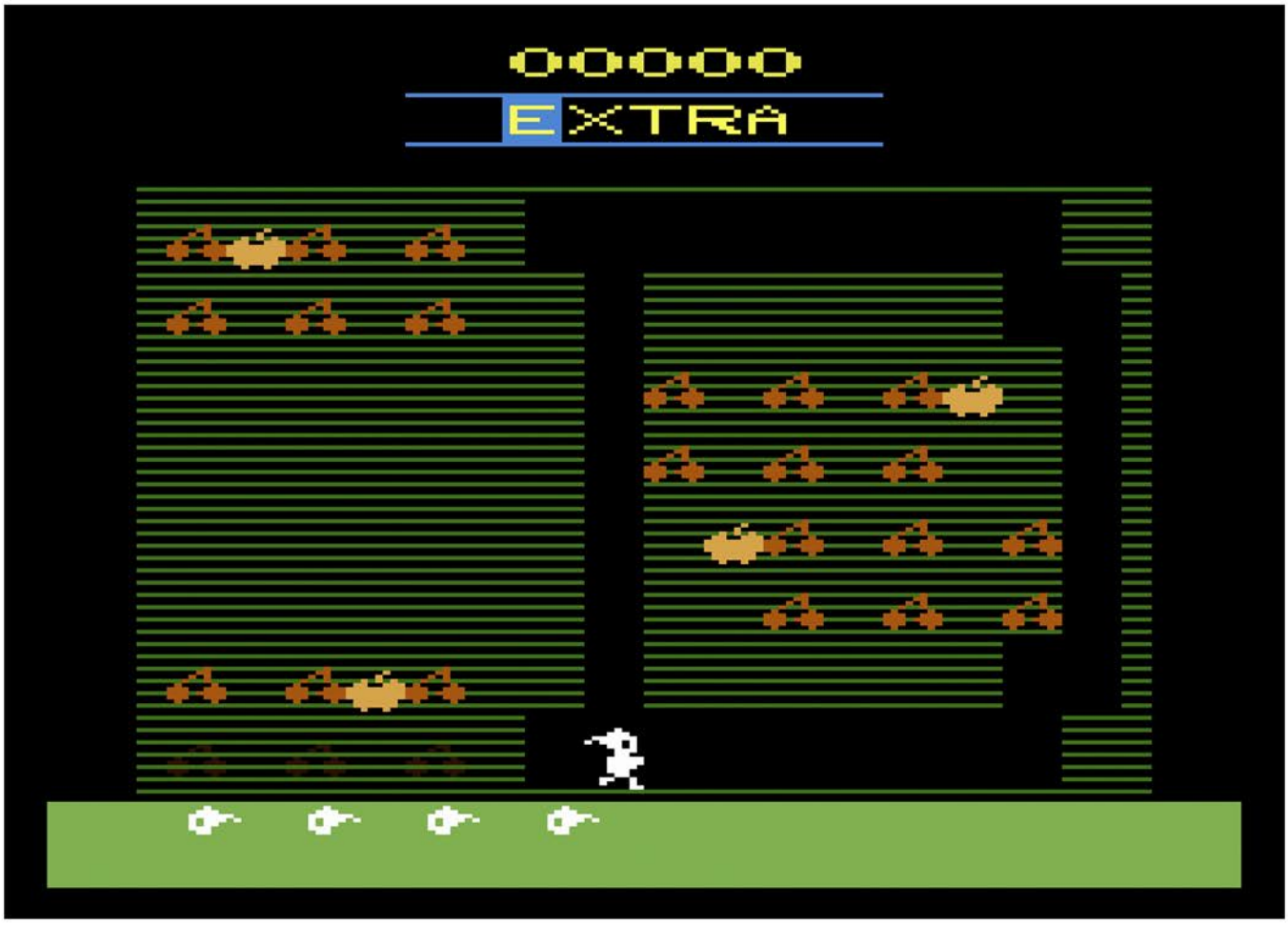
Alternate Title: N/A
Model #: 2656
Rarity: 5
Programmer: Ed English

This arcade port will make fans of Dig Dug feel right at home.



You are Mr. Do! a hardworking jester who only wants to harvest all the cherries from his orchard. Unfortunately for him, there are a group of bad guys who aren't fans of cherries, so they pursue Mr. Do! around the orchard to prevent him from accomplishing his goal.

The gameplay is pretty basic, with your farmer digging through the ground to collect the fruit that is scattered about on screen. Soon after starting your enemies will appear and begin pursuit of you. Unlike you, they don't have the ability to dig, so the only way they can get you is by following in your footsteps, which gives you a bit of an advantage. If one starts to get too close for comfort, you can chuck your power ball at him, removing him from play. The downside to this strategy is that it takes several seconds for you to become armed again, so if two bad guys are in pursuit then you have no chance.

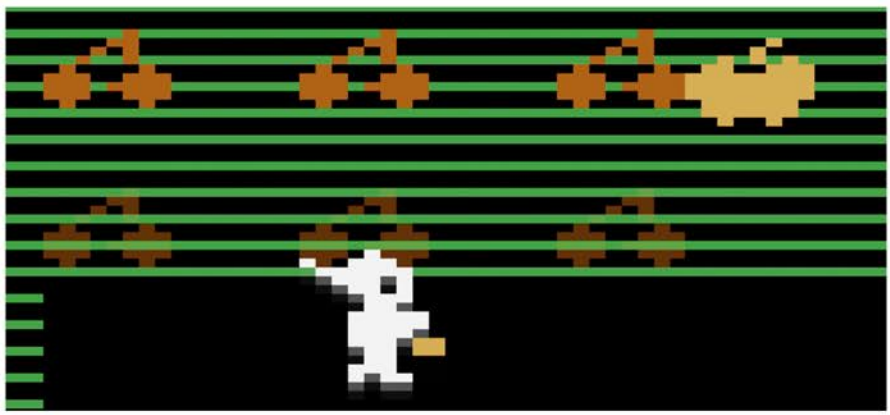


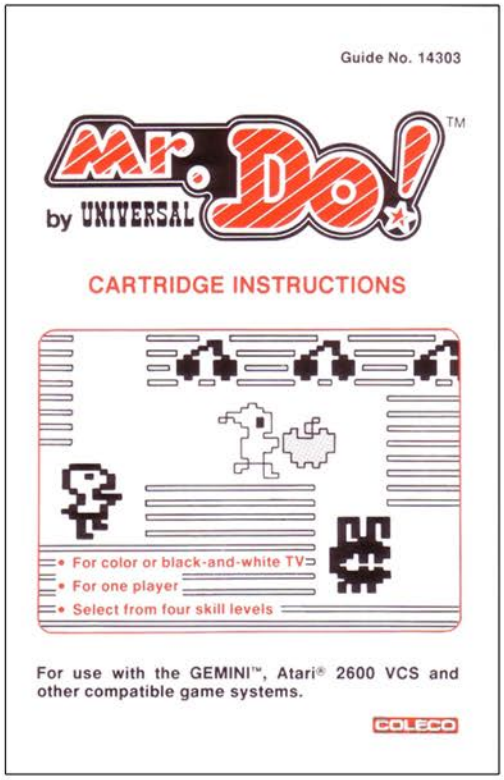
The only other way to dispatch an enemy is to drop an apple on top of them. This is done by digging underneath the fruit and causing it to fall. The ground is apparently very thin because it doesn't take long for the apple to come crashing down, so if you don't keep moving it will crush you instead of your pursuer.

There are three types of enemies here, the standard "badguy", who will morph into the deadly Blue Chomper, and the Alpha Monster who is carrying around letters that can be collected for bonus points. The standard enemies will pick up some speed once they spot you, but the Blue Chomper moves at nearly twice your rate, meaning a near instant death if it locks onto you.

The levels all look pretty similar, with only slight variations on where the cherries are located. They are always in groups of six though, so no random ones scattered about. There are two ways to clear a level, one is by collecting all of the fruit, and the other is to murder every enemy with your power ball. The latter is a rarity for a game like this, but given how slow your weapon is to reload it's more difficult to pull off than it sounds.

If you are Dig Dug fan, or like simple arcade style gameplay, this isn't a bad way to go.





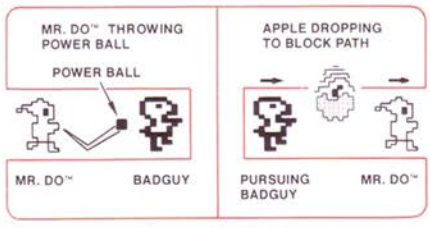

Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

## Here come the Badguys.

Soon after game start, evil Badguys begin to appear at the Badguy spot, then set out hunting for Mr. Do™. They can't mow, but they can follow Mr. Do's™ open paths. Don't let them get too close! If a Badguy contacts Mr. Do™, Mr. Do™ is eliminated.

## Mr. Do™ fights back.

If a Badguy gets too close for comfort, Mr. Do™ can throw his Power Ball. Use the Control Stick to turn Mr. Do™ toward his opponent. Then press the Play/Action Button to throw the Power Ball. Kapow! The Badguy is eliminated and you earn points. But be careful. Mr. Do™ must get his Power Ball back before he can throw it again. Sometimes it returns quickly, but sometimes it takes its sweet time.




## How do you like them apples?

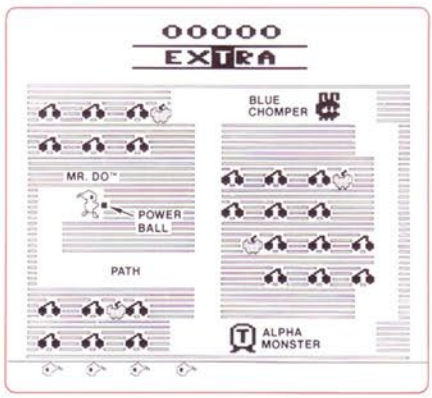
Mr. Do™ can bonk a Badguy — even more than one — with an apple. Mow a path up toward either side of an apple, but not directly beneath it. Then cut across under the apple and move on for a bit. The apple falls into your path and blocks the pursuers. Now turn around and push the apple on top of the Badguys. The more Badguys you squash, the more points you earn!



Careful, though. If you mow a path all the way up and directly beneath an apple, the apple will fall on Mr. Do™ and he will be eliminated!

## They can dig it.

Badguys are not all that defenseless. They can transform into Blue Chompers if they want to get at Mr. Do™ in a hurry. Watch for the change. Then keep an eye on the Blue Chomper as it digs through the grass. If it gets too close, hit it with the Power Ball or an apple.



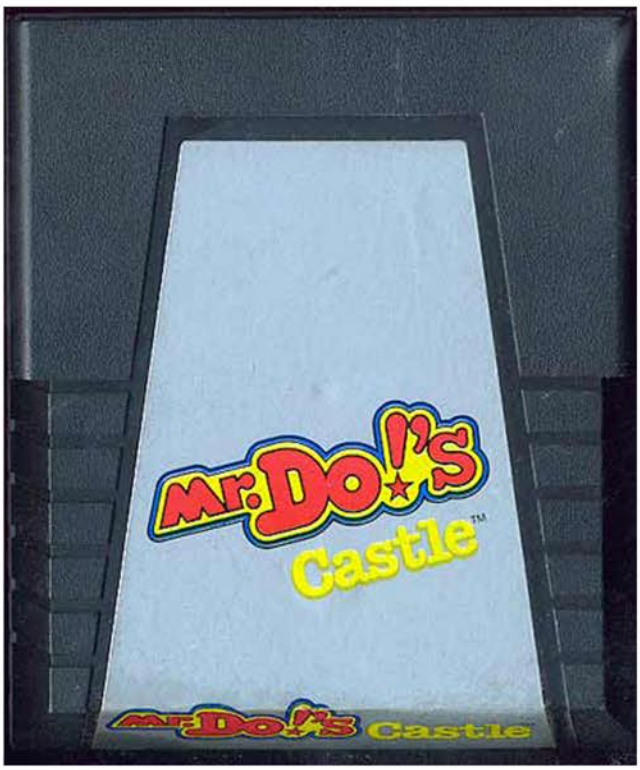

Be careful, though. Early in the game, sometimes a Badguy will change into a Blue Chomper as you push an apple against it. If this happens, retreat from the apple for a second. The Blue Chomper starts digging down. When it does, quickly push the apple over it. Crunch! But you're only safe for the moment!

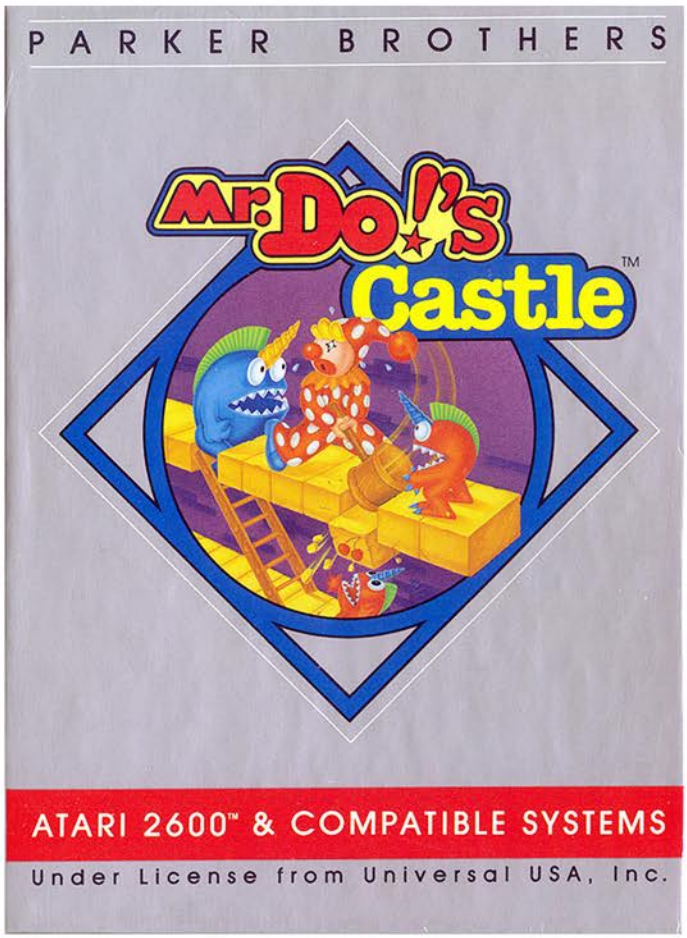
# Mr. Do!'s Castle

Release Date: 1984
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: PB5820
Rarity: 8
Programmer: N/A

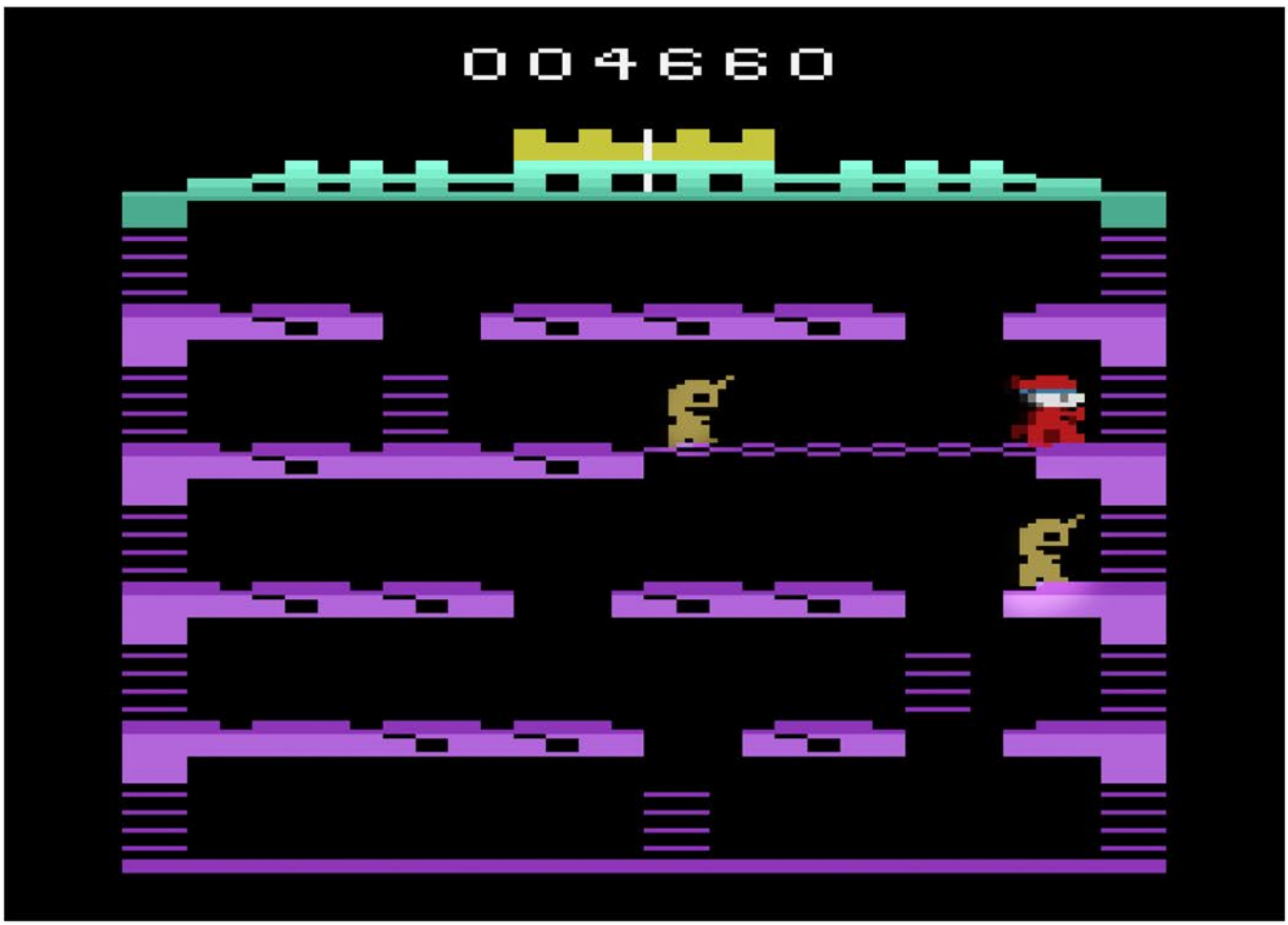
Why are unicorns extinct? Because they tried to break into the wrong castle.



Mr. Do is back from his original adventure and just wants some quiet time at home. Unfortunately he's arrived at his massive castle to find that it has been infested with unicorns who want to do him harm. So he does the only rational thing, he picks up a hammer and sets out to destroy his homestead brick by brick in a quest to crush his invaders.

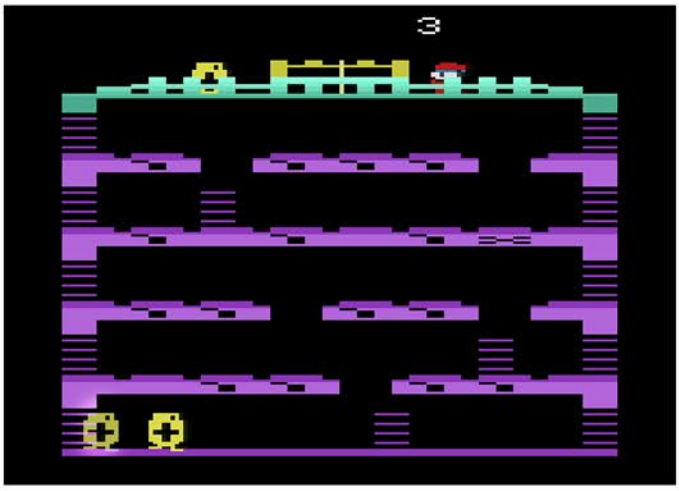
The game begins with our hero in the basement as he watches the multi-colored unicorns emerge from the main castle door above. On the floor are a trio of icons that will help Mr. Do on his quest for vengeance. The cherries are his favorite treats and will give him some bonus points. There are two giant "X" marks that represent skulls, which if hit will drop the entire length of floor between them out, carrying any enemy on it to their death. Finally there are keys, which if all are found the top door opens, giving you an opportunity to turn the tables.

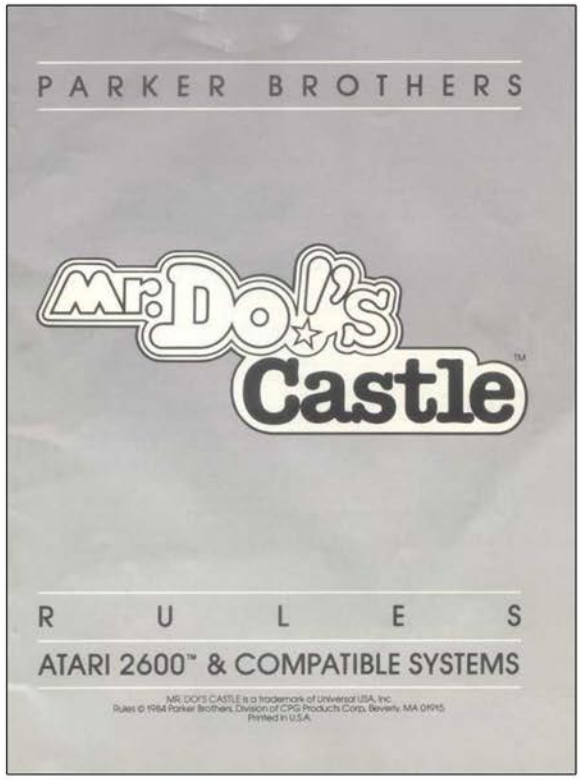


While he can't attack the horned beasts directly, he can lure them to their deaths by dropping a brick on top of their heads. If he is able to run through the open door upon finding all the keys, then he'll have a brief window in which his hammer will work against the unicorns. Clear out the entire level either by crushing or smashing, and he'll be off to another part of the castle that is also battling an infestation.

Aside from the rather crude looking graphics, the biggest issue with the game are the controls. The only way to drop a block is to be perfectly positioned on the floor, which is problematic to say the least. It is far too easy to be half a step off, meaning instead of defeating your enemy, you'll wildly flail your hammer around hitting nothing but air. In one of the more frustrating elements of the game, your hammer swing is really wide, so if you hit the attack button while you are standing at a ledge, you'll reach clear across the gap. This can result in death if a unicorn happens to be on the other side.

This port of the arcade game simply doesn't live up to the original. It's slow, has poor controls, and it feels like a chore to clear the screen. There are far better arcade style games on the 2600.



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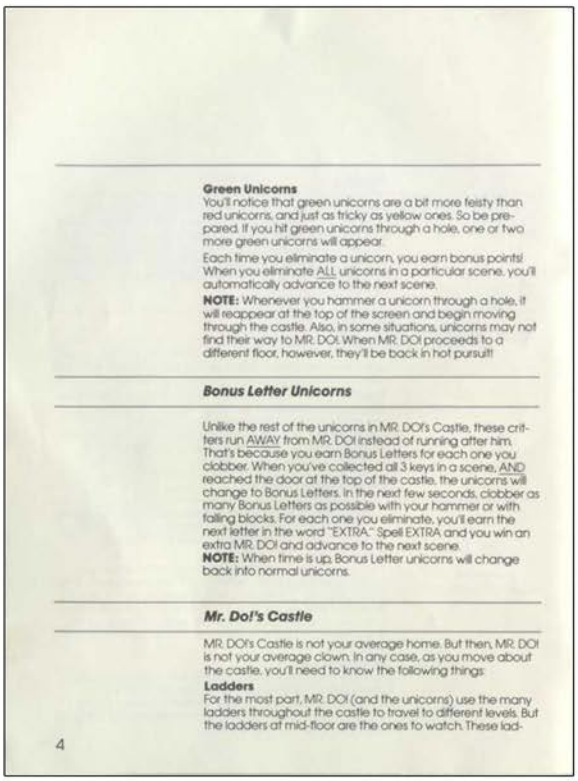


**Green Unicorns**
You'll notice that green unicorns are a bit more feisty than red unicorns, and just as tricky as yellow ones. So be prepared. If you hit green unicorns through a hole, one or two more green unicorns will appear.

Each time you eliminate a unicorn, you earn bonus points! When you eliminate ALL unicorns in a particular scene, you'll automatically advance to the next scene.

**NOTE:** Whenever you hammer a unicorn through a hole, it will reappear at the top of the screen and begin moving through the castle. Also, in some situations, unicorns may not find their way to MR. DO!. When MR. DO! proceeds to a different floor, however, they'll be back in hot pursuit!

***Bonus Letter Unicorns***

Unlike the rest of the unicorns in MR. DO!'s Castle, these critters run AWAY from MR. DO! instead of running after him. That's because you earn Bonus Letters for each one you clobber. When you've collected all 3 keys in a scene, AND reached the door at the top of the castle, the unicorns will change to Bonus Letters. In the next few seconds, clobber as many Bonus Letters as possible with your hammer or with falling blocks. For each one you eliminate, you'll earn the next letter in the word "EXTRA." Spell EXTRA and you win an extra MR. DO! and advance to the next scene.

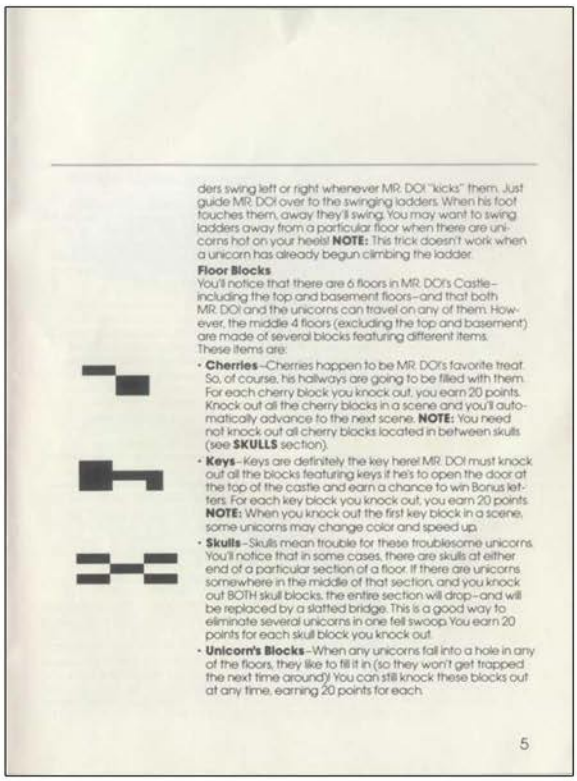
**NOTE:** When time is up, Bonus Letter unicorns will change back into normal unicorns.

***Mr. Do!'s Castle***

MR. DO!'s Castle is not your average home. But then, MR. DO! is not your average clown. In any case, as you move about the castle, you'll need to know the following things:

**Ladders**
For the most part, MR. DO! (and the unicorns) use the many ladders throughout the castle to travel to different levels. But the ladders at mid-floor are the ones to watch. These ladders swing left or right whenever MR. DO! "kicks" them. Just guide MR. DO! over to the swinging ladders. When his foot touches them, away they'll swing. You may want to swing ladders away from a particular floor when there are unicorns hot on your heels! **NOTE:** This trick doesn't work when a unicorn has already begun climbing the ladder.





**Floor Blocks**
You'll notice that there are 6 floors in MR. DO!'s Castle—including the top and basement floors—and that both MR. DO! and the unicorns can travel on any of them. However, the middle 4 floors (excluding the top and basement) are made of several blocks featuring different items. These items are:

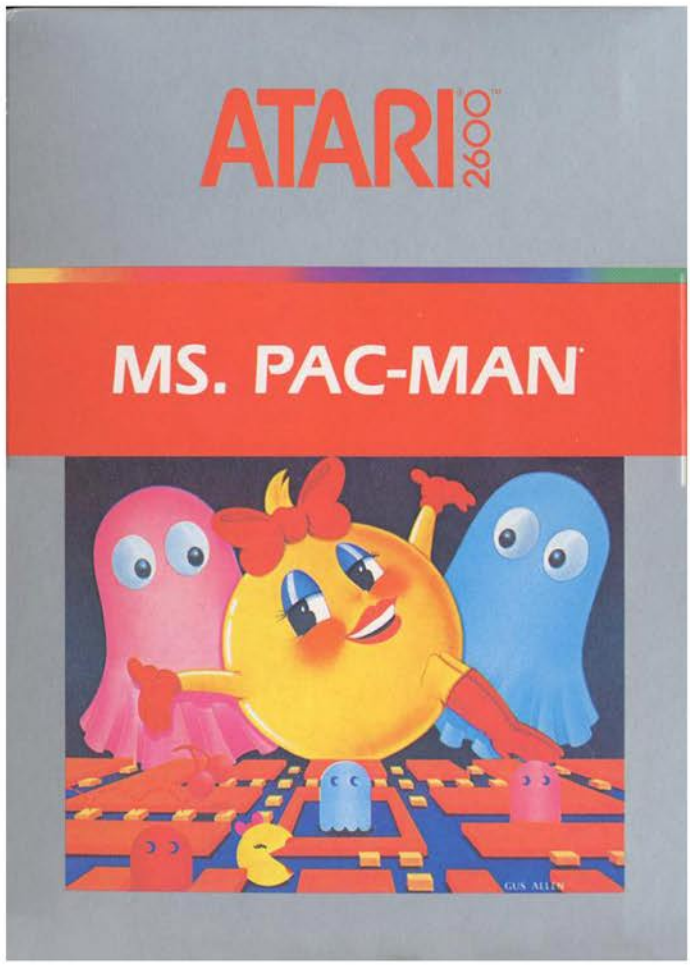
- **Cherries**—Cherries happen to be MR. DO!'s favorite treat. So, of course, his hallways are going to be filled with them. For each cherry block you knock out, you earn 20 points. Knock out all the cherry blocks in a scene and you'll automatically advance to the next scene. **NOTE:** You need not knock out all cherry blocks located in between skulls (see **SKULLS** section).
- **Keys**—Keys are definitely the key here! MR. DO! must knock out all the blocks featuring keys if he's to open the door at the top of the castle and earn a chance to win Bonus letters. For each key block you knock out, you earn 20 points. **NOTE:** When you knock out the first key block in a scene, some unicorns may change color and speed up.
- **Skulls**—Skulls mean trouble for these troublesome unicorns. You'll notice that in some cases, there are skulls at either end of a particular section of a floor. If there are unicorns somewhere in the middle of that section, and you knock out BOTH skull blocks, the entire section will drop—and will be replaced by a slatted bridge. This is a good way to eliminate several unicorns in one fell swoop. You earn 20 points for each skull block you knock out.
- **Unicorn's Blocks**—When any unicorns fall into a hole in any of the floors, they like to fill it in (so they won't get trapped the next time around)! You can still knock these blocks out at any time, earning 20 points for each.

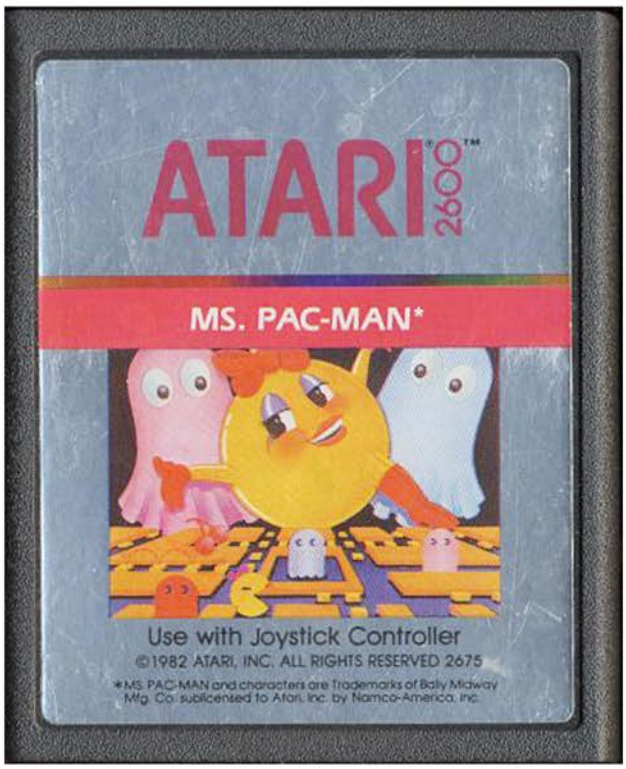
# Ms. Pac-Man

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2675
Rarity: 2
Programmer: Mark Ackerman / Glenn Parker

This arcade port is one of the finest games on the 2600.



You are Ms. Pac-Man, the first lady of the golden age of gaming. Join her in her quest to rid gamers of the memory of her husbands failed attempt at bringing an arcade classic to the home screen.

The game begins with Ms. Pac-Man stationed near the bottom of a large maze filled with pellets (both standard and power variety), with her four ghost nemesis hanging about in their cage. As soon as you begin moving, Inky, Blinky, Pinky and Sue will break free and pursue our heroine with speed and gusto. Emphasis on the speed part because several of the ghosts move faster than the pellet munching girl.

As you move about the maze you'll come across four power pellets that allow you to turn the tables on your pursuers. Upon eating one, your enemies will turn bright blue and flee, and you'll be able to devour them for additional points. They do respawn back at their base after a few seconds, but at least you'll have some time to yourself. The other big point grabber is when random pieces of fruit dance across the stage. Seven different ones, ranging from cherries to oranges to the mega bonus banana will give you something else to pursue.

## Ms. Pac-Man

There are four different mazes here, however after you pass the first two you'll never see them again. The game really ramps up the difficulty after your first play through, as mazes three and four alternate after completing the cycle. While it would have been nice to be able to replay all four of them, the variety is very welcome.

The game variations are quite limited, which is to be expected for an arcade port. You can pick between the standard arcade game, or some simpler difficulties that removes anywhere from one to three ghosts. If you are a kid, or just want to see what the later mazes looks like, drop the ghosts down to one and run free.

Everything here is just fantastic and really captures the spirit of the arcade game. The graphics are solid, unlike the flickering mess of its predecessor. The ghosts are multi-colored, Ms. Pac-Man moves with speed and grace, and the action is always fast and frantic. If you are a fan of the arcade original, or of arcade style gameplay, this is a must play.

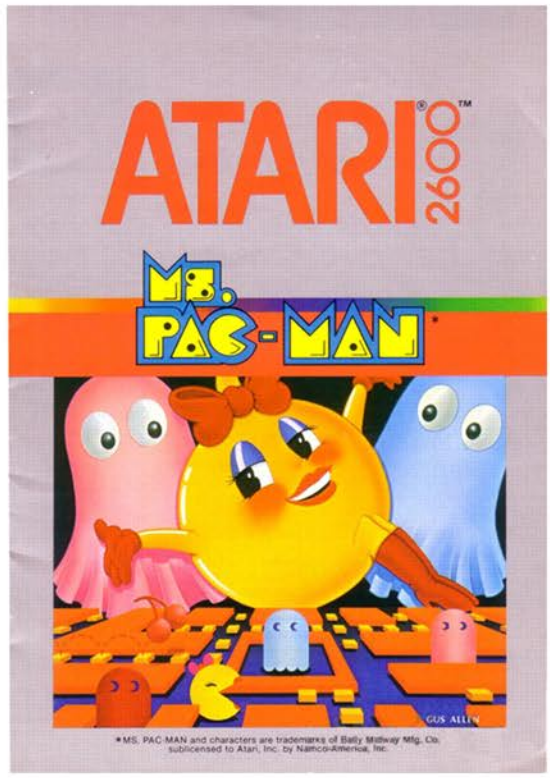
SKILL GALLERY

CENTIPEDE™

Now Atari lets you bring all the fun and excitement of this arcade favorite into your home! A poisonous scorpion, a deadly mushroom-laying flea and a pesky spider distract you as you try to shoot the colorful centipede heading your way. And just when you think you've zapped the slithering centipede, he breaks up into tiny pieces. Now they're *all* coming after you. Watch out! 2 games; 2 skill levels; one player; CX2676.
(Estimated availability March, 1983)

MS. PAC-MAN™

The lady friend of that popular arcade favorite is just as much fun and then some! MS. PAC-MAN, with a classy bow on her head, races around two different mazes gobbling up dots (and floating fruit for extra points). Like her boyfriend she's taunted by ghosts. But once she eats the energy tablets, the ghosts turn blue with fright and run for cover! 4 games; one player; CX2675.
(Estimated availability February, 1983)




*MS. PAC-MAN and characters are trademarks of Bally Midway Mfg. Co. sublicensed to Atari, Inc. by Namco-America, Inc.

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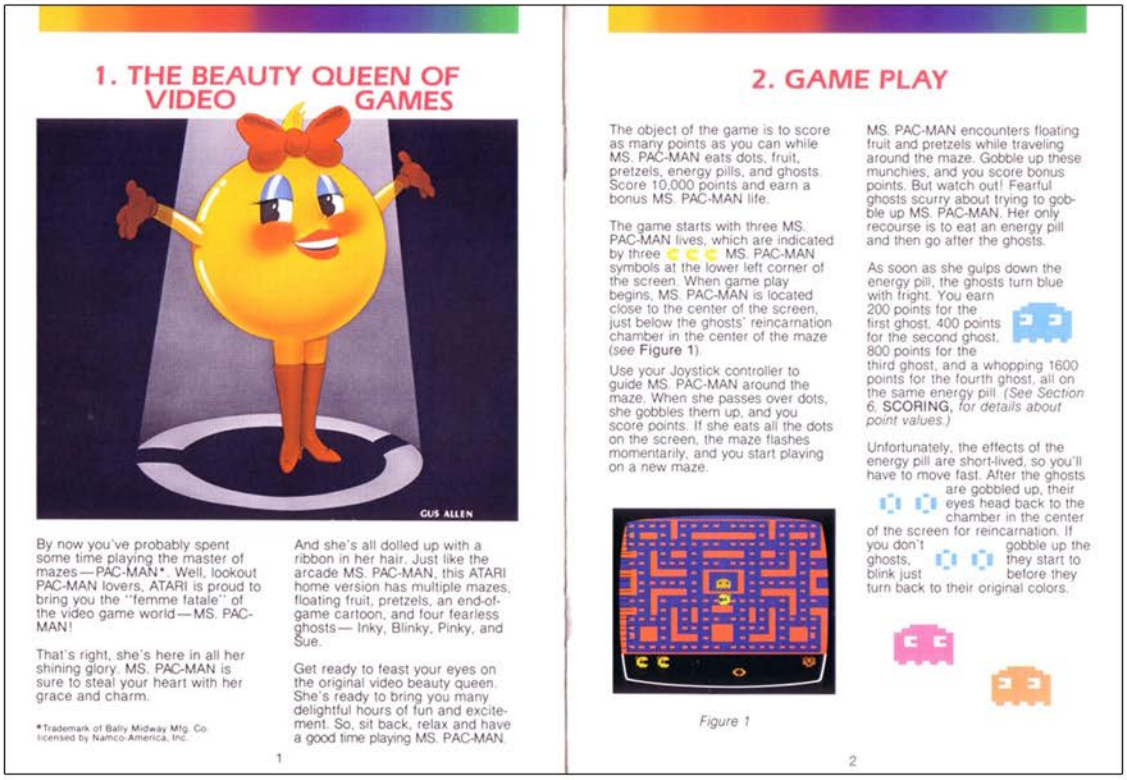


## 1. THE BEAUTY QUEEN OF VIDEO GAMES

GUS ALLEN

By now you've probably spent some time playing the master of mazes—PAC-MAN*. Well, lookout PAC-MAN lovers, ATARI is proud to bring you the "femme fatale" of the video game world—MS. PAC-MAN!

That's right, she's here in all her shining glory. MS. PAC-MAN is sure to steal your heart with her grace and charm.

And she's all dolled up with a ribbon in her hair. Just like the arcade MS. PAC-MAN, this ATARI home version has multiple mazes, floating fruit, pretzels, an end-of-game cartoon, and four fearless ghosts— Inky, Blinky, Pinky, and Sue.

Get ready to feast your eyes on the original video beauty queen. She's ready to bring you many delightful hours of fun and excitement. So, sit back, relax and have a good time playing MS. PAC-MAN.

*Trademark of Bally Midway Mfg. Co. licensed by Namco-America, Inc.

1

## 2. GAME PLAY

The object of the game is to score as many points as you can while MS. PAC-MAN eats dots, fruit, pretzels, energy pills, and ghosts. Score 10,000 points and earn a bonus MS. PAC-MAN life.

The game starts with three MS. PAC-MAN lives, which are indicated by three MS. PAC-MAN symbols at the lower left corner of the screen. When game play begins, MS. PAC-MAN is located close to the center of the screen, just below the ghosts' reincarnation chamber in the center of the maze (*see* **Figure 1**).

Use your Joystick controller to guide MS. PAC-MAN around the maze. When she passes over dots, she gobbles them up, and you score points. If she eats all the dots on the screen, the maze flashes momentarily, and you start playing on a new maze.

MS. PAC-MAN encounters floating fruit and pretzels while traveling around the maze. Gobble up these munchies, and you score bonus points. But watch out! Fearful ghosts scurry about trying to gobble up MS. PAC-MAN. Her only recourse is to eat an energy pill and then go after the ghosts.

As soon as she gulps down the energy pill, the ghosts turn blue with fright. You earn 200 points for the first ghost, 400 points for the second ghost, 800 points for the third ghost, and a whopping 1600 points for the fourth ghost, all on the same energy pill. *(See Section 6,* **SCORING,** *for details about point values.)*

Unfortunately, the effects of the energy pill are short-lived, so you'll have to move fast. After the ghosts are gobbled up, their eyes head back to the chamber in the center of the screen for reincarnation. If you don't gobble up the ghosts, they start to blink just before they turn back to their original colors.

*Figure 1*

2

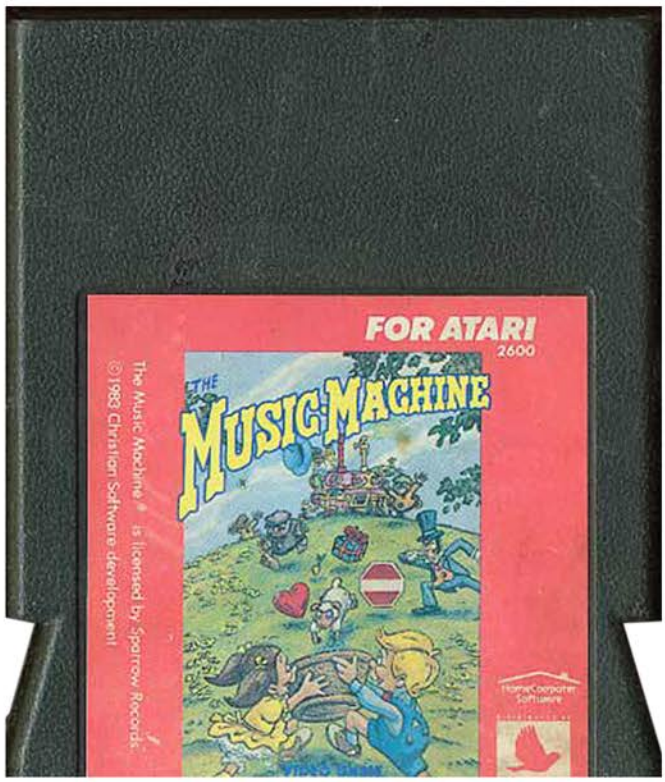
# MS. PAC-MAN

# Music Machine

Release Date: 1983
Publisher: Sparrow
Controller: Paddles
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: GCG 10017
Rarity: 10
Programmer: Glenn Stohel

This scaled down version of Kaboom! is lackluster to say the least.



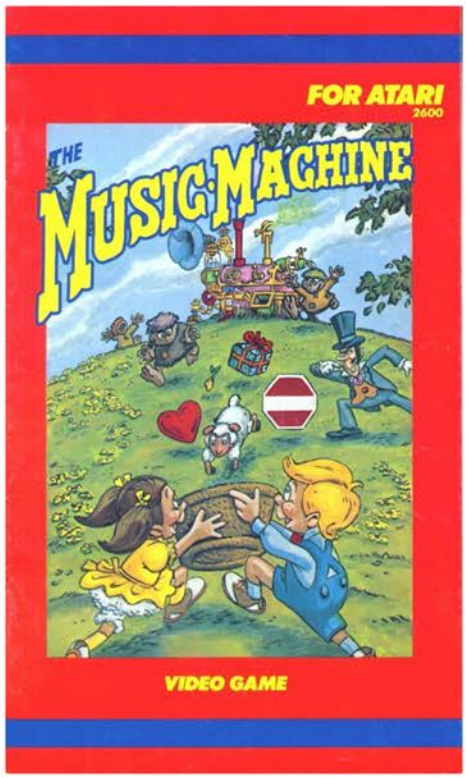
You are in control of Steve and Nancy, two rambunctious kids who want to make music by feeding random items into the Music Machine. Hoping to prevent the lovely tune from being created, the evil Mr. Pims throws his associates, the Pudgeons, in with the good symbols in an attempt to destroy the two children's basket.

The game begins with the kids at the bottom of the screen, struggling to hold up their basket as Mr. Pims stands above them presumably twirling his mustache. After a brief pause, he will begin to run back and forth dropping a wide variety of items representing virtues. Hearts equate to love, snails represent patience, lambs are a substitute for gentleness, and for some reason a tiny yellow mustard seed represents faith. There are also music notes, instruments and gifts, as well as an angel that will ramp up your score. After a certain amount of time the game will pause, a tune will play, and Mr. Pims will throw a temper tantrum before ramping up the difficulty.

It doesn't take long before the items begin to shower down like a monsoon, which can be difficult to keep up with. The good news is the penalty for missing an item is just a slight reduction in your score, unless it's love however. Miss out on love and the game punishes you by taking away a life, which seems a bit harsh, especially towards all the single people out there. You also lose a life if you accidentally catch a Pudgeon.

This game was released exclusively through Christian stores, not only making it exceedingly rare, but also making the manual an interesting read. According to the manual, every item in the game has a deep meaning that should have a great impact on your life. While the backstory of a musical note probably won't be of much interest to people, the cartoon design of the villain is worth a look as he is literally twirling his mustache as he plots to ruin some children's day. It's also very seventies, even though this game came out in 1983.

With the dumbed down Kaboom! style gameplay this really isn't worth putting on your list as there are several other games that do it so much better.

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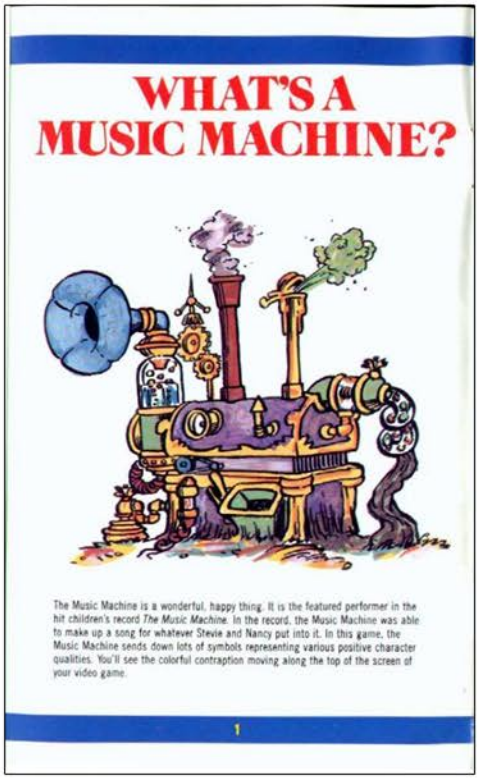

# WHAT'S A MUSIC MACHINE?

The Music Machine is a wonderful, happy thing. It is the featured performer in the hit children's record *The Music Machine*. In the record, the Music Machine was able to make up a song for whatever Stevie and Nancy put into it. In this game, the Music Machine sends down lots of symbols representing various positive character qualities. You'll see the colorful contraption moving along the top of the screen of your video game.

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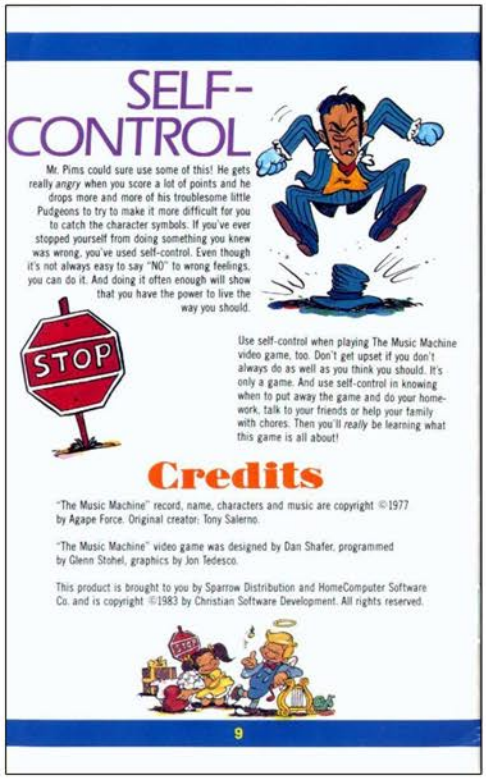

# SELF-CONTROL

Mr. Pims could sure use some of this! He gets really *angry* when you score a lot of points and he drops more and more of his troublesome little Pudgeons to try to make it more difficult for you to catch the character symbols. If you've ever stopped yourself from doing something you knew was wrong, you've used self-control. Even though it's not always easy to say "NO" to wrong feelings, you can do it. And doing it often enough will show that you have the power to live the way you should.

Use self-control when playing The Music Machine video game, too. Don't get upset if you don't always do as well as you think you should. It's only a game. And use self-control in knowing when to put away the game and do your homework, talk to your friends or help your family with chores. Then you'll *really* be learning what this game is all about!

## Credits

"The Music Machine" record, name, characters and music are copyright ©1977 by Agape Force. Original creator: Tony Salerno.

"The Music Machine" video game was designed by Dan Shafer, programmed by Glenn Stohel, graphics by Jon Tedesco.

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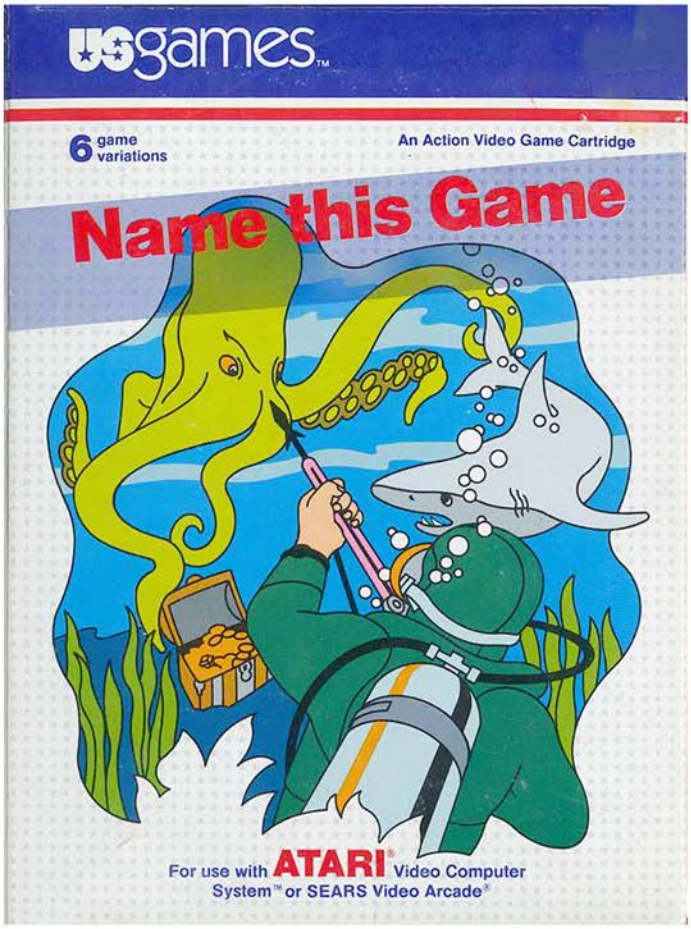
# MUSIC MACHINE

# Name this Game

Release Date: 1982
Publisher: U.S. Games
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: VC1007
Rarity: 4
Programmer: Roger Booth

This is a simple undersea shooter that adds a bit of a wrinkle.

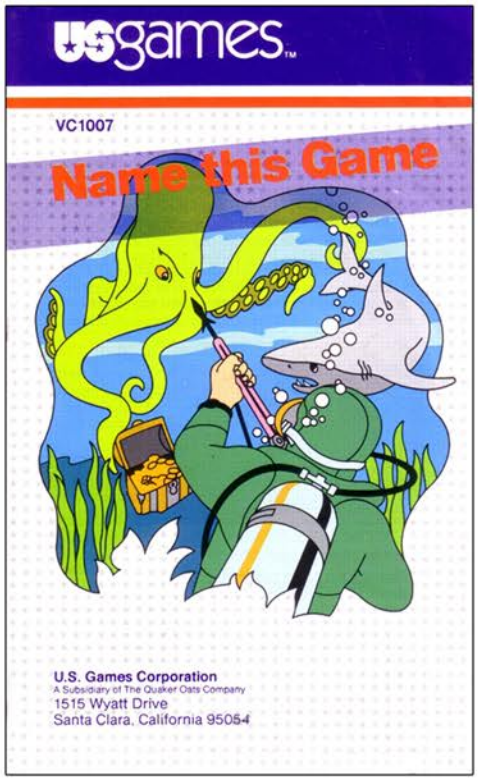


You play as a treasure hunting scuba diver who has just hit pay dirt at the bottom of the ocean. Unfortunately for you, the treasure is being guarded by a hungry shark and a giant octopus, both of whom seem intent on making you have a watery grave. Your friend above has your back however, occasionally dropping you an air line as they speed back and forth, hair blowing in the breeze as they move.

When the game begins you'll see your pile of riches resting at the bottom of the screen, with you floating just above it. Armed with a spear gun, you must shoot upwards towards the shark that is swimming side to side, descending with each pass towards a tasty wetsuit encrusted meal. As he makes his way to you, his octopus buddy will extend his tentacles towards you, hoping to get close enough to coat you in a thick layer of ink. If either of those things happen, or you run out of air, you'll lose part of your treasure. Lose it all and it'll be game over.

The gameplay is pretty straightforward and solid. Shoot your speargun to take out the shark and tentacles. When you hit the shark it will respawn at the top of the screen and continue it's attack, just like the tentacles will begin to regrow after you land a direct hit to the tip of them. The octopus will be hard pressed to reach you, as after a couple of shots the timer will run out well before it gets to you. The shark is another story however, since after a couple of passes it nearly doubles in speed. It's quite easy to be eaten and drug to your death if you aren't careful with your shots, since you only get one attempt per pass to take it out.

Everything about this game is firmly in the "it's OK" category. The controls, the graphics, the gameplay and the challenge are all just OK. Nothing particularly stands out as good or bad, so the game is just sorta there. If you are looking for a sea based shooter, there are better ones out there, just as there are worse ones. It's worth a look if you are a fan of the genre.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

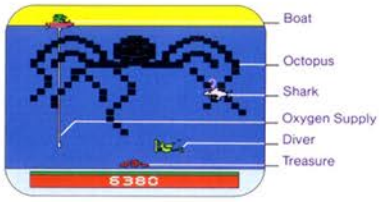
## Name This Game

This is a one or two player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade®.

You have discovered a long-sought-after buried treasure, and just when you thought your troubles were over, things get really tough! There's a persistent shark who thinks that the treasure belongs to him, and he is after you! As if that were not enough to contend with, there's a big old octopus sitting right above your trove who keeps reaching down to check things out.

There you are, shooting at the shark, fighting off the octopus tentacles, and you realize your oxygen supply is running low. Your partner, in the boat, keeps dropping you a line, and you better run over and fill up.

It is not going to be easy to hold on to your treasure now that you've found it, but we're sure you are not going to give it up without a fight.




### Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following manufacturer's instructions.
2. Install left joystick for single player, or both joysticks for two player game.
3. Insert the cartridge—making sure the power is **OFF**.
4. Move the POWER switch to **ON**.
5. Select the game of your choice.
6. Difficulty switches: Position A = Normal difficulty
   Position B = Greater difficulty

### Controls:

- Move joystick right or left to move diver.
- Push fire button to fire at shark or descending tentacle of octopus. Hitting shark will cause him to return to the surface and start again. Hitting the piece of a tentacle closest to you causes that tentacle to retract.
- To get oxygen replenished, just swim under white oxygen line as it moves from the boat above.

### Game Variations:

**Game 1** Single player, average skill level.
**Game 2** Two player, average skill level.
**Game 3** Single player, easy skill level.
**Game 4** Two player, easy skill level.
**Game 5** Single player, difficult skill level.
**Game 6** Two player, difficult skill level.

### Scoring:

- Hit tentacle = **50 points**
- Units of air taken in after tank is full = **10 points**
- Hit shark at surface: Level 7 = **10 points**
  Level 6 = **20 points**
  Level 5 = **30 points**
  Level 4 = **40 points**
  Level 3 = **50 points**
  Level 2 = **80 points**
- Hit shark at deepest: Level 1 = **100 points**
- You lose treasure when you run out of air, are bitten by a shark, or allow a tentacle from the octopus to touch the bottom surface.
- When the treasure is all gone, the game is over.

### Playing Hints:

- During the early waves, concentrate on getting as many points as possible. Continuously fire at the descending tentacles while waiting for the shark to swim to deeper levels. (You get more points if he is deeper; but don't wait too long, or you're shark bait!) Keep an eye on your air supply (red bar at bottom

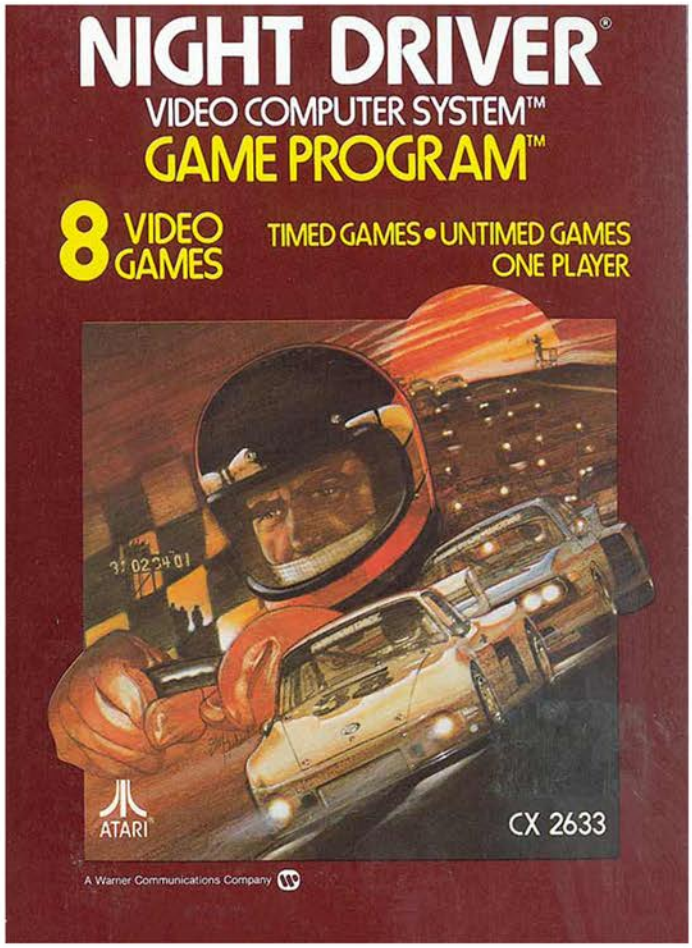
# Name this Game

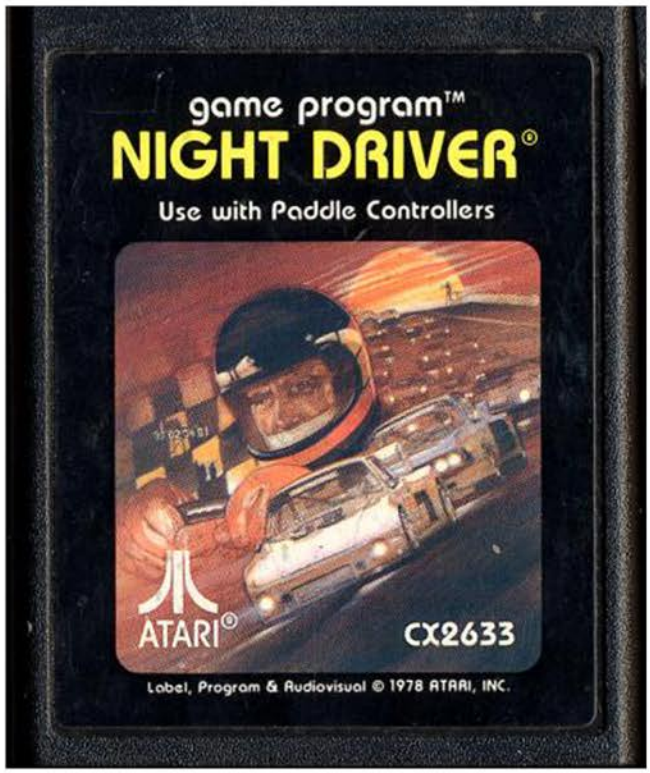
# Night Driver

Release Date: 1980
Publisher: Atari
Controller: Paddles
Players: 1
Genre: Racing

Alternate Title: N/A
Model #: CX2633
Rarity: 1
Programmer: Rob Fulop

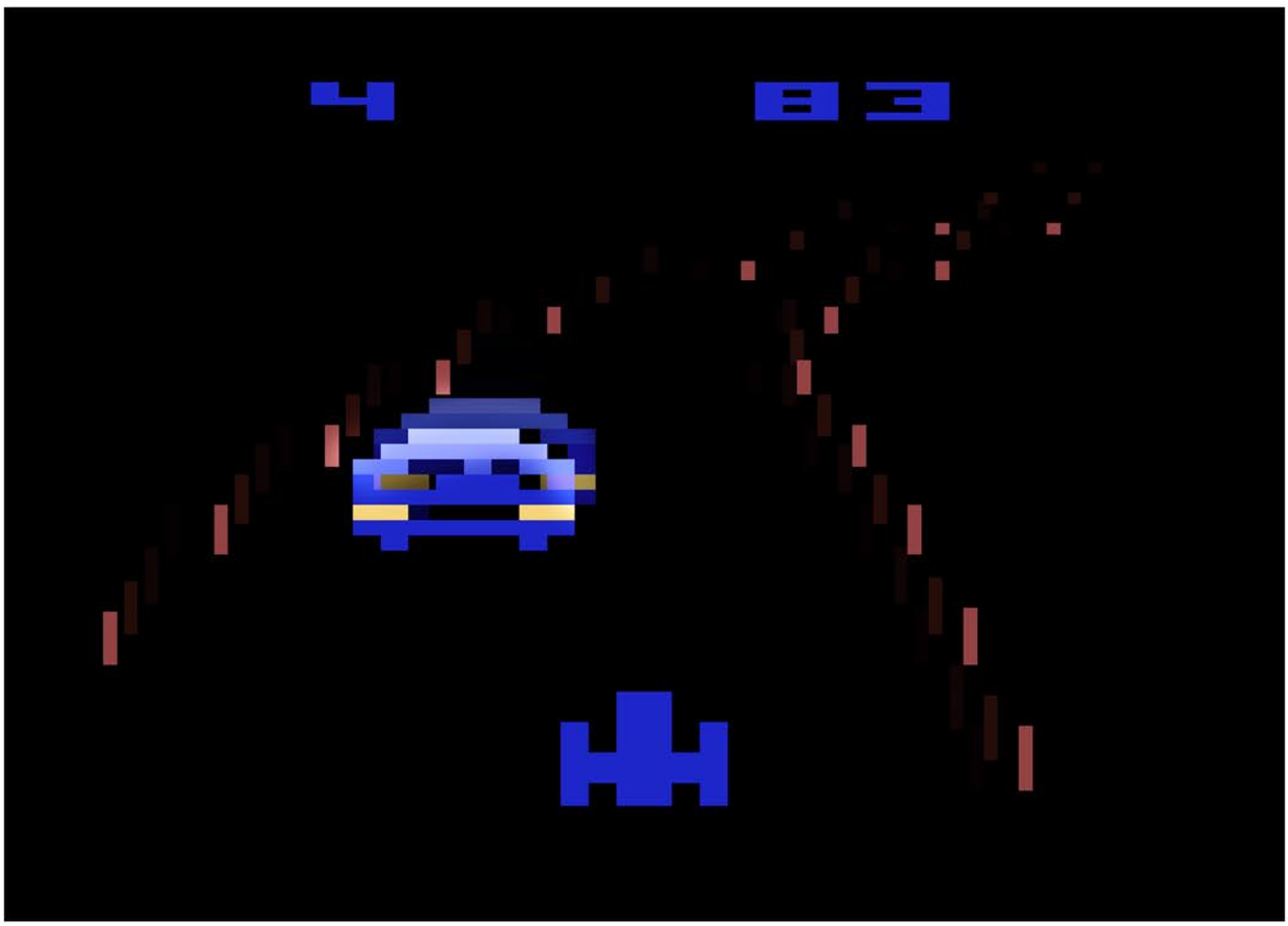
You are the night driver, who really should have waited until the sun came up to hit the road.

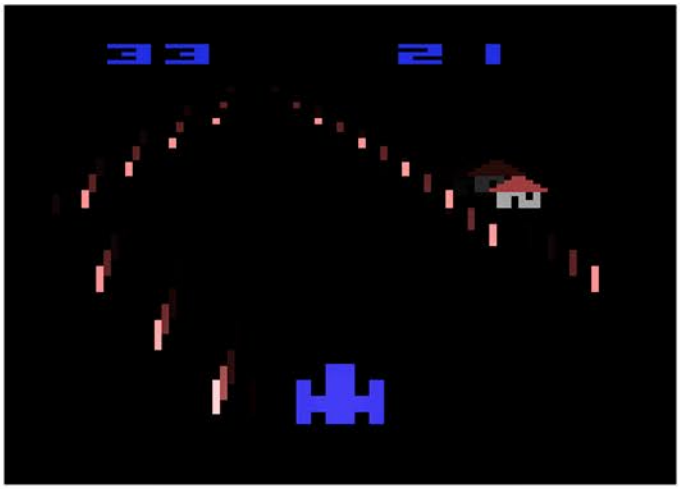


This port of the arcade title is one of the worst racing games on the 2600. You get behind the wheel of your blocky, non-animated vehicle that is fixed to the bottom of the screen and take off down the darkened highway. Since you are on a budget, you apparently didn't spring for headlights, because the only thing you can see are the outer markers on the road, and the occasional car that is coming at you in the opposite direction.

The one thing you car can do is go really, really fast. This sounds great until you realize you have no clue what the road has in store for you. The curves come up so quickly that you barely have time to react, however if you stay close to the center of the road you won't really have to do much maneuvering to stay on course.

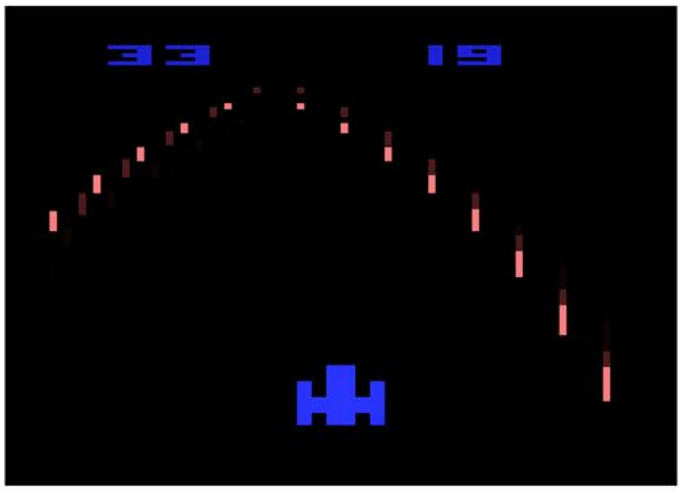


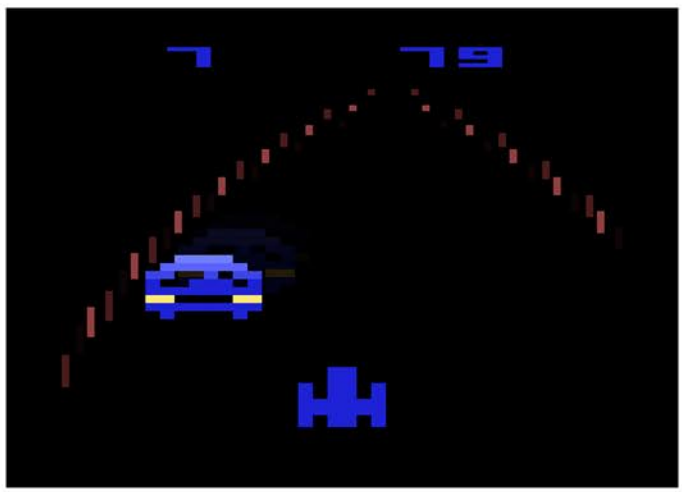


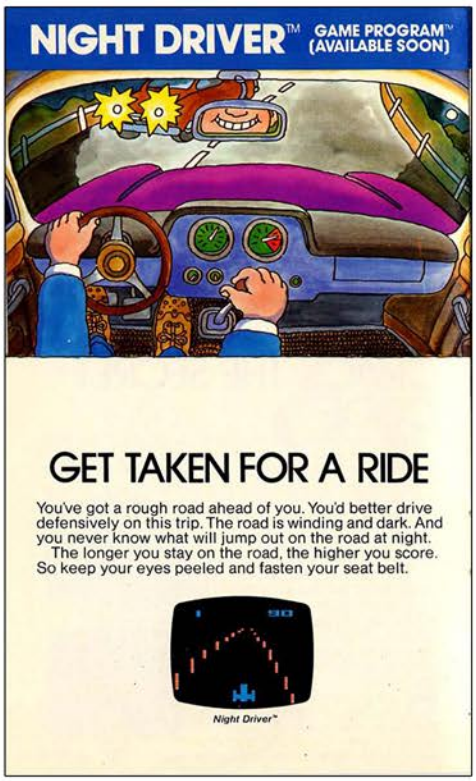
Oncoming traffic on the other hand is another story, as they will honk at you to get out of the way. Fail to heed their warning and you'll be the cause of a violent head-on collision, which has the same penalty as smacking into a wall, which is to say you lose a couple of seconds and nothing more.

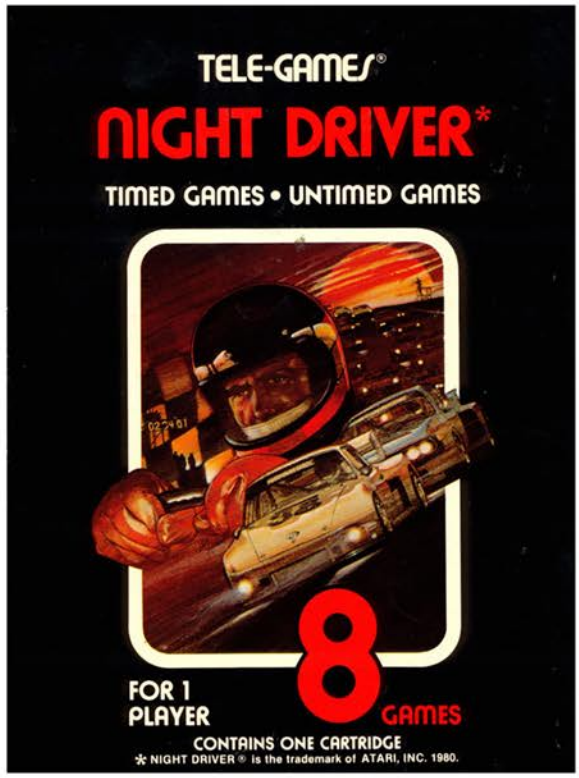
There are three different tracks (four if you count the random one) and each can be played with a ninety second timer or with unlimited time. The timed run keeps track of how far you've traveled so you can keep a high score. The unlimited variety does the same, but it really only serves to remind you of how much time you've wasted on this pitiful excuse of a racing game.

The graphics are ugly, the sound effects are annoying, and there really isn't much in the way of competent racing action. If you have a itch to do some old school video game racing, there are far better titles on the 2600.

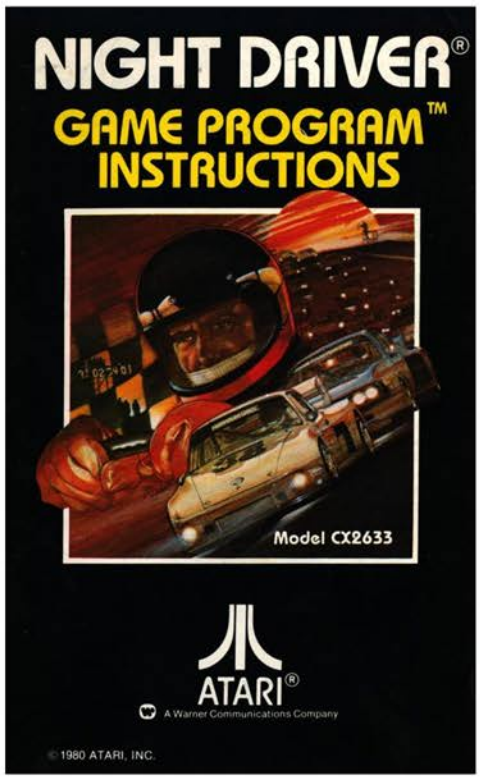


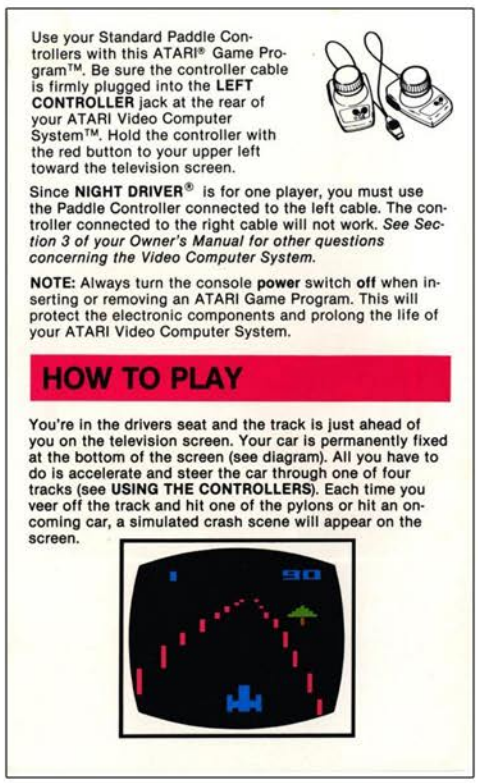






Top Left: Catalog Sample
Top Right: Sears Tele-Games Box
Below: Manual Cover and Page Sample



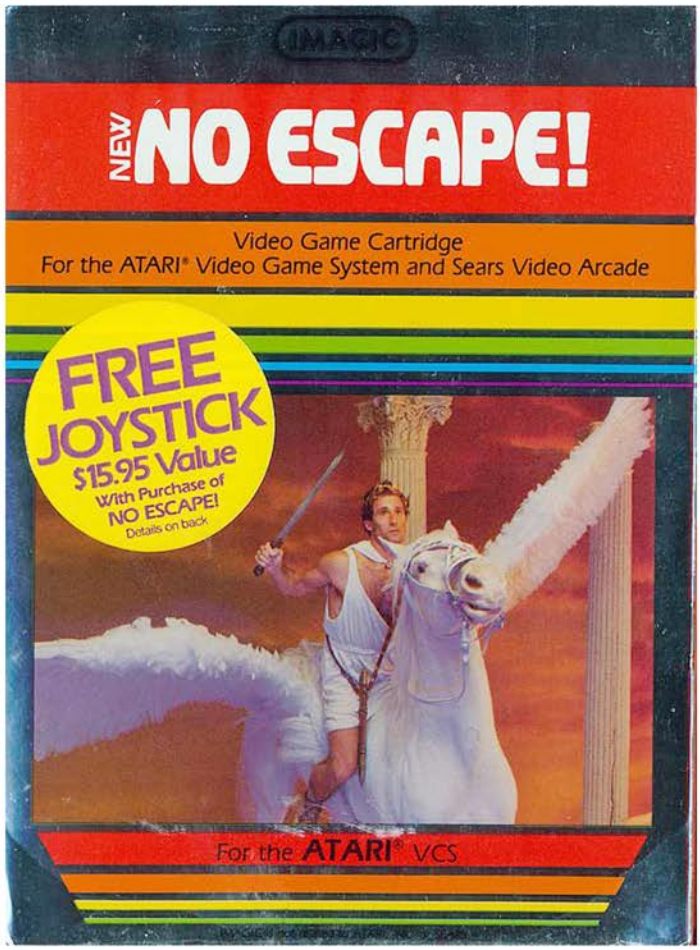



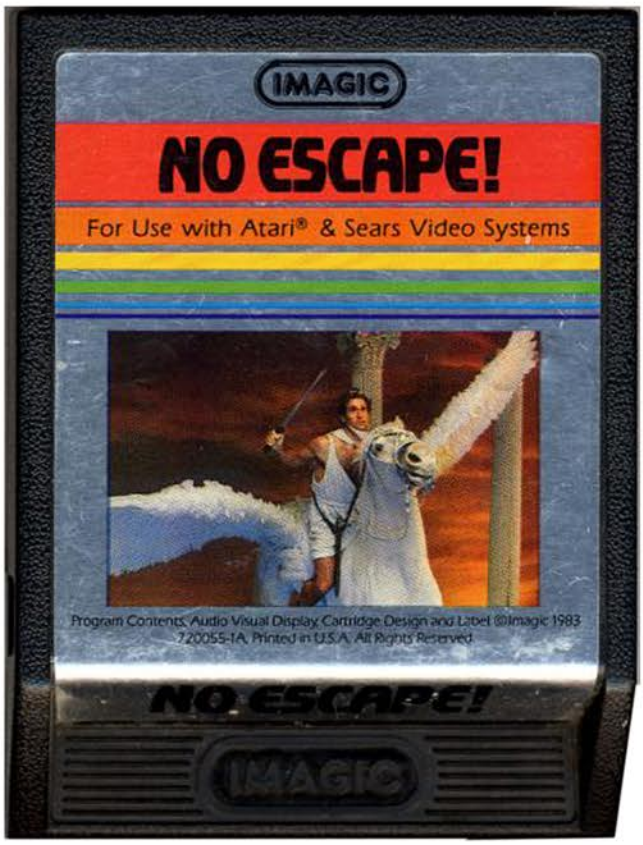
# No Escape!

Release Date: 1982
Publisher: Imagic
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: IA3312
Rarity: 4
Programmer: Michael Greene

Despite having some of the worst cover are in video game history, this is a surprisingly decent game.



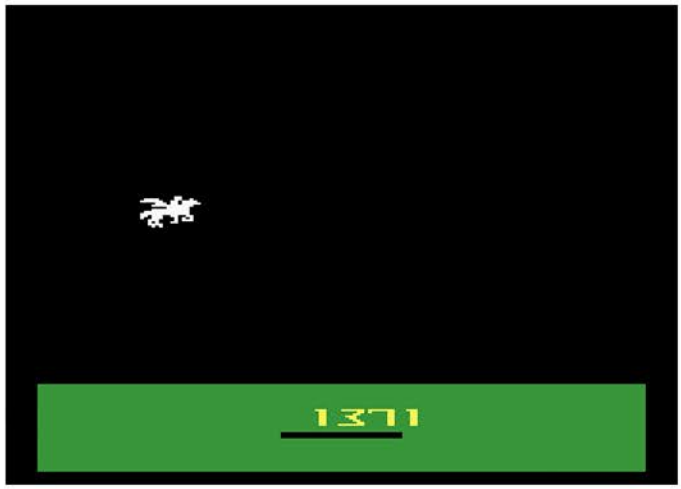
You are Jason and have just stolen the Golden Fleece from the gods of Olympus. To punish him, the gods lock him inside the Temple of Aphrodite and send wave after wave of Furies to attack him. Jason's only defense are the stones he finds on the floor, which must be used to knock loose stones that will crush his adversaries.

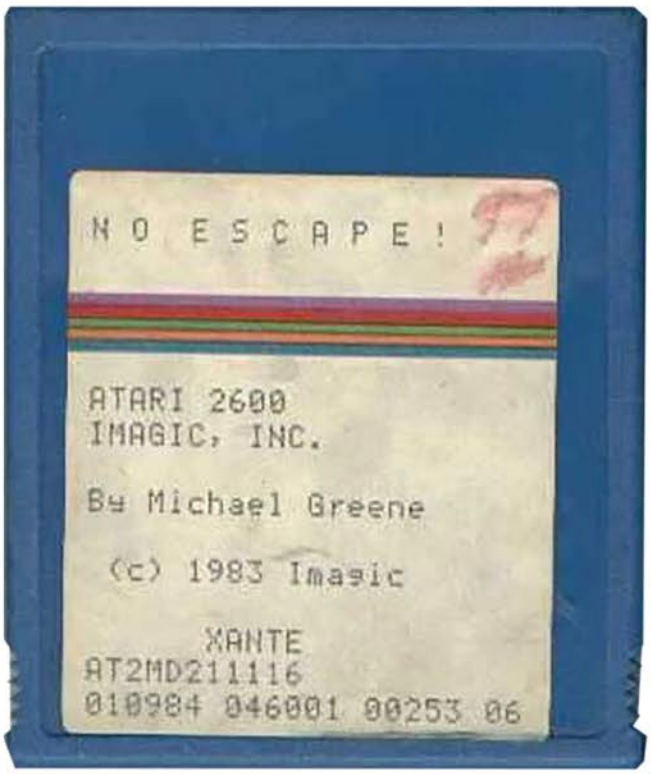
When each level begins you find yourself at the bottom of the temple, with free range from side to side. Above you are half a dozen Furies that move horizontally in often random patterns. If you attempt to attack these creatures directly, they will multiply and replace any fallen comrades. Instead you must throw past them and rely in the falling blocks to defeat them. The first level is exceedingly easy, as they simply move back and forth at a regular pace. After that it's anybody's guess as to where they are going to go.

Timing your throw so that it not only misses the Furies, but hits a block that smacks them on the head quickly turns to luck after a couple of levels. The good news is you are able to curve your shots if you are running while you throw, which given how fast and random the enemies move will be what happens most of the time as you'll be dodging a never ending barrage of projectiles. If you are close to either side of the screen, you can ricochet a shot off of a pillar, which is about the only way you'll be able to hit anything near the center. If you are able to clear the screen your reward is a fresh batch of enemies.

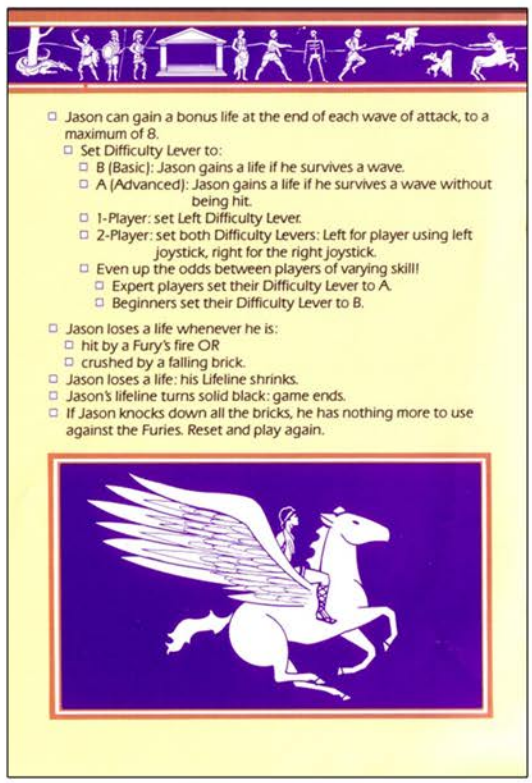
The movement on Jason is pretty spot on, and he's quick enough to be able to avoid enemy fire. Well, most of the time that is since the bottom demon is just slightly above his head. The difficult part is learning how to curve the rock around the Furies, since the more you move after releasing the stone the more it curves. Even so, the difficulty feels just about right, and nothing comes across as being cheap or blatantly unfair.

If you can look past the laughably bad box art (it honestly looks like a guy who got dared to cosplay in a toga) this is a nice spin on the traditional arcade gameplay.





Top Left: Xante Cart
Top Right: Catalog Sample
Below: Manual Cover and Page Sample

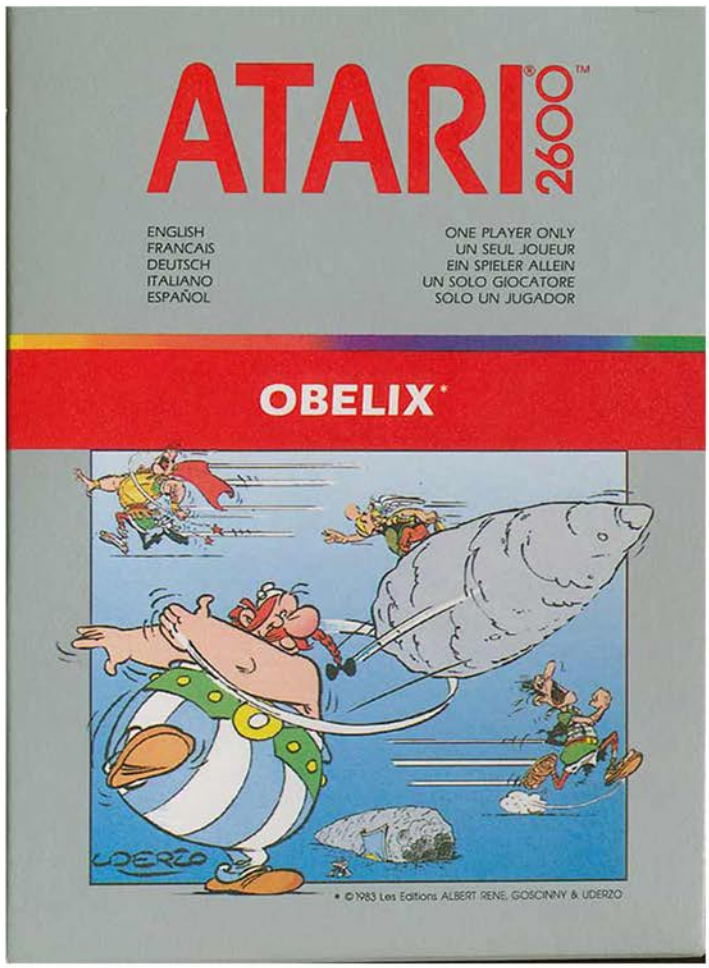


# Obelix

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Arcade

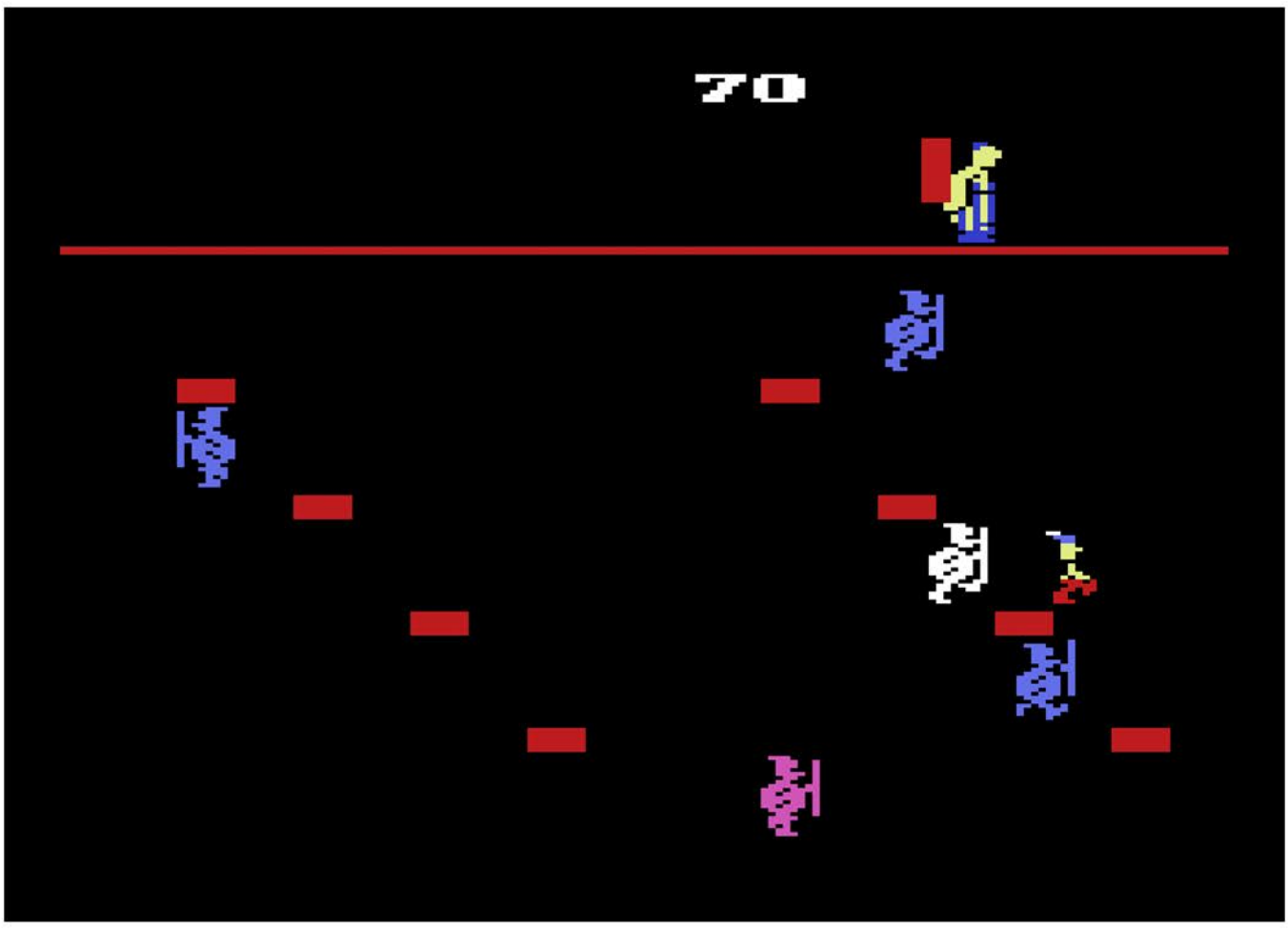
Alternate Title: N/A
Model #: CX26117
Rarity: 7
Programmer: Suki Lee

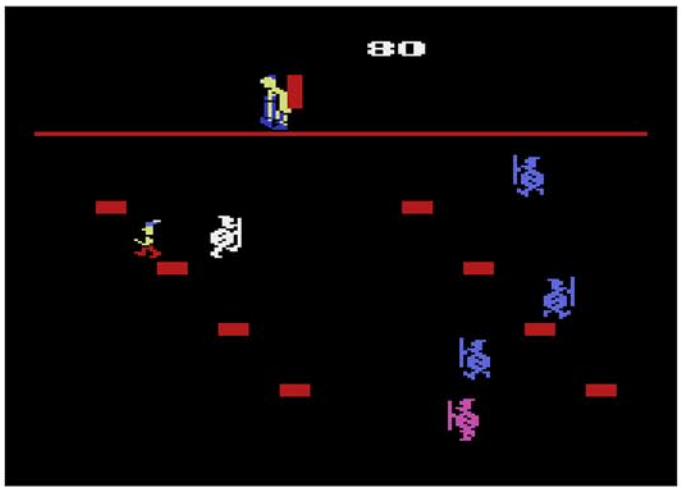
You would think fighting against an invading legion army would be engaging. You would be wrong.



You are Asterix, a diminutive warrior with one thing on his mind, to destroy Julius Ceaser's invasion force. He can't do it alone however, so his best friend Obelix carries large heavy stones above to drop on their heads. With a single touch Asterix is able to instill a sense of fear and dread into the enemy that they stop dead in their tracks, allowing for the aerial assault to commence.

As the game begins you find yourself at the bottom of the battlefield, with a single centurion roaming about. Above you are four more levels of warriors, all pacing back and forth. Scattered about the screen are elevated platforms that will allow you to move between the levels, giving you an escape route as well as an ability to launch a sneak attack. At the top of the screen Obelix wanders slowly back and forth at a steady pace, just waiting for your signal to drop the stones.

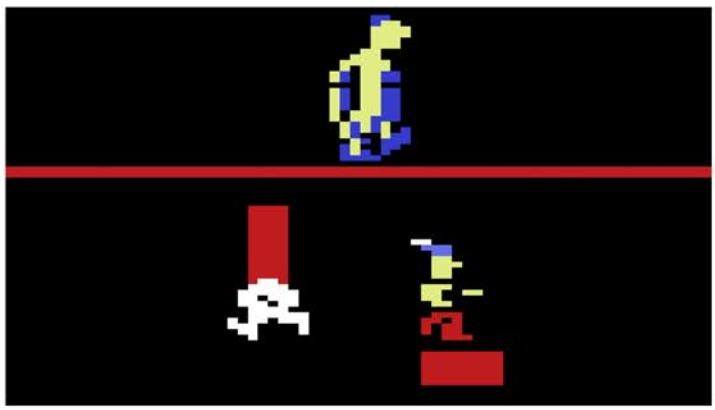


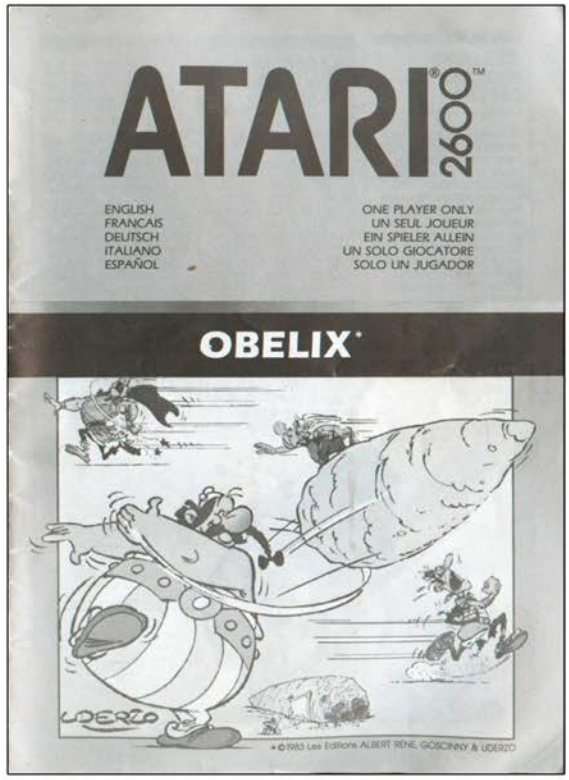


When you touch an enemy they are held in place for several seconds. If they are crushed you get some points for your troubles before another man steps up in their place and continues the assault. If you miss with your shot, the warrior becomes enraged and will go on a rampage, making them immune to your touch and to the stones. Your only course of action is to avoid them until the village druid Getafix appears and drops you a magic potion. When Asterix drinks this he becomes super powered for several seconds which allows him to destroy everything he touches.

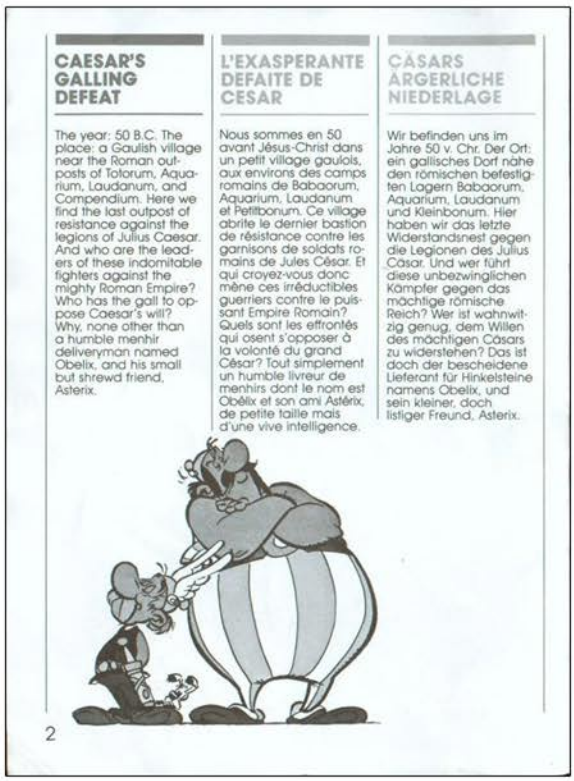
While this has the setup of being a solid arcady style game, the reality is it becomes quite boring very quickly. This is due to a combination of lack of variety and the slowness of your battlefield friend. There is only a single never-ending level, so you'll be forever trapped on this one screen bouncing back and forth between the five centurions. To make things worse, you'll often spend most of your time hanging out until Obelix is in position to drop his stone, so any sense of fast paced gameplay is right out the window. Asterix has no attacks he can launch himself outside of the random potion that drops, so it's either wait or risk enraging the enemy.

With a few tweaks this could have been a fast paced engaging title. As it stands, most players will be bored well before they see the game over screen.






Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples



## CAESAR'S GALLING DEFEAT

The year: 50 B.C. The place: a Gaulish village near the Roman outposts of Totorum, Aquarium, Laudanum, and Compendium. Here we find the last outpost of resistance against the legions of Julius Caesar. And who are the leaders of these indomitable fighters against the mighty Roman Empire? Who has the gall to oppose Caesar's will? Why, none other than a humble menhir deliveryman named Obelix, and his small but shrewd friend, Asterix.

## L'EXASPERANTE DEFAITE DE CESAR

Nous sommes en 50 avant Jésus-Christ dans un petit village gaulois, aux environs des camps romains de Babaorum, Aquarium, Laudanum et Petitbonum. Ce village abrite le dernier bastion de résistance contre les garnisons de soldats romains de Jules César. Et qui croyez-vous donc mêne ces irréductibles guerriers contre le puissant Empire Romain? Quels sont les effrontés qui osent s'opposer à la volonté du grand César? Tout simplement un humble livreur de menhirs dont le nom est Obélix et son ami Astérix, de petite taille mais d'une vive intelligence.

## CÄSARS ARGERLICHE NIEDERLAGE

Wir befinden uns im Jahre 50 v. Chr. Der Ort: ein gallisches Dorf nahe den römischen befestigten Lagern Babaorum, Aquarium, Laudanum und Kleinbonum. Hier haben wir das letzte Widerstandsnest gegen die Legionen des Julius Cäsar. Und wer führt diese unbezwinglichen Kämpfer gegen das mächtige römische Reich? Wer ist wahnwitzig genug, dem Willen des mächtigen Cäsars zu widerstehen? Das ist doch der bescheidene Lieferant für Hinkelsteine namens Obelix, und sein kleiner, doch listiger Freund, Asterix.

solo se acchiappa al volo una pillola di pozione magica che il druido del villaggio, Panoramix, lascia cadere dall'alto. Disgraziatamente gli effetti della pozione durano poco, ed appena svaniscono Asterix è di nuovo vulnerabile ai romani rossi di rabbia.

Ci sono due tipi di soldati romani: il legionario grassone ed il centurione piccoletto. I centurioni valgono il doppio di punti dei legionari (a sentire Obelix: "I romani sono come i molluschi — più sono piccoli più sono saporiti!") I romani si muovono su sentieri; Asterix si può spostare soltanto su passarelle rosse da un sentiero all'altro (vedere la figura).

un peligroso enemigo. Astérix sólo puede vencer a los romanos coléricos si recoge la píldora de poción mágica que Panorámix le arroja desde lo alto. La poción le proporciona a Astérix una velocidad y fuerza sobrehumanas. Desafortunadamente, el efecto de la poción desaparece rápidamente, y una vez desaparecida, Astérix es nuevamente vulnerable a los romanos rojos.

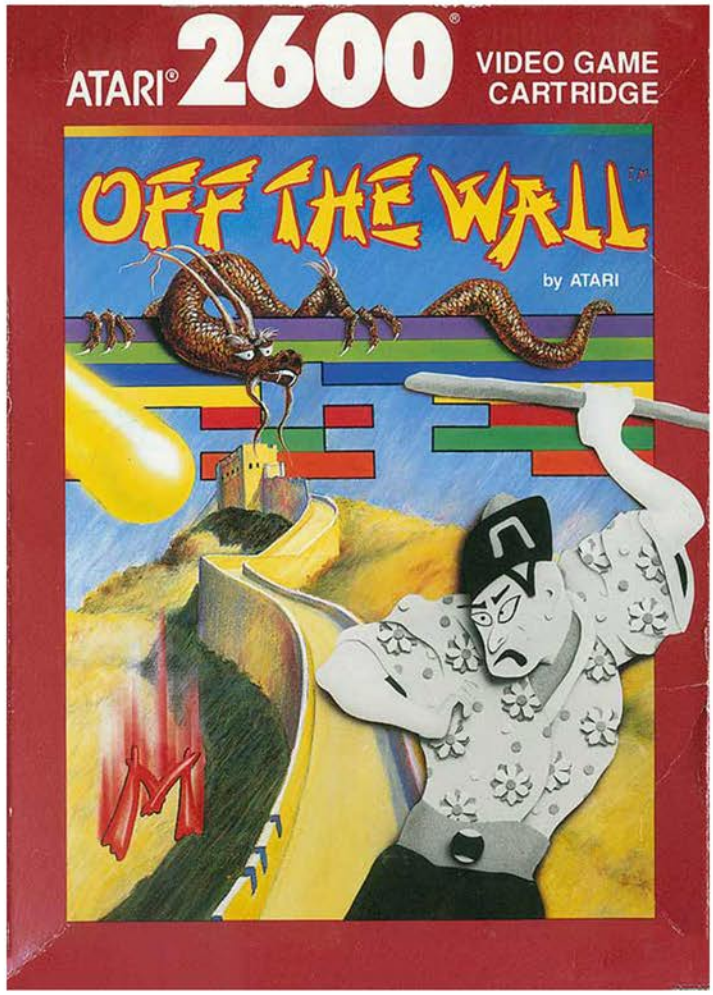
Hay dos tipos de soldados romanos: legionarios gordos y pequeños centuriones. Los centuriones valen dos veces más puntos que los legionarios (como dice Obélix, "los romanos son como los ostiones, ¡los mas pequeños son los mejores!"). Los romanos avanzan a lo largo de senderos; Astérix sólo puede pasar de un sendero a otro a través de puentes (vea la figura).

# Off the Wall

Release Date: 1989
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX26168
Rarity: 5
Programmer: John Vifian

This reimagined version of Super Breakout is far superior to the original in most ways.



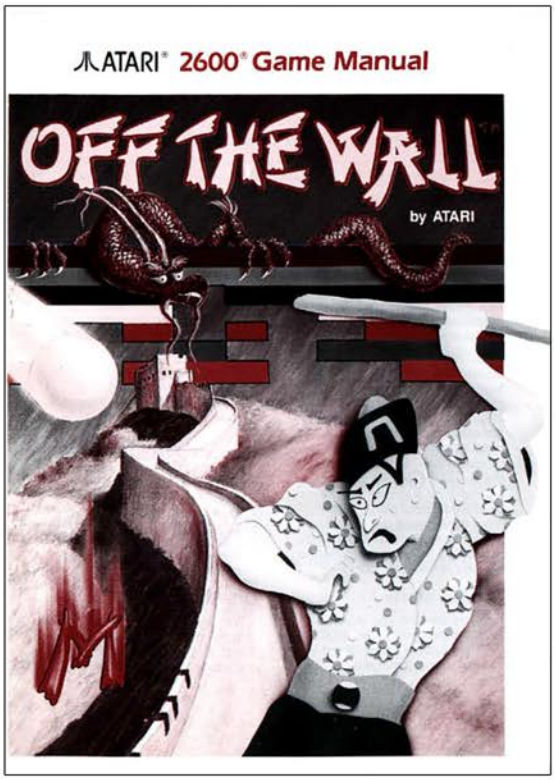
You are Kung Fu Lu, who has set out to the Mysterious East in a quest to crush the ancient evil wall that has plagued his friendly neighbors for generations. On top of the wall is a mystical dragon who taunted his attempt to destroy the structure by throwing balls towards him that could be used to break the very thing he was protecting. By using his staff, Lu has the ability to bring it all crumbling down.

The goal of the game is simple, bat the ball back up towards the wall and bring it down brick by brick. As the ball is in play, power-ups will randomly drop from the sky to aid him in his quest. The Zig Zag token makes the ball move rapidly side to side as it goes up. The Magnetic Paddle makes it so Lu can control where the ball goes by moving back and forth.

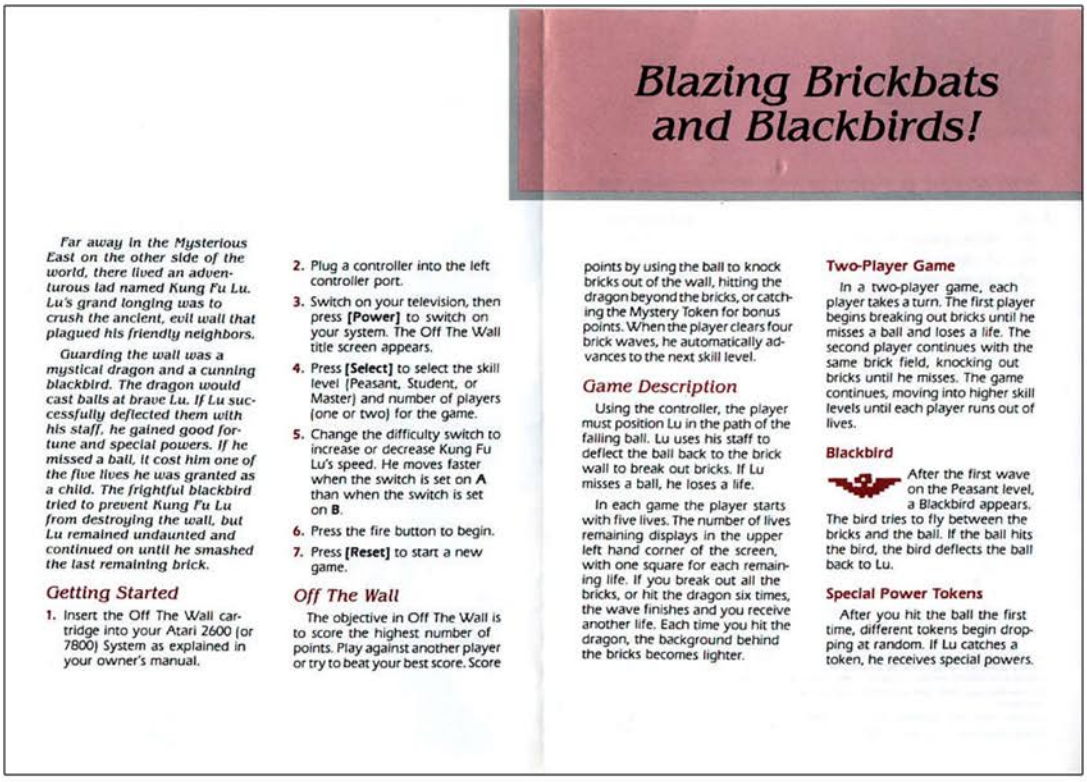
The Nuke Ball will destroy several layers of wall with a single bounce, and the Mega Paddle gives Lu a much larger staff with which to hit the ball. There is also a Mystery Token which can either help or hinder. You can get extra lives, points, and stop the evil blackbird, or it can make the ball move lightening fast which will more than likely end your turn.

There are two ways you can complete a level, either by clearing each and every brick, or by defeating the dragon. To defeat the evil dragon you must strike him six times, which is easier said than done. Every time he is struck he vanishes from sight for several seconds, making it difficult to land successive blows. If you are able to complete a level, then the wall is rebuilt and you are off to destroy it once again.

The biggest problem with the game is that it doesn't support the paddle controllers, so it takes quite a while for Kung Fu Lu to make it from one side of the screen to the other. As a result, if the ball happens to strike the blackbird, you can almost guarantee it's going to be lost since it flies well below the wall and you won't have time to react. Other than that, the game is very solid and the addition of power-ups is very welcome. Unfortunately this was a late release, and by this time the NES had been out for years and the Sega Genesis was hitting shelves as well, so it was overlooked by most gamers.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples



## Blazing Brickbats and Blackbirds!

*Far away in the Mysterious East on the other side of the world, there lived an adventurous lad named Kung Fu Lu. Lu's grand longing was to crush the ancient, evil wall that plagued his friendly neighbors.*

*Guarding the wall was a mystical dragon and a cunning blackbird. The dragon would cast balls at brave Lu. If Lu successfully deflected them with his staff, he gained good fortune and special powers. If he missed a ball, it cost him one of the five lives he was granted as a child. The frightful blackbird tried to prevent Kung Fu Lu from destroying the wall, but Lu remained undaunted and continued on until he smashed the last remaining brick.*

### Getting Started

1. Insert the Off The Wall cartridge into your Atari 2600 (or 7800) System as explained in your owner's manual.
2. Plug a controller into the left controller port.
3. Switch on your television, then press **[Power]** to switch on your system. The Off The Wall title screen appears.
4. Press **[Select]** to select the skill level (Peasant, Student, or Master) and number of players (one or two) for the game.
5. Change the difficulty switch to increase or decrease Kung Fu Lu's speed. He moves faster when the switch is set on **A** than when the switch is set on **B**.
6. Press the fire button to begin.
7. Press **[Reset]** to start a new game.

### Off The Wall

The objective in Off The Wall is to score the highest number of points. Play against another player or try to beat your best score. Score points by using the ball to knock bricks out of the wall, hitting the dragon beyond the bricks, or catching the Mystery Token for bonus points. When the player clears four brick waves, he automatically advances to the next skill level.

### Game Description

Using the controller, the player must position Lu in the path of the falling ball. Lu uses his staff to deflect the ball back to the brick wall to break out bricks. If Lu misses a ball, he loses a life.

In each game the player starts with five lives. The number of lives remaining displays in the upper left hand corner of the screen, with one square for each remaining life. If you break out all the bricks, or hit the dragon six times, the wave finishes and you receive another life. Each time you hit the dragon, the background behind the bricks becomes lighter.

### Two-Player Game

In a two-player game, each player takes a turn. The first player begins breaking out bricks until he misses a ball and loses a life. The second player continues with the same brick field, knocking out bricks until he misses. The game continues, moving into higher skill levels until each player runs out of lives.

### Blackbird

After the first wave on the Peasant level, a Blackbird appears. The bird tries to fly between the bricks and the ball. If the ball hits the bird, the bird deflects the ball back to Lu.

### Special Power Tokens

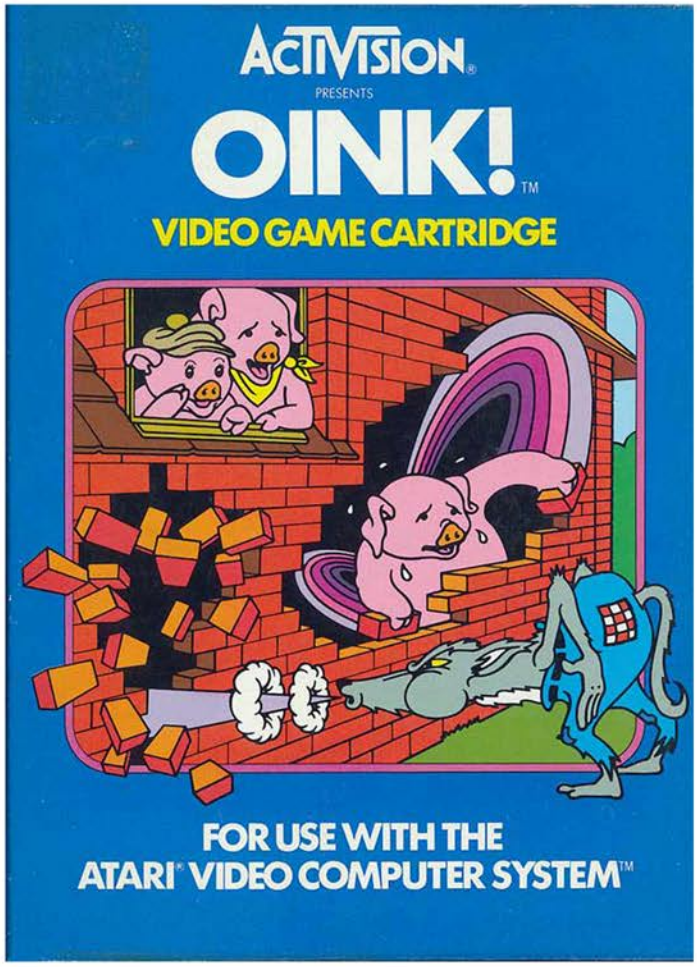
After you hit the ball the first time, different tokens begin dropping at random. If Lu catches a token, he receives special powers.

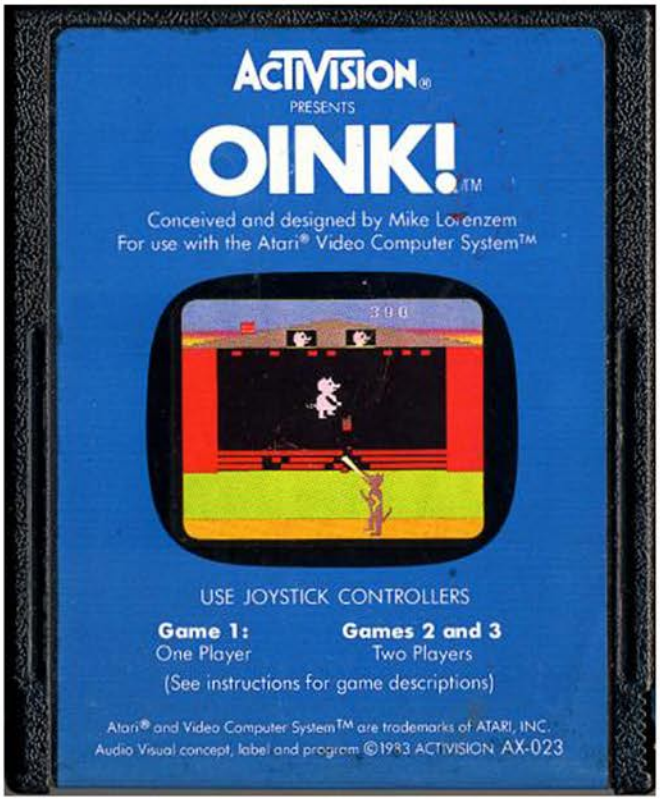
# OINK!

Release Date: 1982
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AX-023
Rarity: 3
Programmer: Mike Lorenzen

Arguably the best video game based on the Three Little Pigs, which admittedly isn't that big of an achievement.



If you attended any kindergarten worth its salt, then you should no doubt be familiar with the tale of the Three Little Pigs. For those who aren't, the basic gist is that three pigs build houses of varying quality and have issues when the big bad wolf comes looking for dinner. Unlike in the popular children's story however, even the piggy in the brick house is in danger.

The game begins with you taking control of the little oinker in the straw house. At the top of the screen are a row of bricks, towards the bottom of the screen is the three levels deep floorboard, and below that is your hungry nemesis, Bigelow B. Wolf. After taking your positions, Mister Wolf starts using his breath the tear down the underside of your home, brick by brick. As he breaks through, you must rebuild by grabbing a loose brick from the top of the screen and dropping it into an opening below. When your replacements are depleted, a brand new row appears, allowing you to continue the frantic rebuild.

This battle of destruction versus construction continues until the wolf is able to shoot his breath beam into the house, capturing your scared little pig and pulling it through an opening in the floor. If there is even a single brick between you and the wolf, you'll break free and get to continue scrambling around the homestead. Once captured however, the wolf moves on to the next house (sticks) before moving on to the final house (bricks). When the wolf feeds three times, the game is over.

The game is pretty light on gameplay variations, however there are a couple. By using the difficulty switches, you can choose whether you want your pig to have the ability to drop the bricks from the top of the screen or be forced to walk down
and gently place them in the hole. The other option is during a two player game, where whoever isn't controlling the pig gets to control the wolf. The wolf doesn't get to score any points, but there is a bit of satisfaction knowing you caused your friend's demise.

The difficulty feels about right, not too easy and not too difficult. However as the game progresses the wolf does become rather aggressive, which plays into the whole impending sense of doom feel. It's worth a look if you like fast paced arcade style games.

NEW FOR USE WITH THE ATARI® 2600 SYSTEM™

ACTIVISION
SEAQUEST
VIDEO GAME CARTRIDGE



Coming in
February 1983

Designed by Steve Cartwright. Get your sea legs, because this new submarine adventure game has just been launched. Your divers have finally located the greatest sunken treasure on the ocean floor, but getting back to the mother ship could get a little tricky. Your men have been spotted by a fleet of pirate scavengers and if they don't get 'em, the killer sharks might.

ACTIVISION
OINK!
VIDEO GAME CARTRIDGE

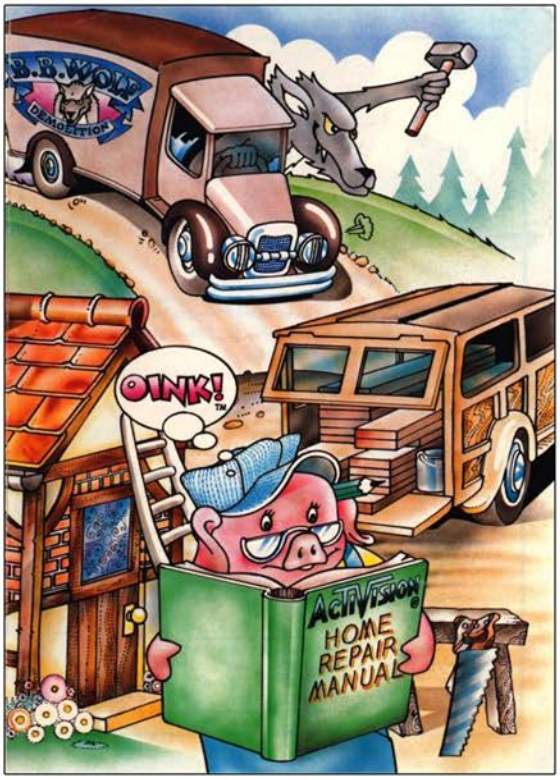


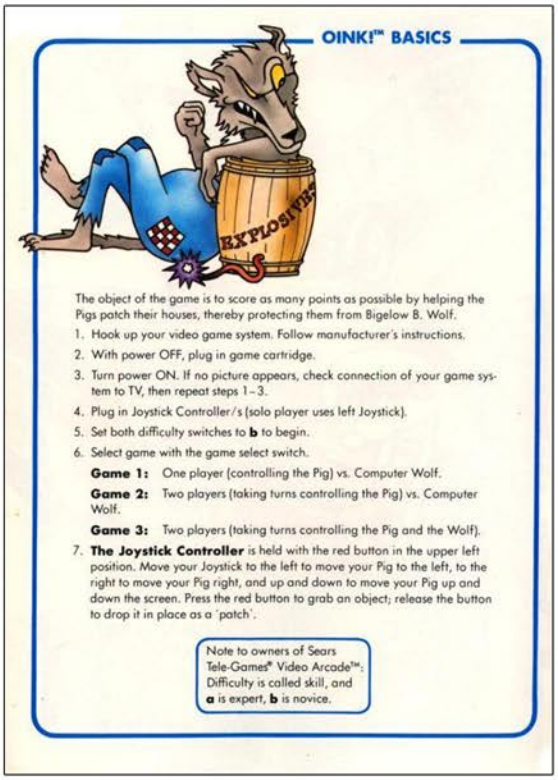
Coming in
March 1983

Designed by Mike Lorenzen, with three oinks and a growl. Three portly porkers are worried about their houses. No, they're not going condo, but the wolf is at the door and he's blowing like crazy. First, there's a house of straw, then one of wood, and then one of brick. They're all victims of the wolf's incredibly bad breath. Unless, of course, the home-owning oinkers can repair the damage faster than the wolf can cause it. Home remodeling has at last, become a ball.

3

Top Left: Catalog Sample
Top Right: Patch (25,000 Points)
Below: Manual Cover and Page Sample



OINK!™ BASICS




The object of the game is to score as many points as possible by helping the Pigs patch their houses, thereby protecting them from Bigelow B. Wolf.

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1–3.
4. Plug in Joystick Controller/s (solo player uses left Joystick).
5. Set both difficulty switches to **b** to begin.
6. Select game with the game select switch.
   **Game 1:** One player (controlling the Pig) vs. Computer Wolf.
   **Game 2:** Two players (taking turns controlling the Pig) vs. Computer Wolf.
   **Game 3:** Two players (taking turns controlling the Pig and the Wolf).
7. **The Joystick Controller** is held with the red button in the upper left position. Move your Joystick to the left to move your Pig to the left, to the right to move your Pig right, and up and down to move your Pig up and down the screen. Press the red button to grab an object; release the button to drop it in place as a 'patch'.

Note to owners of Sears Tele-Games® Video Arcade™: Difficulty is called skill, and **a** is expert, **b** is novice.

# Omega Race

Release Date: 1983
Publisher: CBS Electronics
Controller: Booster Grip
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 80090
Rarity: 3
Programmer: N/A

This challenging shooter puts a nice spin on the standard fare.

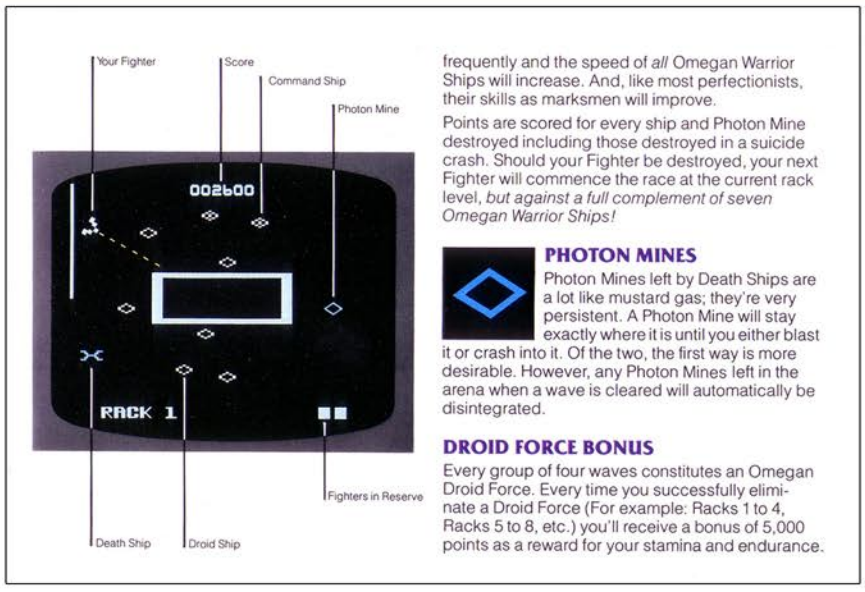
You are a hapless earthling who has been selected by the alien species known as The Omegans to compete in their warrior training program, the Omega Race. They claim to want intelligent life that is fast and tough enough to survive the rigors of the test, but they failed in that task so they are settling for you. Gotta love it when aliens throw shade at you before sending you to your demise.

The game begins on the race track, with a large center block separating you from the enemy fleet. There will be a command ship that will pursue you from the start, shooting constantly. On the opposite side of the block will be several droid ships that are stationary (at least in the first wave, they begin to orbit the block in level two). Whenever you take out a command ship, another will spring to life from this group, so it's vital to take them out as quickly as possible. After destroying enough of the fleet, a death ship will emerge and begin laying proton mines around the track. The only way to proceed to the next race is to destroy all of the droid ships and the death ship.

Controlling your ship will take some getting used to, as it not only flies at supersonic speeds, but will bounce off of every surface it comes into contact with. Even when the thruster isn't activated, the momentum from the last time it was will carry you clear across the screen, allowing for some interesting attack strategies. For example, when a command ship is moving horizontally across the track, you can position yourself just above it, hit the gas and glide over it while firing, creating a sort of drive by shooting in space. Until you've mastered driving however expect to be a kamikaze more than once.

In addition to the learning curve, the only other drawback to this game is the flickering. The enemies all maintain a near constant flicker when there are more than two in the same vicinity. Thankfully due to their relative small size it's not a huge distraction. Everything else about the game is really solid though. Great controls, fast paced action, and never a shortage of stuff to shoot. If you are a fan of the genre, and can get your hands on the Booster Controller, this is worth a look.

Above: Manual Cover
Left: Booster Grip Controller
Below: Manual Page Sample




frequently and the speed of *all* Omegan Warrior Ships will increase. And, like most perfectionists, their skills as marksmen will improve.

Points are scored for every ship and Photon Mine destroyed including those destroyed in a suicide crash. Should your Fighter be destroyed, your next Fighter will commence the race at the current rack level, *but against a full complement of seven Omegan Warrior Ships!*

**PHOTON MINES**

Photon Mines left by Death Ships are a lot like mustard gas; they're very persistent. A Photon Mine will stay exactly where it is until you either blast it or crash into it. Of the two, the first way is more desirable. However, any Photon Mines left in the arena when a wave is cleared will automatically be disintegrated.

**DROID FORCE BONUS**

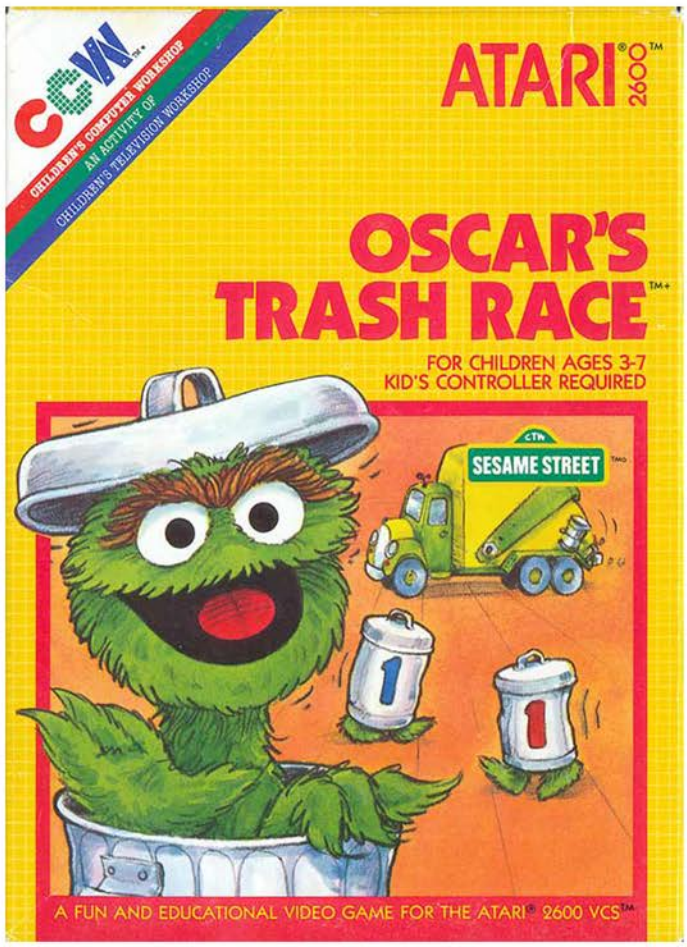
Every group of four waves constitutes an Omegan Droid Force. Every time you successfully eliminate a Droid Force (For example: Racks 1 to 4, Racks 5 to 8, etc.) you'll receive a bonus of 5,000 points as a reward for your stamina and endurance.

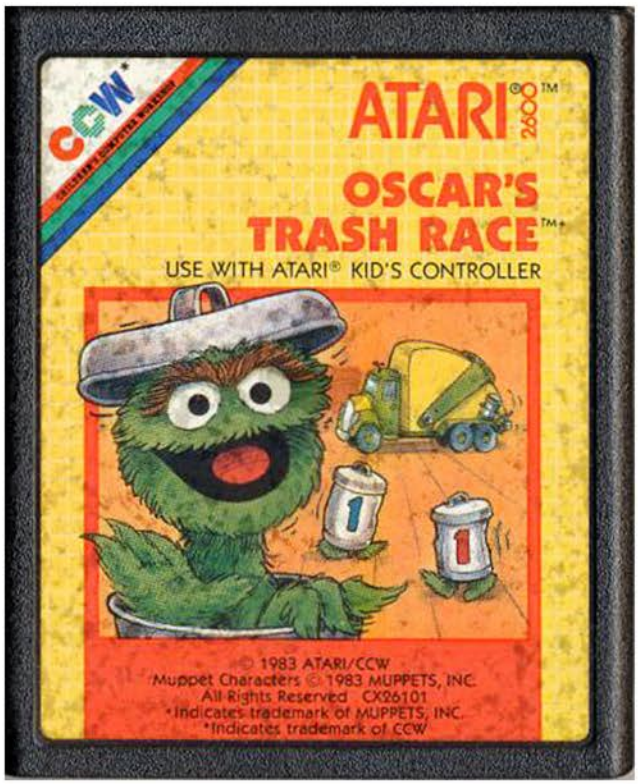
# Oscar's Trash Race

Release Date: 1983
Publisher: Atari
Controller: Kid's Controller
Players: 1 - 2
Genre: Education

Alternate Title: N/A
Model #: CX26101
Rarity: 4
Programmer: Christopher Omarzu

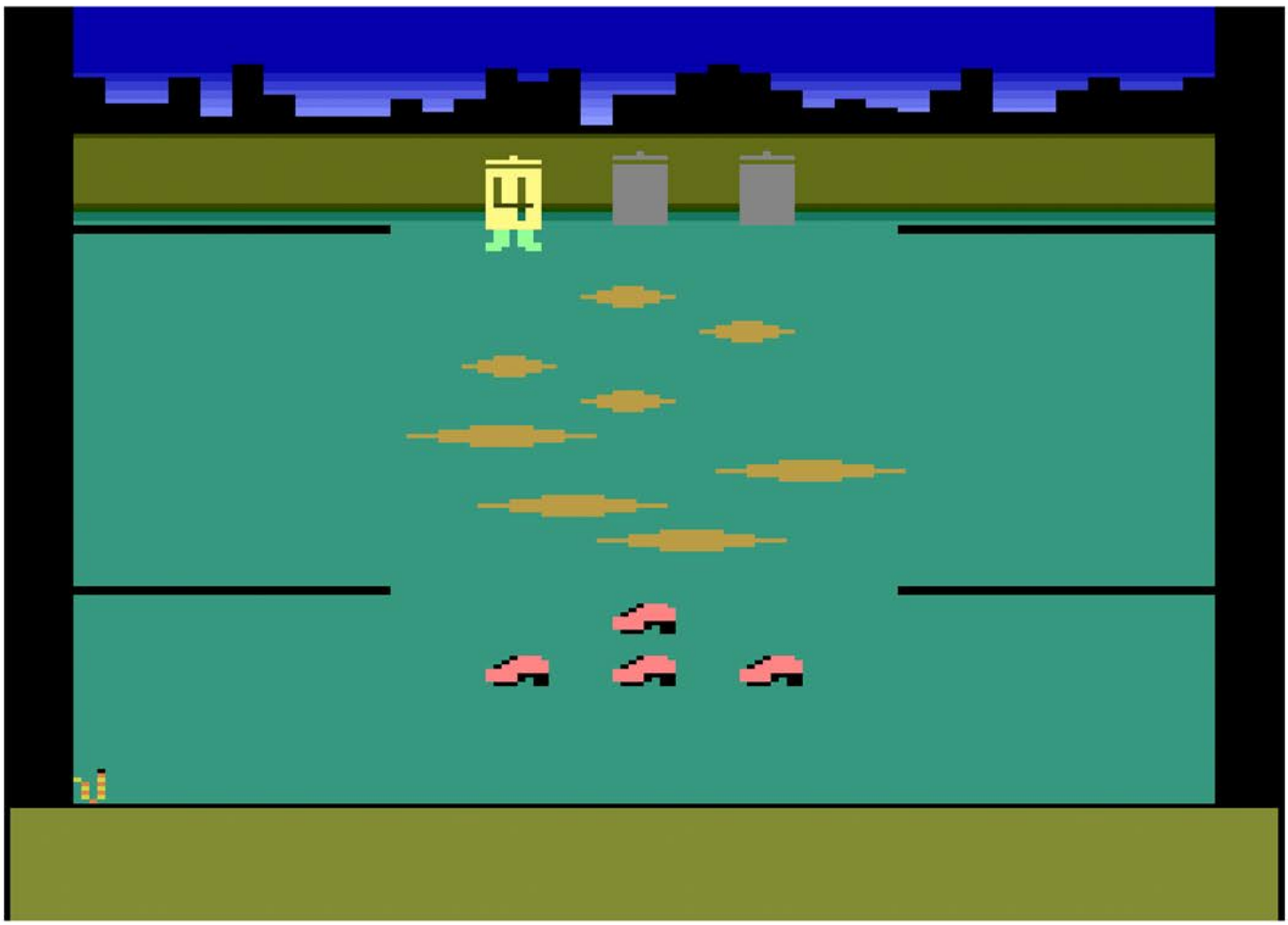
If you are four years old and love Sesame Street then have I got a game for you.



The Grouch Day Picnic is upon us, which can only mean one thing, trash races! Take control of the lovable Oscar the Grouch as he competes with his equally grouchy friends in a friendly race to pick up rubbish that has been scattered about.

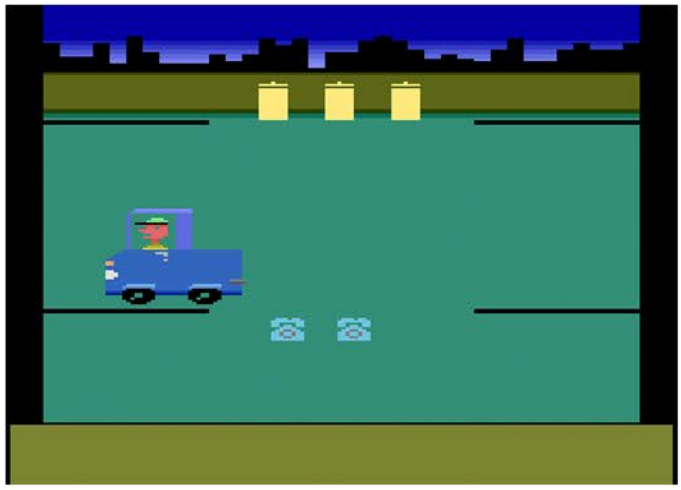
When the game begins the friendly neighborhood trash man drives his truck on screen and tosses out several items onto the play field. They can be any one of fifteen items such as bones, toothbrushes, scissors, or beach balls. After they have landed on the ground, it's up to the player to pick a racer. This is done by counting how many pieces of garbage are laying about and picking the trash can with the corresponding number. If chosen correctly, the race officially begins.

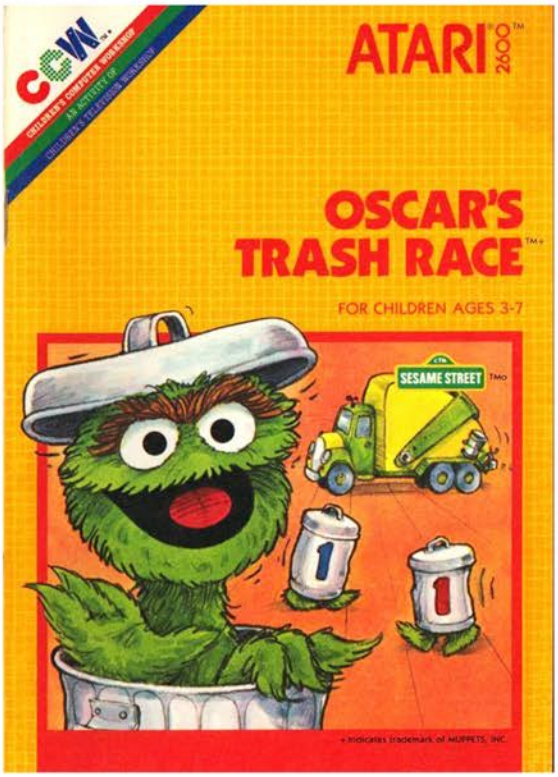


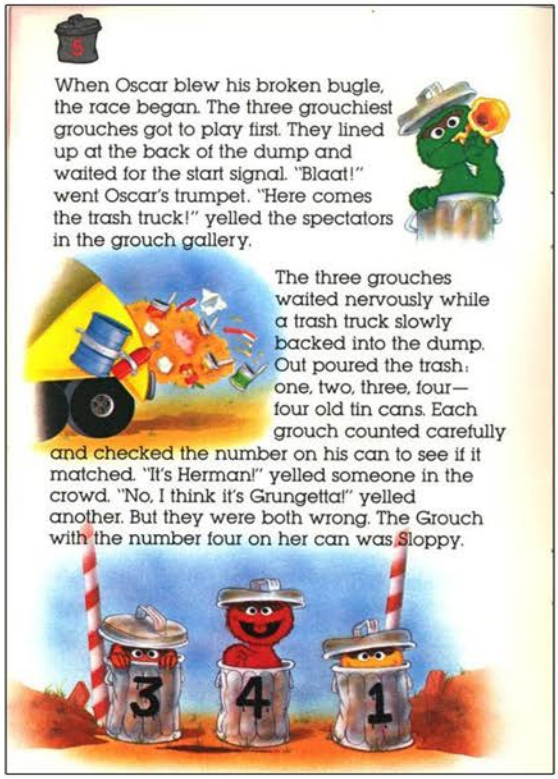
On the simpler difficulties, all the player must do is walk down to the item, collect it, then walk back up to the finish line. In the more difficult levels there will be several mud puddles which must be avoided, either by walking around them or leaping over them. If your grouch touches a puddle, the urge to play will be irresistible which will delay the race for a few seconds. There is also a rainy day game where the sky will crack with thunder and rain will fall, so the mud puddles become blue, granting more points.

Some of the gameplay varieties are timed races, so Oscar's best friend in the world will time them. Slimey the Worm will crawl across the bottom of the screen, letting you know how much time you have left to race, or play in the puddles if that's your thing. Successfully complete three races and Oscar himself will show up to congratulate you on a job well done.

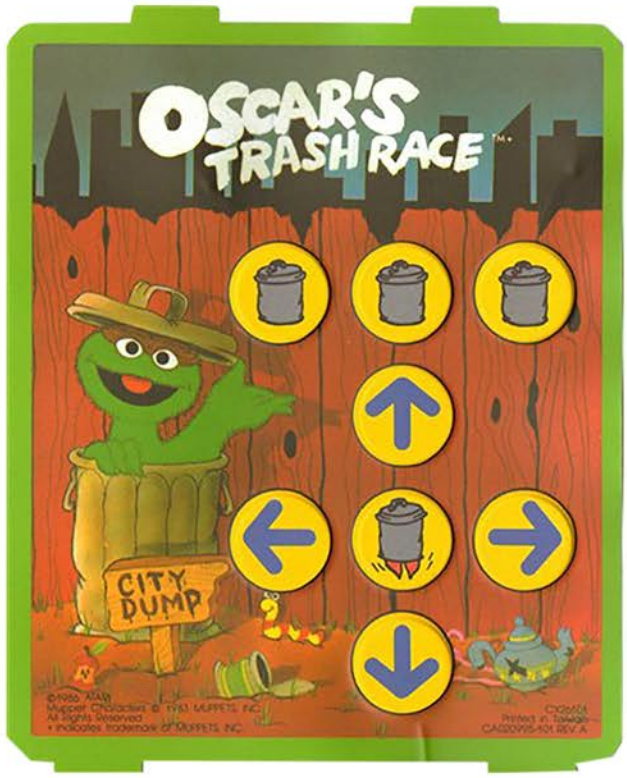
As this game is aimed at young children, most gamers won't find anything of interest here. However if you are a fan of Sesame Street then you should certainly check out the manual. There is a lengthy back story that has some wonderful full color artwork to go along with it, which is nice for fans.






Above: Manual Cover and Page Sample
Below: Kid's Controller and Game Overlay



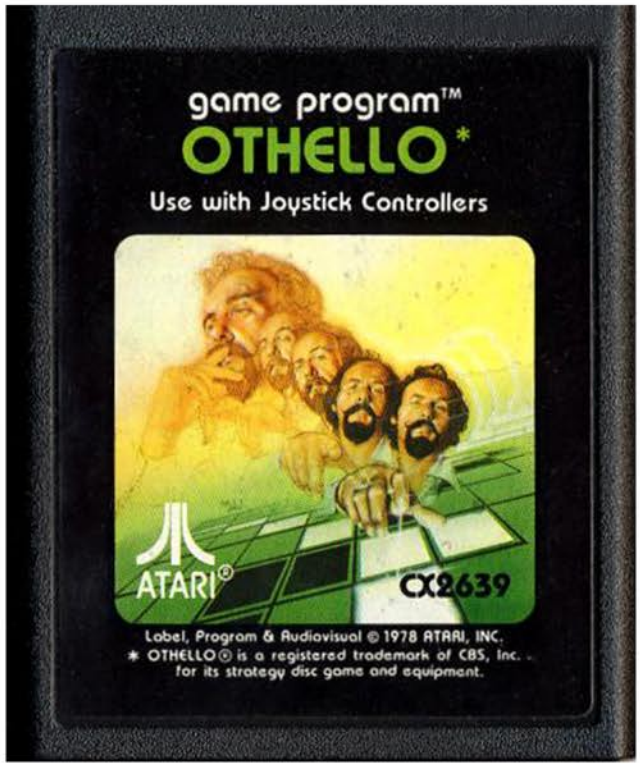

# Oscar's Trash Race

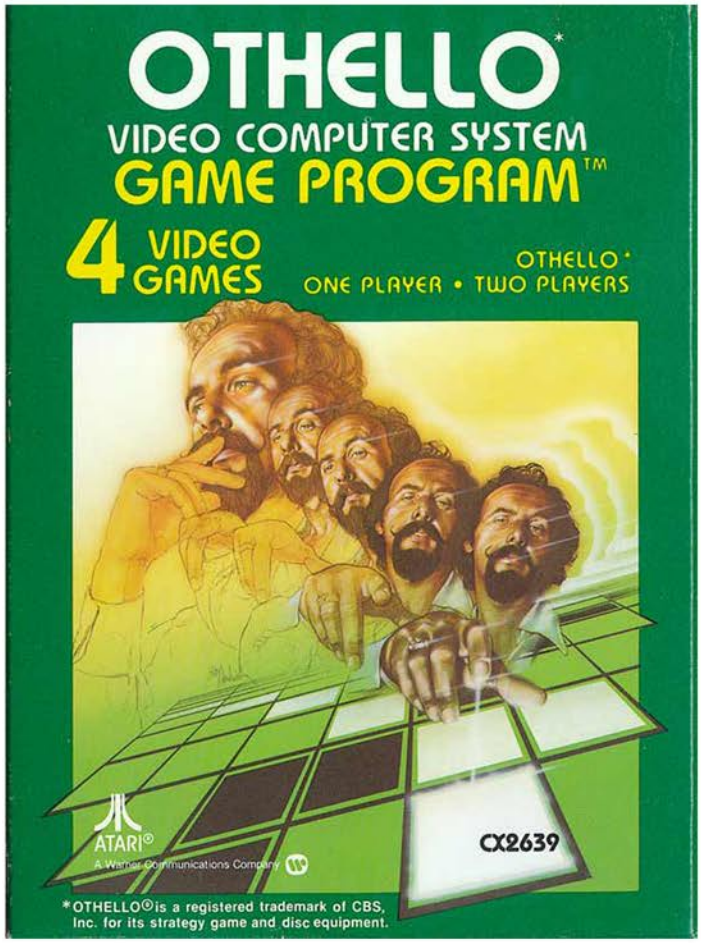
# Othello

Release Date: 1980
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Board Game

Alternate Title: N/A
Model #: CX2639
Rarity: 2
Programmer: Ed Logg

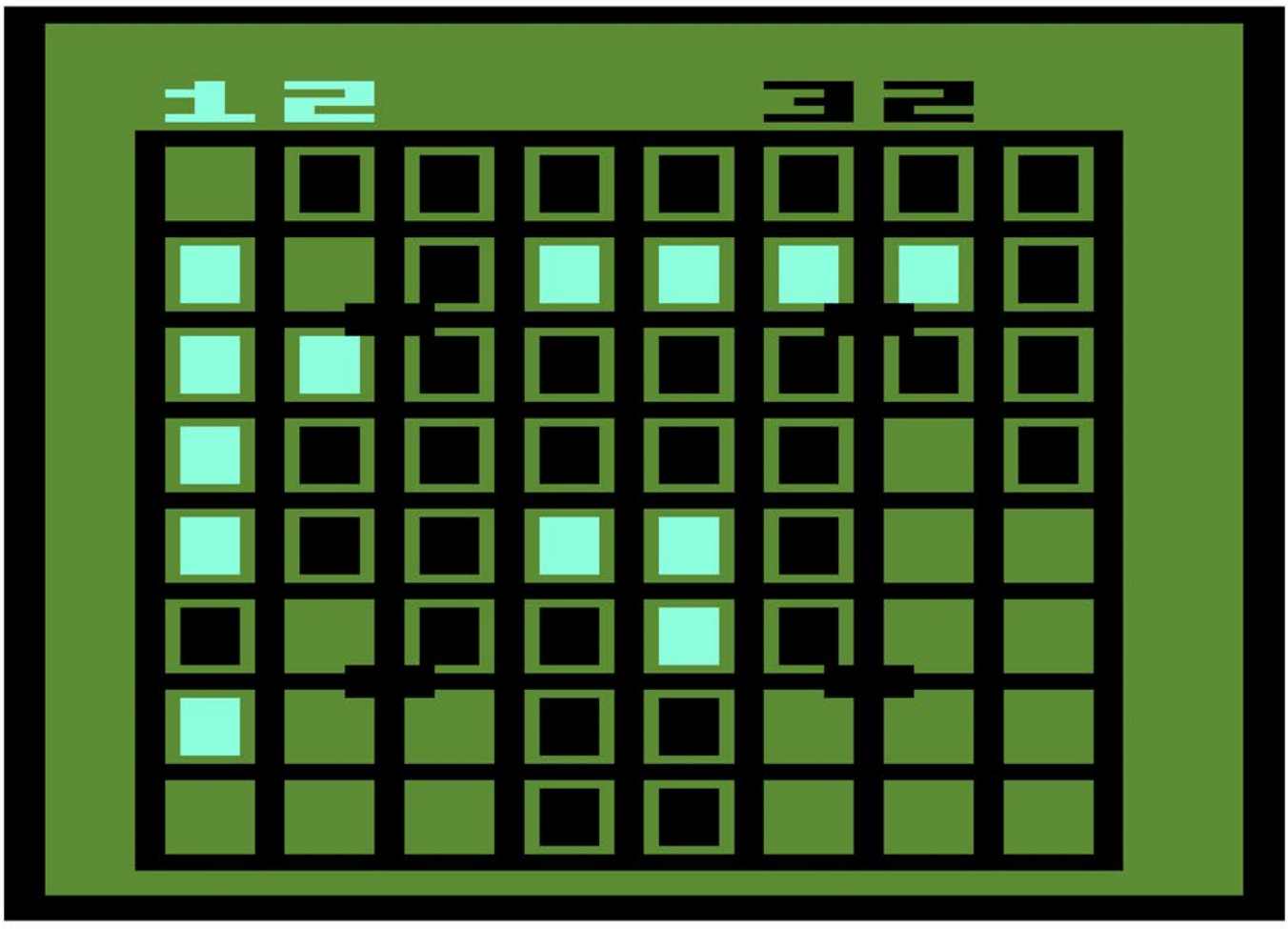
This is a simple, straightforward digital version of the popular board game.

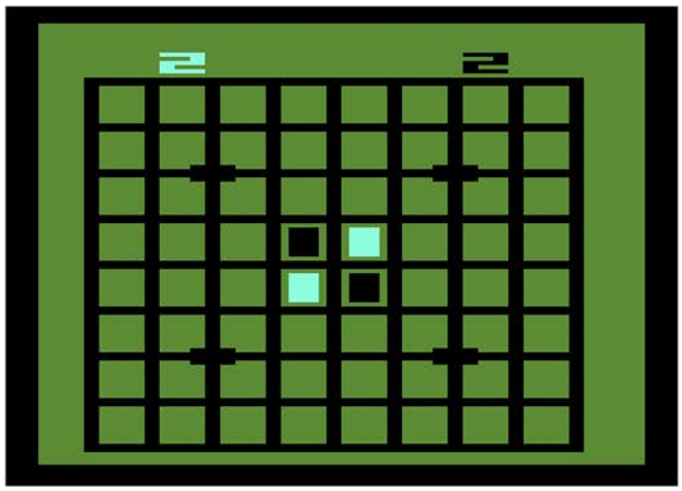


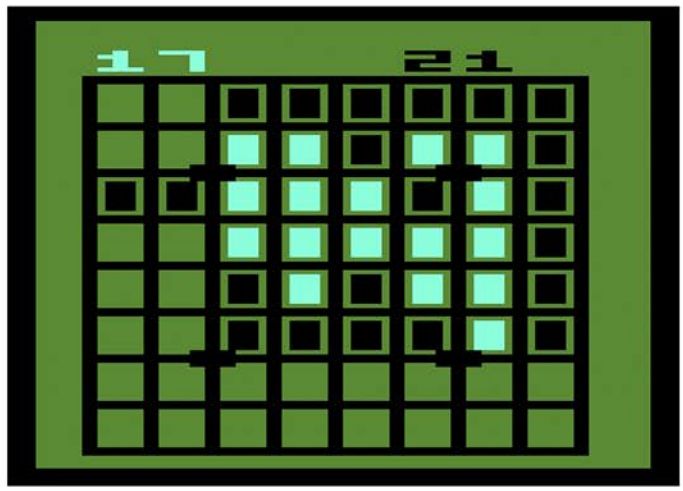



Prepare to do battle across sixty-four squares of black and white chip flipping! OK maybe it's not as exciting as all that, but what the game lacks in fast paced excitement it more than makes up for in strategy. This is one of those games where if you don't have a robust plan in place from your first move on, then you are going to have a rough go of things.

The basic premise of the game is to put down your black or white chips and "capture" your opponents chips. This is accomplished by pinning their chips in between yours in either horizontal, vertical or diagonal lines and flipping them to your side. Play begins with each player having two chips in the center of the board diagonal from each other. Play alternates between the two players (provided they have a valid move) until the entire board is filled. At which point the score is tallied and whoever has the most chips on their color wins.

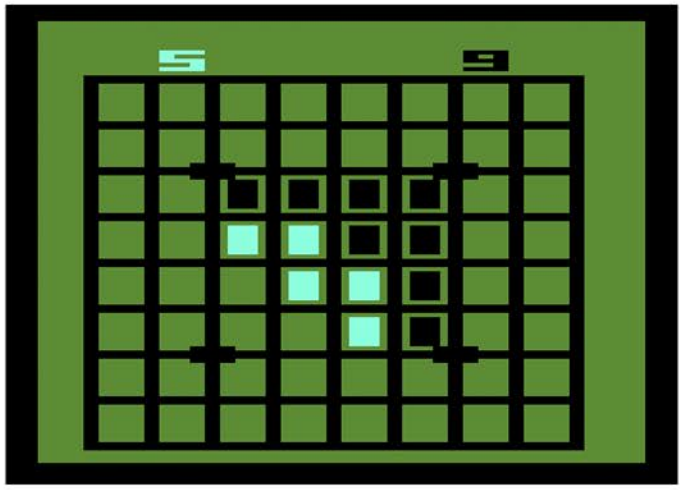


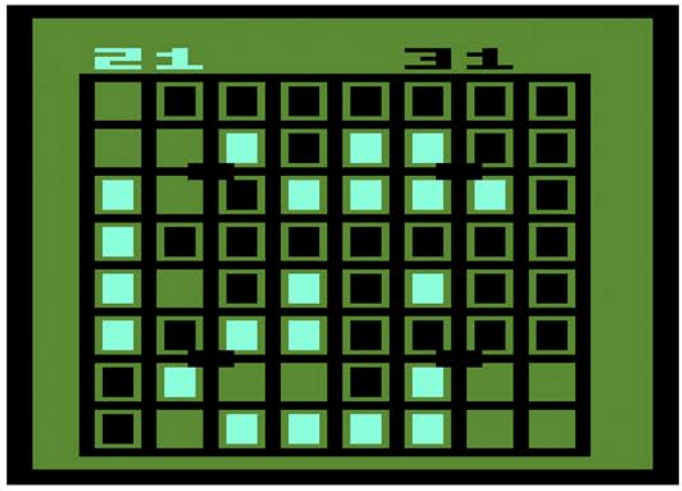


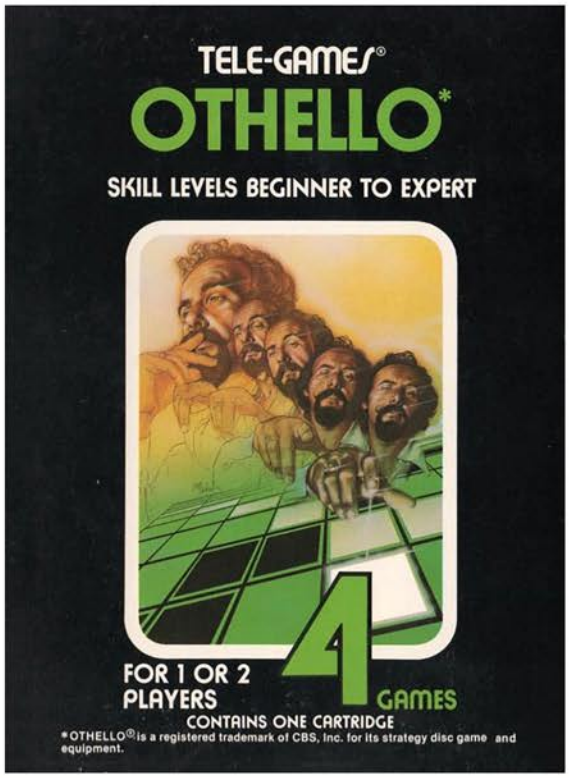



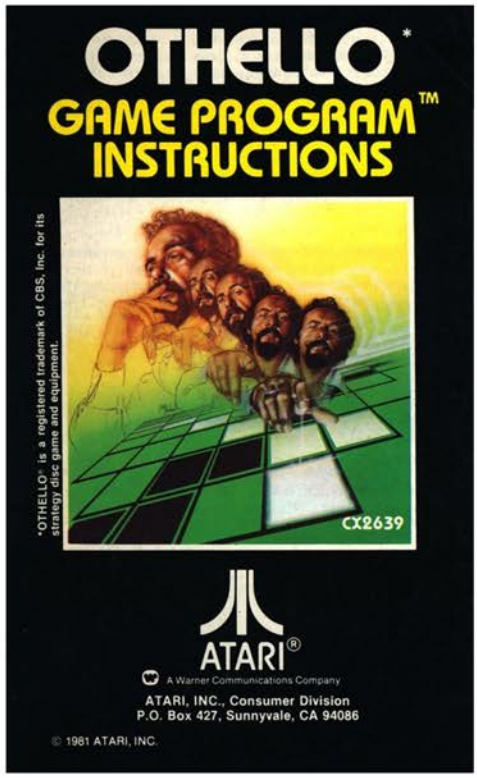

While it seems simple, things can turn on a dime if you aren't paying attention, with a dozen or more chips being flipped on a single move a possibility towards the end of the game. Chances are if you are playing against a friend this will be a rare occurrence unless one of you has a lot of playing time under their belt. However if you are playing against the computer expect this to happen with virtually every single game. If this is your first time playing Othello, expect the computer to give you a behind the woodshed beating even on the "beginner" level difficulty. I've been playing games my entire life, and played a fair amount of Othello, but the beginner CPU destroyed me with every single outing. Which is a shame because if this is a player's first experience with the board game the constant thrashings right out of the gate may cause them to give up on the game all together.

Extreme difficulty aside, this is a really solid version of the game. Moving the cursor with the joystick is simple, and it's nice to have the computer handle the flipping of the chips and keeping a running tally of things. However in this day and age there are far easier ways to play a game of Othello than by breaking out the 2600.





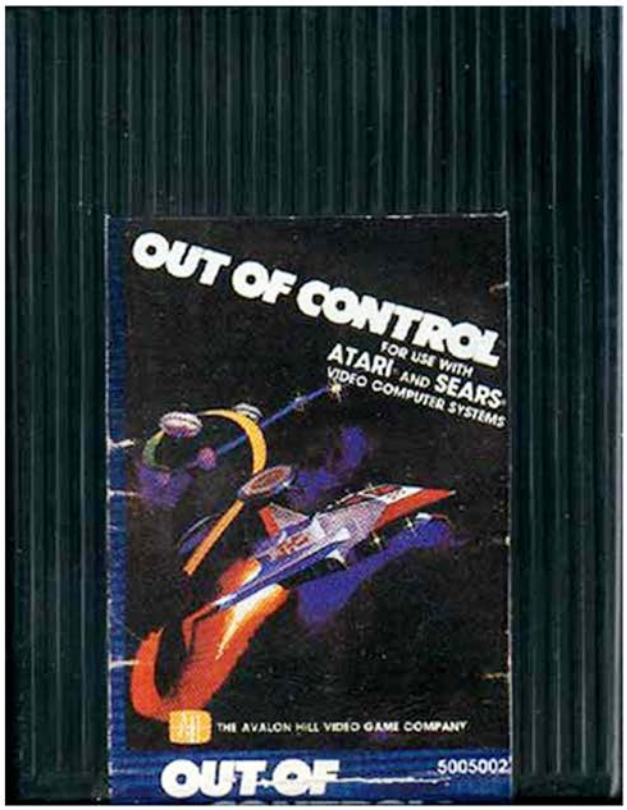

Top Left: Sears Tele-Games Box
Top Right: Manual Cover
Below: Catalog Sample

# Out of Control

Release Date: 1983
Publisher: Avalon Hill
Controller: Joystick
Players: 1
Genre: Arcade

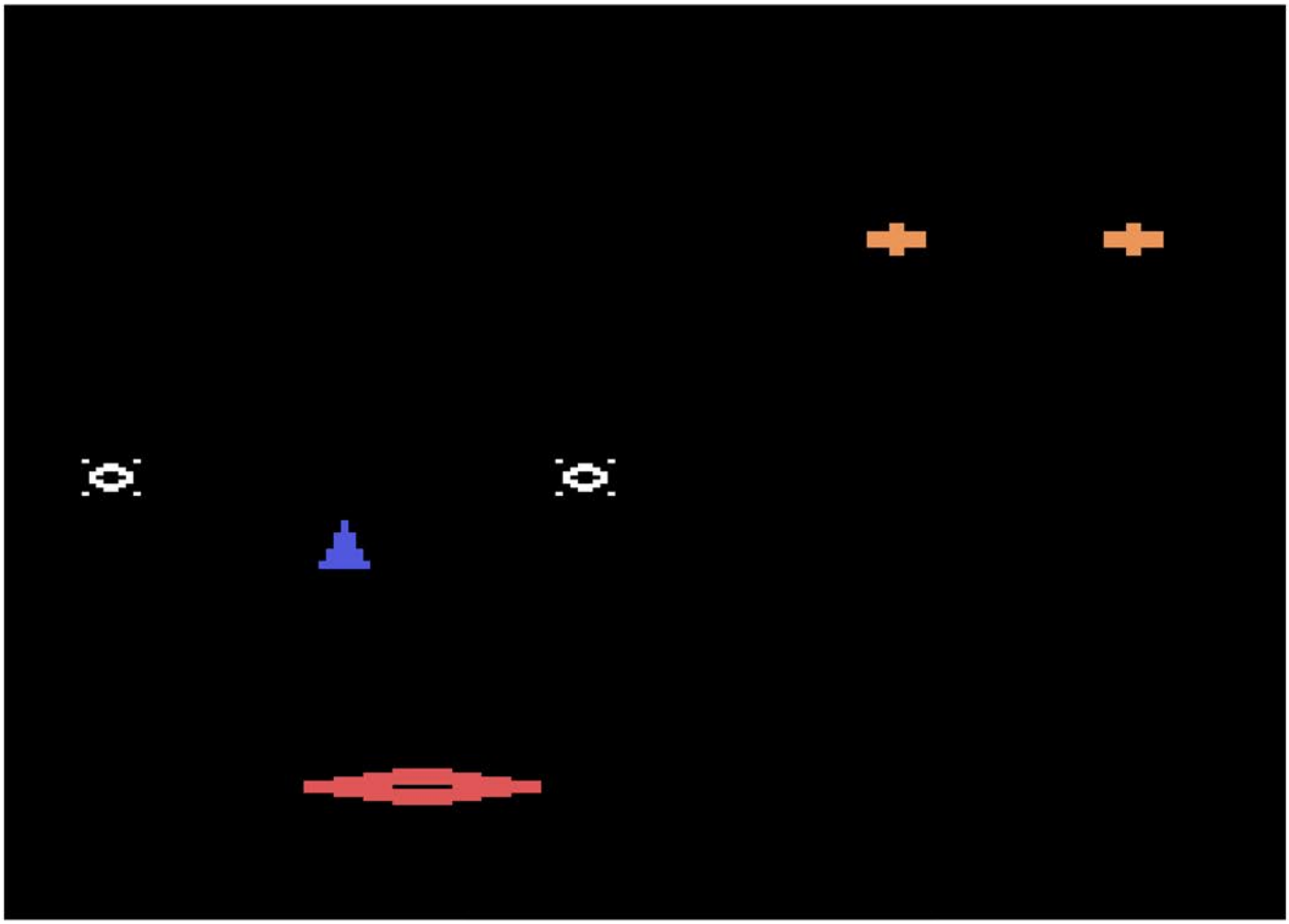
Alternate Title: N/A
Model #: 50050
Rarity: 9
Programmer: Jim Jacob

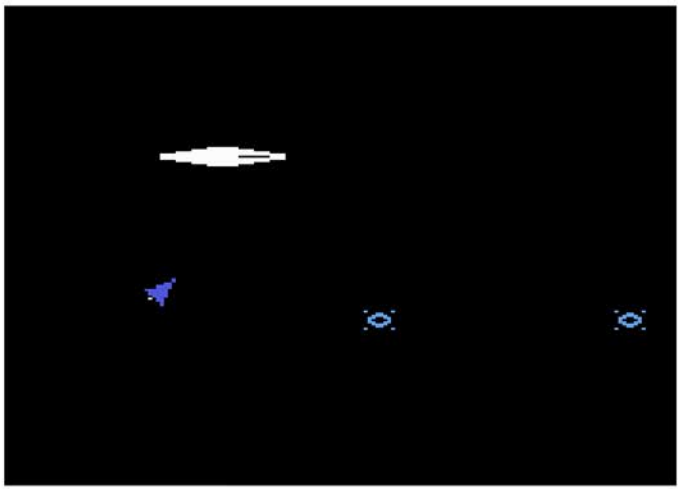
Never in the history of gaming has a the title of the game been so spot on.

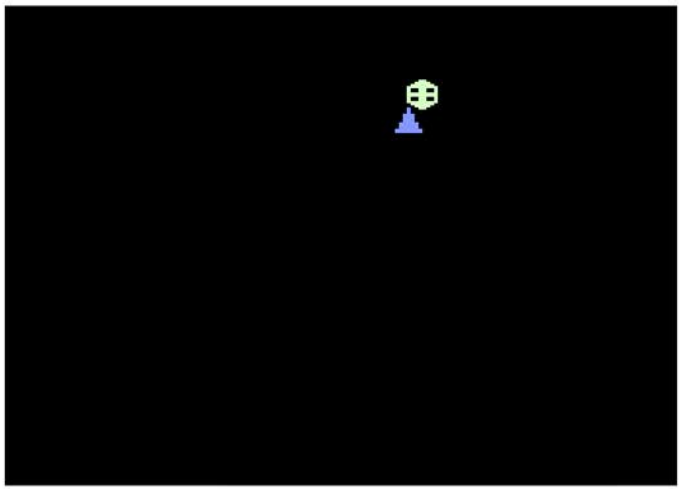


Welcome to the great space race, where it's just you against the clock. Standing before you is an obstacle course filled with three different types of buoys to weave your way around and through. Past that you'll find the space balloon pop and finally the space docking portion. Should you complete the entirely of the race in a respectable amount of time (or really at all) you might want to consider applying to NASA as a shuttle pilot.

The game starts with you at the bottom of the course and several buoys above you. There are three types you'll encounter, some that point which side you must pass them on, some you'll have to go in between, and some you just have to avoid. When you successfully navigate through one, the next one will turn white, letting you know you're on your way. Unfortunately if you touch one, you'll be forced to go back to the previous buoy and pass it again. This is going to happen more often than you'd think due to the controls.



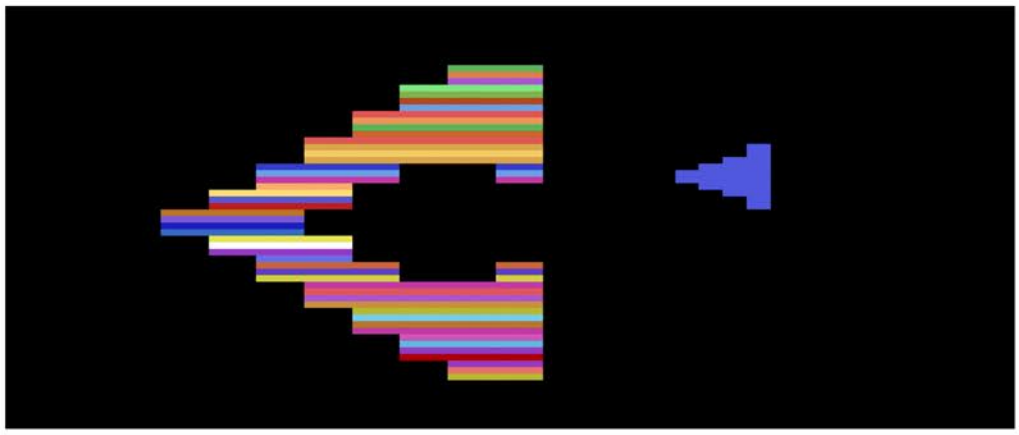


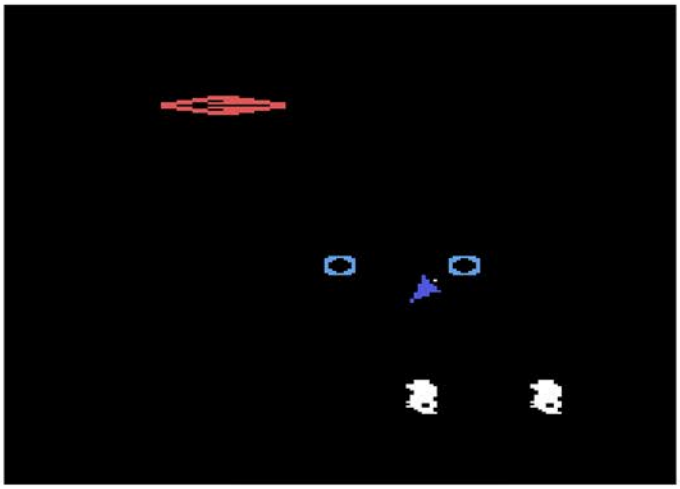


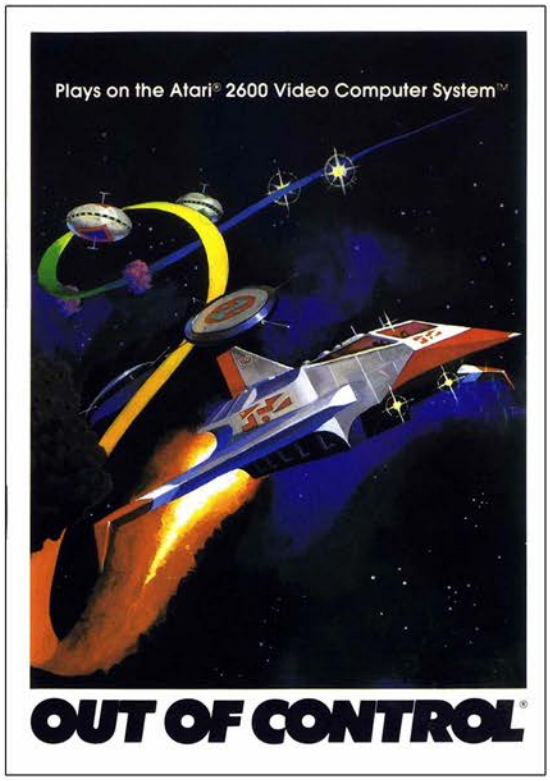
Once you get past the buoys it's time for the balloon pop, where they'll randomly appear in space and it's your job to touch them with your ship. After completing that your home base will appear and you'll have to dock, which due to the controls and unforgiving collision detection makes this virtually impossible. The dock requires pixel perfect positioning and speed, which most players will never achieve.

The best way I can describe the controls is to compare it to pushing a shopping cart across an ice skating rink while wearing slick bottomed shoes and after drinking a fifth of vodka. If you hold down the thruster for even a microsecond too long, you will go careening off into space. If you want to move in a different direction you have to hold the thruster down for several seconds before you even inch in that direction. The end result of this catastrophe of a control scheme is that you must inch along in order to clear each buoy. If you ever get up a head of steam you might as well hit reset because you're going to have to do a massive amount of backtracking.

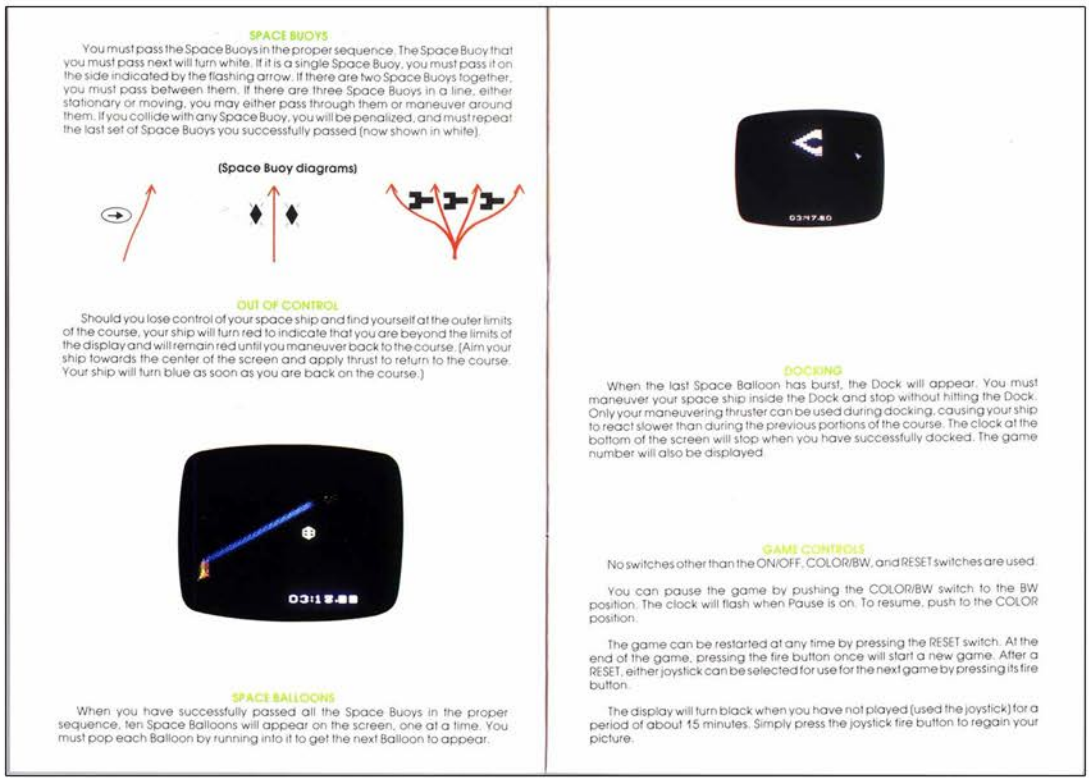
With some tighter controls this could have been a fun spaced based slalom racing game, especially since there are 28 gameplay variations with up to eighty-two buoys to tackle. Instead it's an exercise in frustration.








Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



**SPACE BUOYS**

You must pass the Space Buoys in the proper sequence. The Space Buoy that you must pass next will turn white. If it is a single Space Buoy, you must pass it on the side indicated by the flashing arrow. If there are two Space Buoys together, you must pass between them. If there are three Space Buoys in a line, either stationary or moving, you may either pass through them or maneuver around them. If you collide with any Space Buoy, you will be penalized, and must repeat the last set of Space Buoys you successfully passed (now shown in white).

(Space Buoy diagrams)

**OUT OF CONTROL**

Should you lose control of your space ship and find yourself at the outer limits of the course, your ship will turn red to indicate that you are beyond the limits of the display and will remain red until you maneuver back to the course. (Aim your ship towards the center of the screen and apply thrust to return to the course. Your ship will turn blue as soon as you are back on the course.)

**SPACE BALLOONS**

When you have successfully passed all the Space Buoys in the proper sequence, ten Space Balloons will appear on the screen, one at a time. You must pop each Balloon by running into it to get the next Balloon to appear.

**DOCKING**

When the last Space Balloon has burst, the Dock will appear. You must maneuver your space ship inside the Dock and stop without hitting the Dock. Only your maneuvering thruster can be used during docking, causing your ship to react slower than during the previous portions of the course. The clock at the bottom of the screen will stop when you have successfully docked. The game number will also be displayed.

**GAME CONTROLS**

No switches other than the ON/OFF, COLOR/BW, and RESET switches are used.

You can pause the game by pushing the COLOR/BW switch to the BW position. The clock will flash when Pause is on. To resume, push to the COLOR position.

The game can be restarted at any time by pressing the RESET switch. At the end of the game, pressing the fire button once will start a new game. After a RESET, either joystick can be selected for use for the next game by pressing its fire button.

The display will turn black when you have not played (used the joystick) for a period of about 15 minutes. Simply press the joystick fire button to regain your picture.

# Outlaw

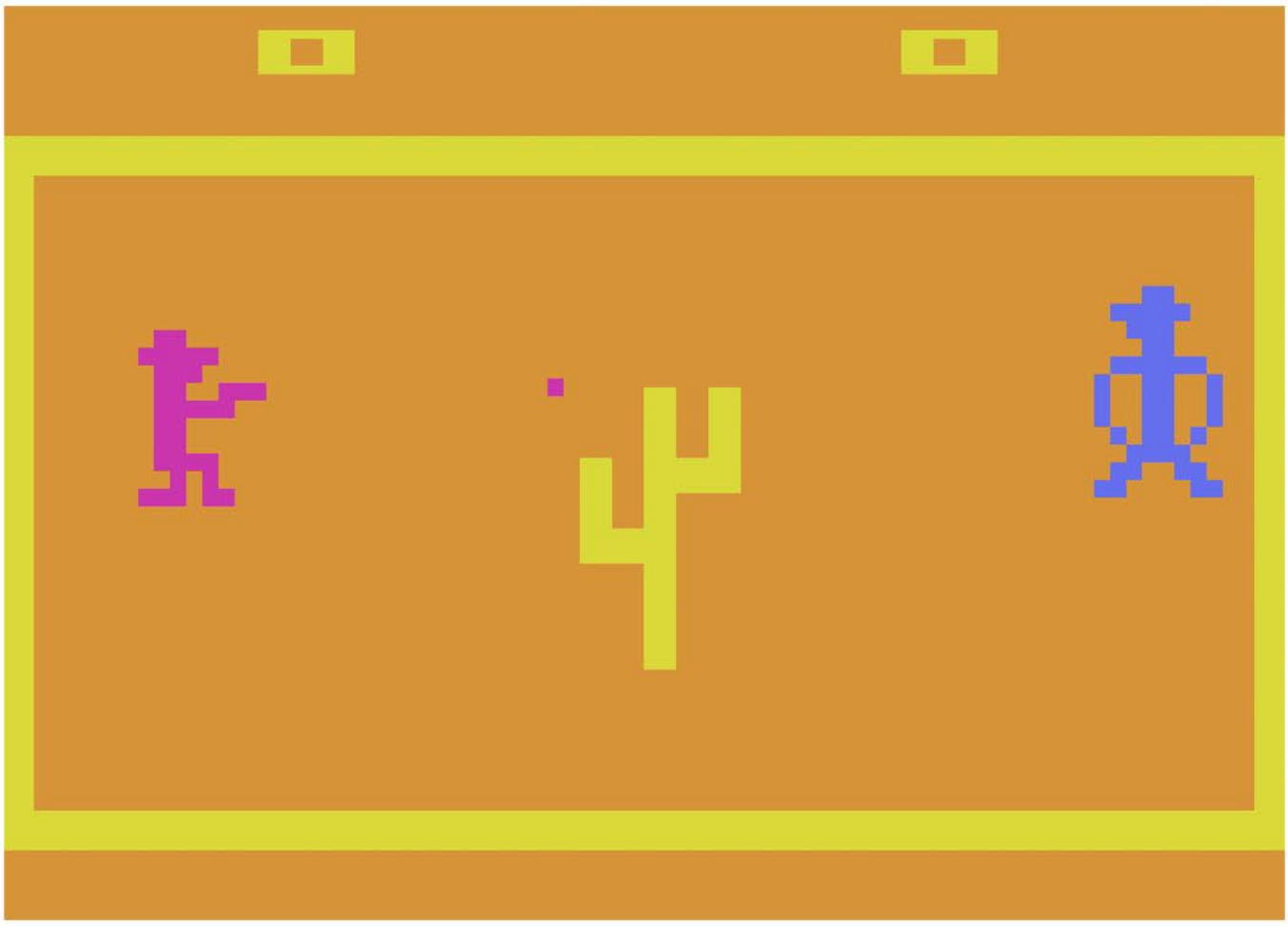
Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

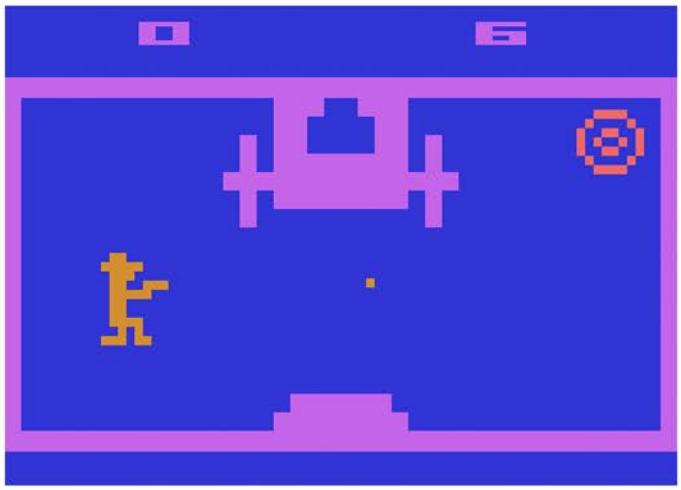
Alternate Title: N/A
Model #: CX2605
Rarity: 2
Programmer: David Crane

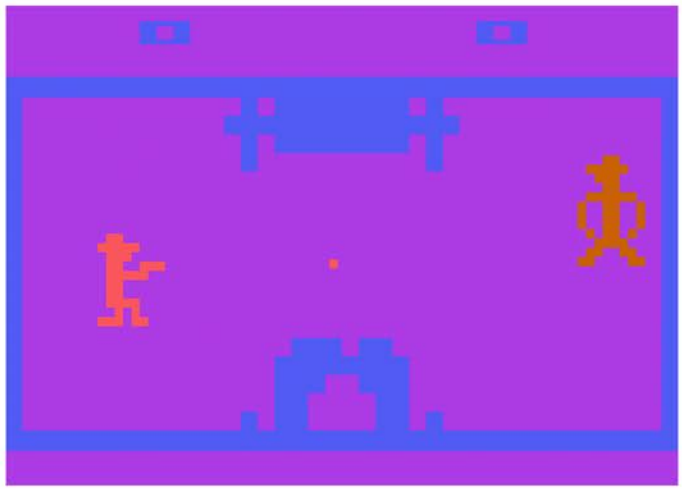
As one of the earliest 2600 games, it's not surprise this is incredibly basic.

You are the Outlaw Josey Wales….well….not really but that's what the cover artist would like you to believe since they lifted the design straight from the movie. In reality you are a random cowboy who must face off with another random cowboy in a deadly duel. Armed with a six-shooter you do battle on a variety of battlefields to determine who is the best shot in the west. Or if you don't have a friend handy your only option is to face off against a moving target, since there is no A.I. here.

The outlaw duel has a few different varieties that you can pick from. You have your choice of obstacle from cactus, stage coach, and a center wall that must be broken down (and depending on your preference the stage coach and cactus can also be destroyed).



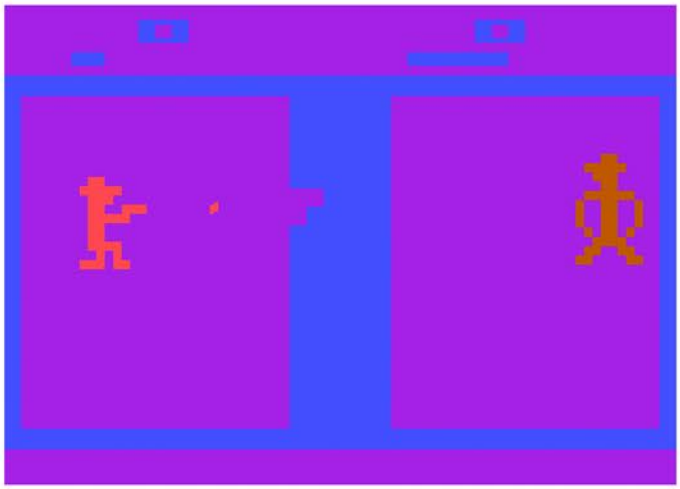


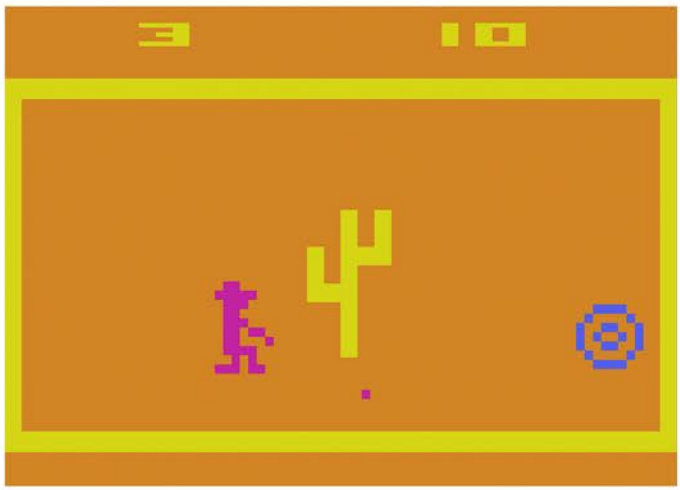


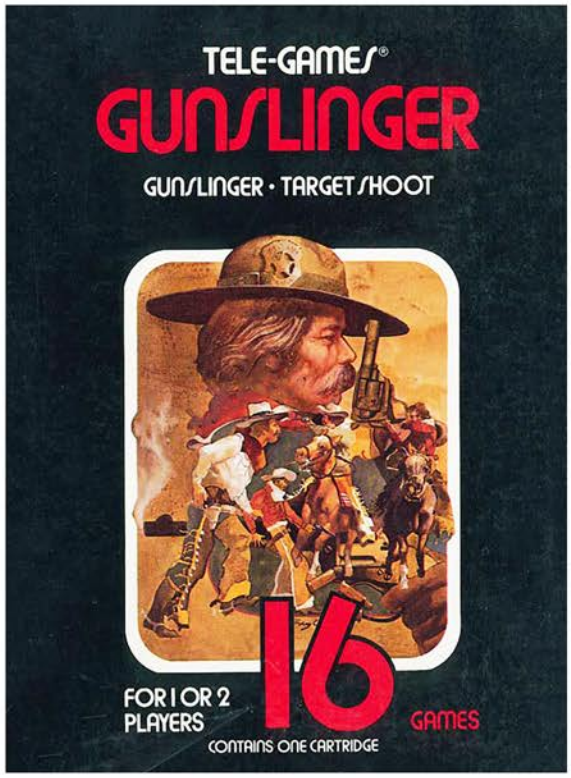
From there you pick your weapon. There is the unlimited straight shooter, the unlimited ricochet bullets that can be bounced off the top or bottom of the screen, and the standard six-shooter that only gives you six shots.

If you don't have any friends, it will be you against the moving target. You also have your selection of obstacles, including the moving stagecoach. You have the unlimited ammo handgun with the bouncing bullets, so fire away to hit the target. You have ninety-nine seconds to score a direct hit ten times, at which point the game ends.

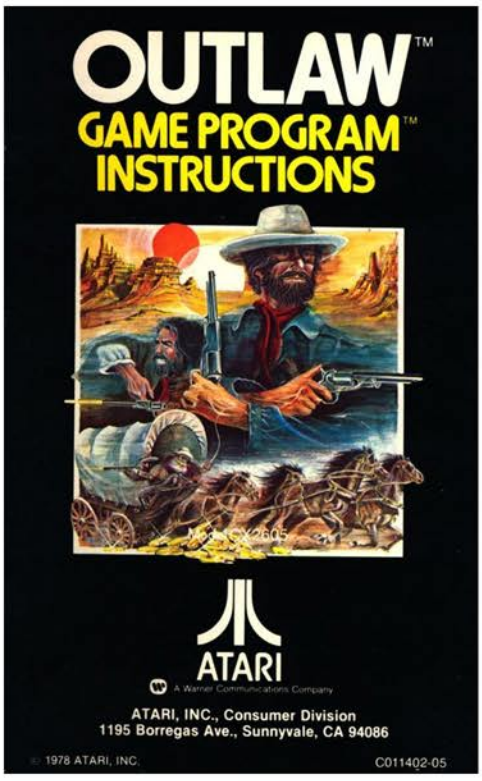
And that's really it. The graphics are rudimentary, the gameplay is slow and virtually non-existent, and there aren't any sound effects outside of the firing of your gun and when you hit your opponent. If you are looking for a great single player experience, this isn't it. However if you are looking for another one-on-one competitive title for a tournament this one could be a nice addition to go alongside other titles like Combat.








Top Left: Catalog Sample
Top Right: Sears Tele-Games Box
Below: Manual Cover and Page Sample

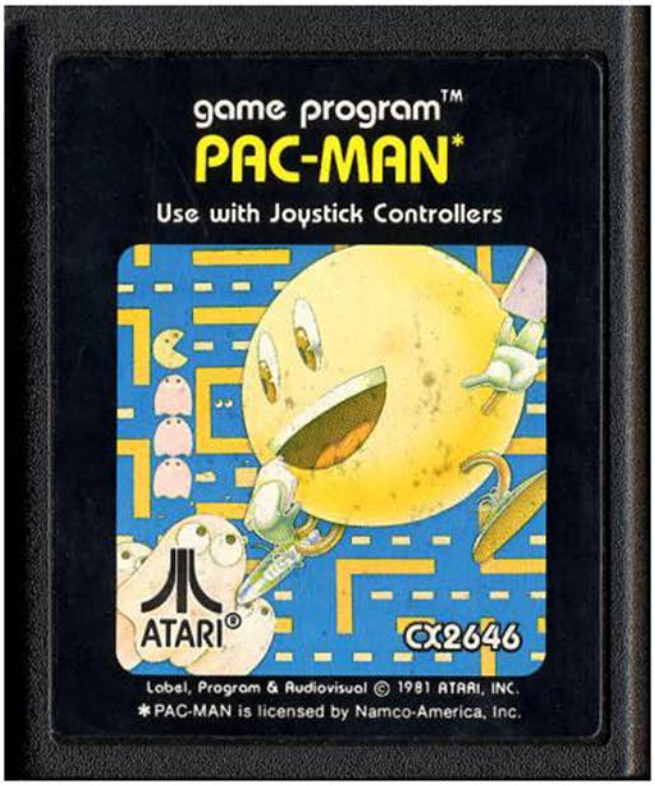


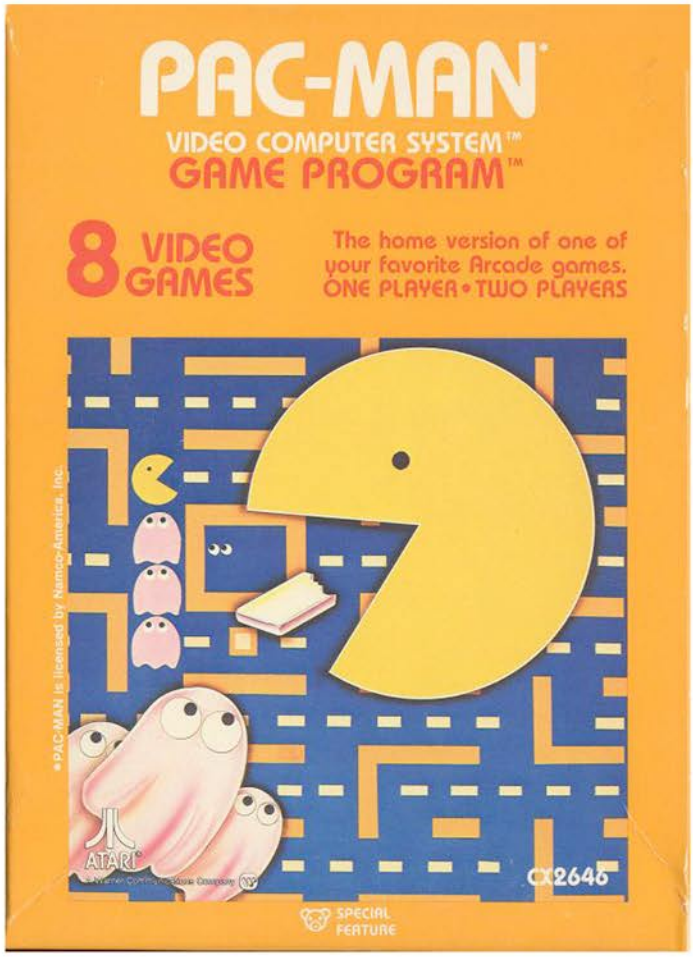
# Pac-Man

Release Date: 1981
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2646
Rarity: 1
Programmer: Tod Frye

This is one of the most maligned games not just on the 2600, but in the history of gaming.



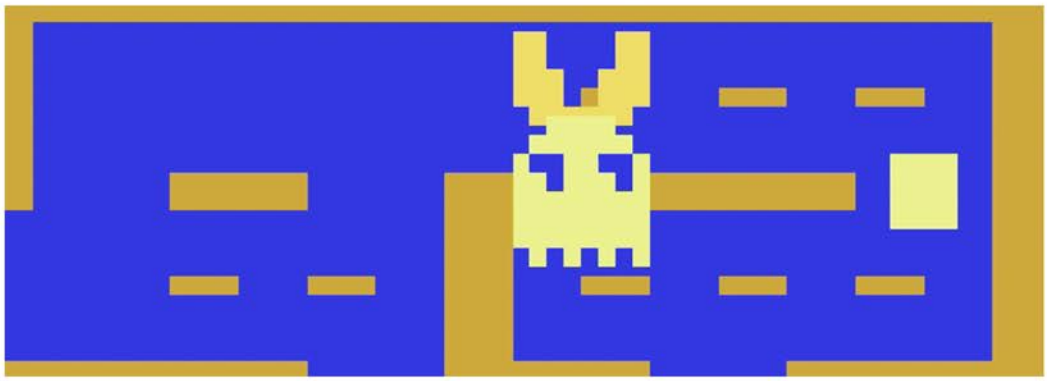
This is the moment millions of gamers were waiting on, the most popular video game arguably ever was finally coming home to the Atari 2600. Unfortunately instead of having a recreation of the arcade experience, this version felt like it was designed by someone who never played nor saw the original game and instead had it described to him by a five year old.

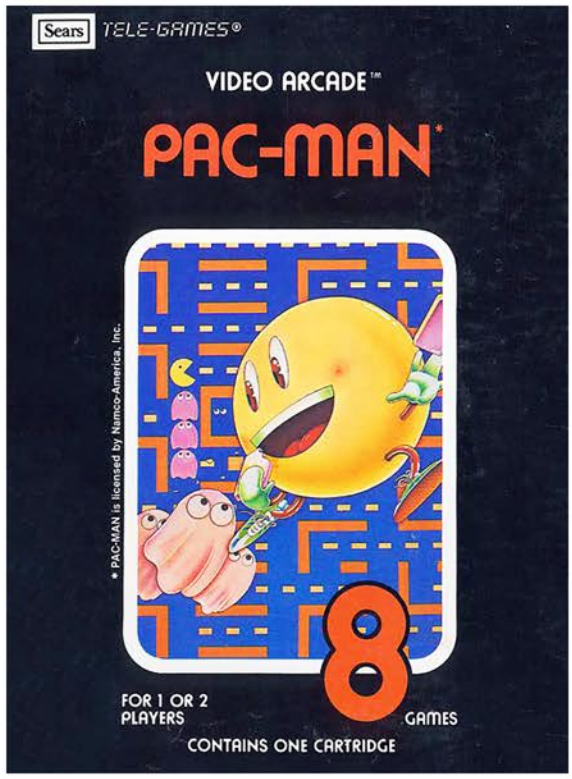
The game begins with our video wafer munching hero near the center of the screen, and his four ghost nemesis just above him. As soon as the four note theme plays he's off to clear the screen of dots, however if he wants to survive he has to move down because all four ghosts have a tendency to move as a single unit towards him. This strategy can work to your advantage however if you can make it to one of the power pills and devour all of them in a split second.

The maze is decently designed with lots of twists and turns, as well as an escape route at the top and bottom of the screen. Unlike the arcade version (which is on the sides) you won't immediately appear on the other side. If you need a break from the action you can even hide inside here by alternating up and down on the controller. Unfortunately this is the only maze design so it does become quite stale rather quickly.

As you can imagine, there is a lot wrong with this game outside of the single maze. The graphics are laughably bad as the ghosts constantly flicker as they pursue you, especially when they are on top of each other (so much flickering in fact that I could only get one ghost per screenshot). The controls leave a lot to be desired as well, with turns being missed with some frequency, which is a bit of a problem in a maze based game. The collision detection is a bit off as well, with ghosts being able to impose death even though they aren't quite touching you. Finally the variations are lacking, as the ghosts and Pac-Man move at slightly different speeds.

By every measurable metric, this is a terrible game. That said, it absolutely is a must play by everyone who has even a passing interest in video game history, since this was arguably the game that lit the fuse that led to the industry burning down in 1983.






Top Left: Catalog Sample
Top Right: Sears Tele-Games Box
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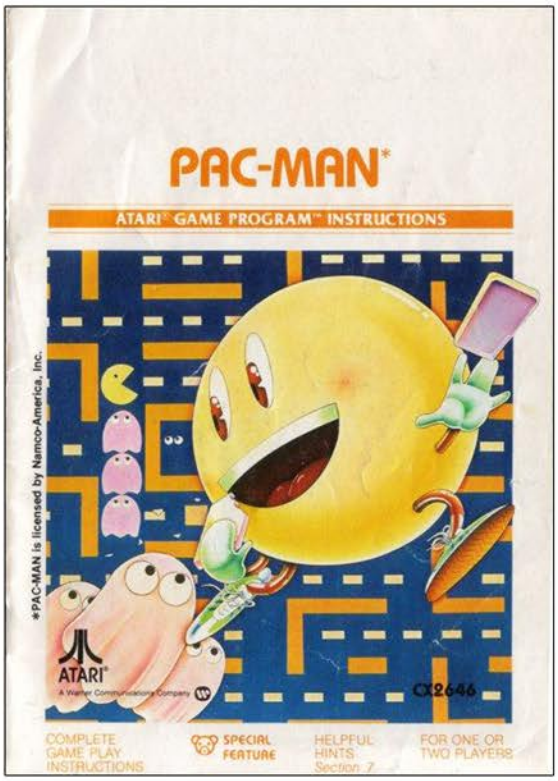
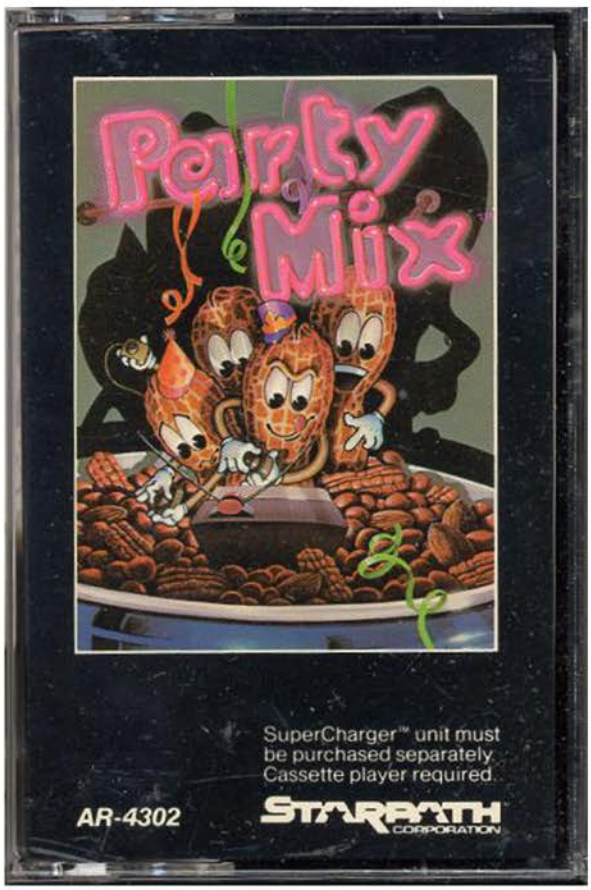


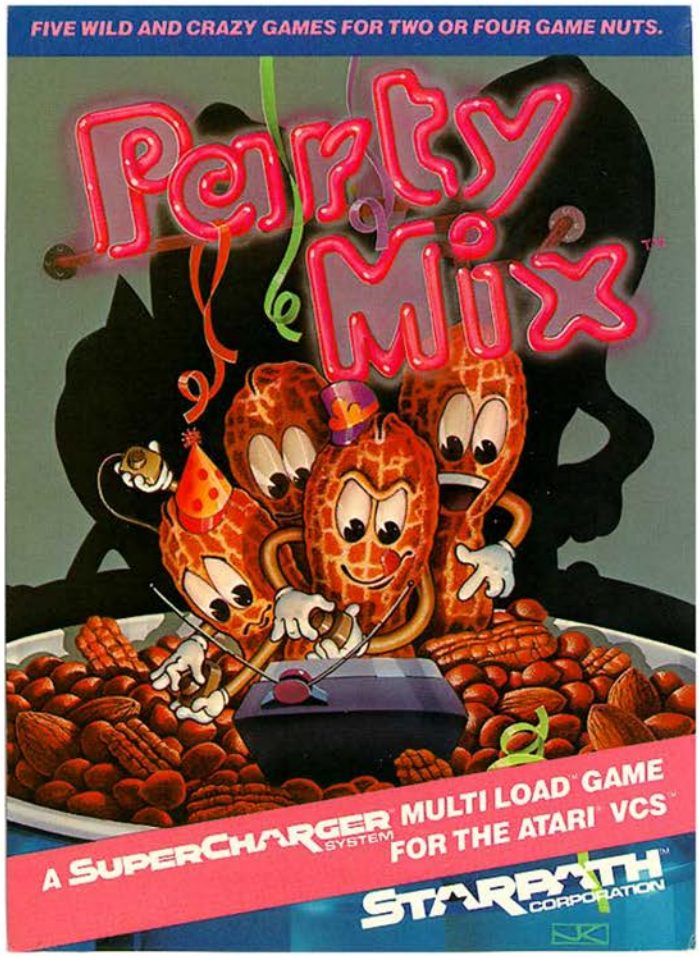
# Party Mix

Release Date: 1983
Publisher: Starpath
Controller: Paddles
Players: 2 - 4
Genre: Arcade

Alternate Title: N/A
Model #: AR4302
Rarity: 7
Programmer: Dennis Caswell

This party game has the potential to be enjoyable, provided you have friends (and probably alcohol).



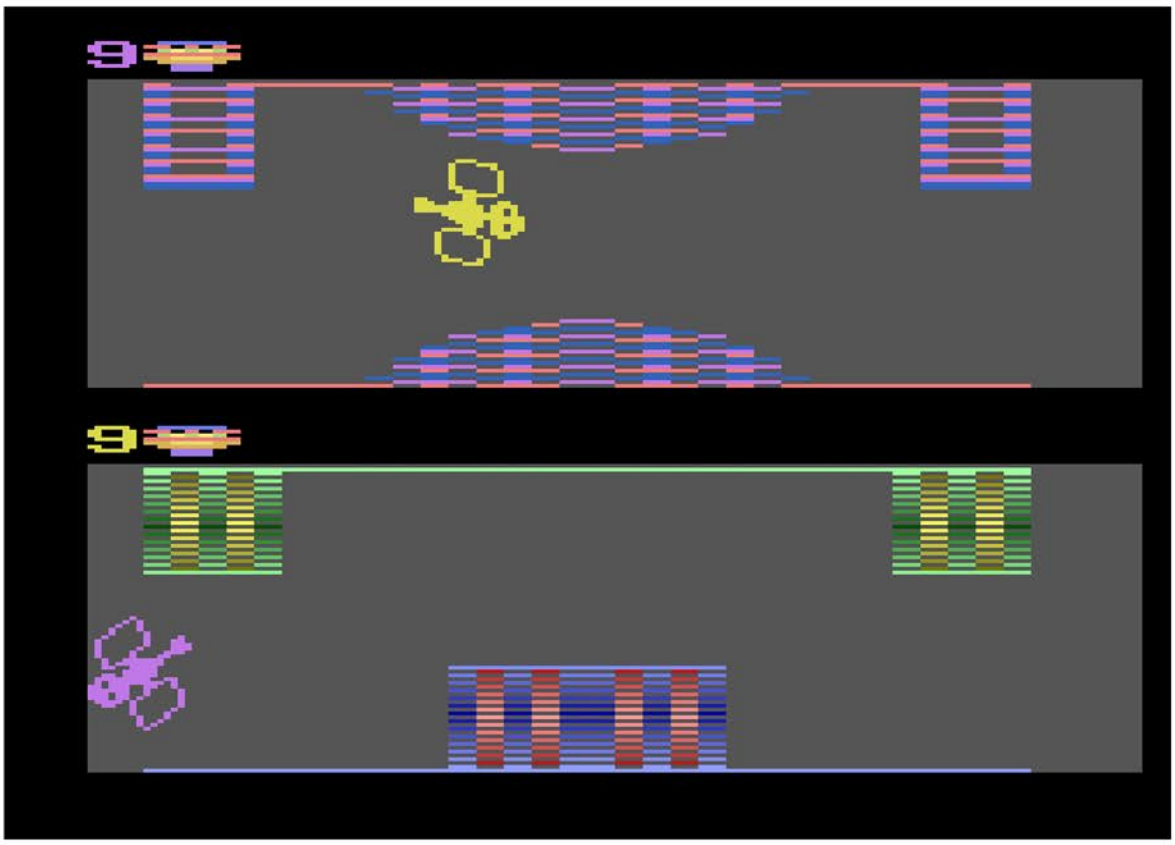



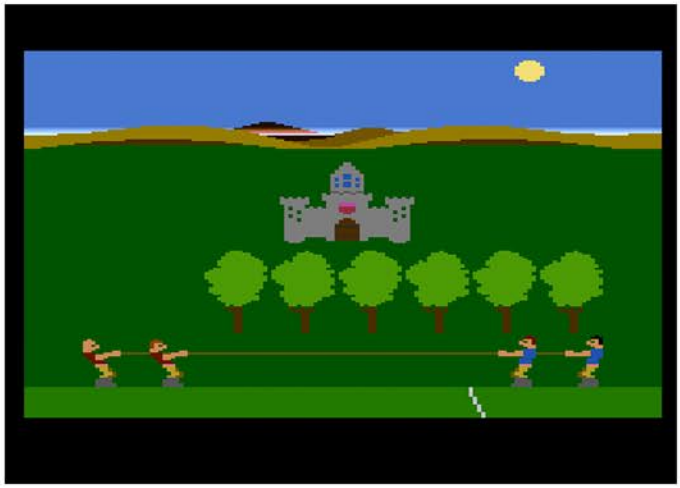
Break out the paddle controllers and fire up your 2600, because it's time for mini-game mania. Over the course of five games battle against a single opponent or a tag team to see who can get the high score.

First up is Bop a Buggy, which is a competitive racing game with a sabotage feature. You control a fast moving buggy who must navigate through several screen with various obstacles. Some of them are stationary ones that form a corridor, while other rooms have moving blocks. If you touch any of them your speed will decrease by about ninety percent. At the top of the screen are the boppers, which will drop rocks at you in an attempt to knock you back. First one to the finish line wins the race.

Tug of War is next, and is pretty self explanatory. Once the bell sounds, press the buttons on your controller as fast as you can to get your team moving in the right direction. Whoever pulls the other team across the center line first is the winner.

Wizard's Keep puts you in control of a fireball throwing wizard who is using his immense power to knock down various targets scrolling along the side of the screen. Firing the fireball takes some getting used to, as the wizard uses the cartoon windup method where his arm spins around and around.



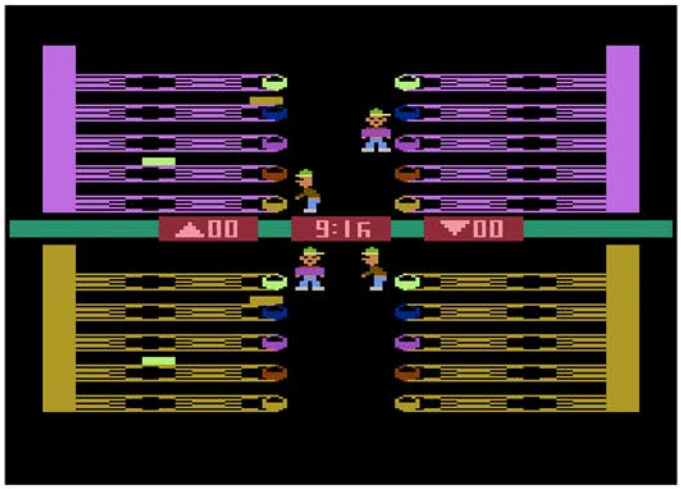


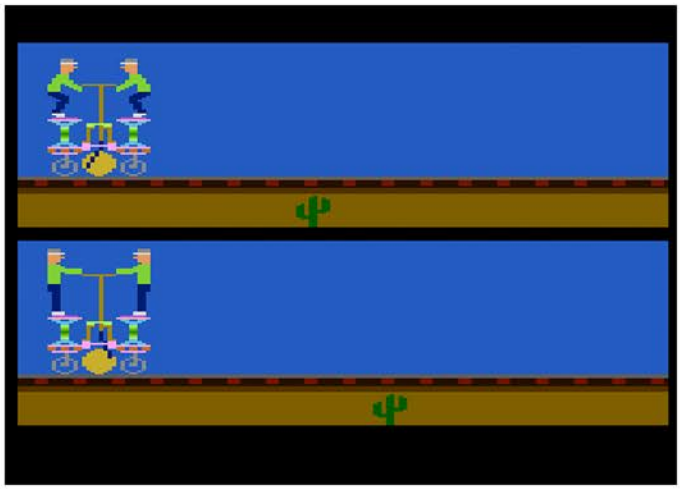
There is really only one viable release point that will go towards the target, while all other throws will go straight down or back behind you. First one to ninety-nine wins the match, which sounds daunting but is less so when you see that targets range from two to seven points each.

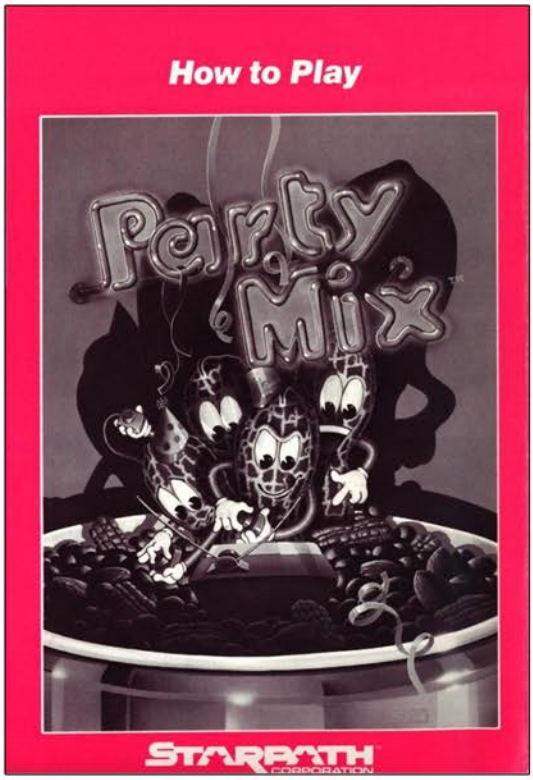
Down the Line brings the excitement of warehouse work into your home. You and your teammate must work together to move packages from the left side of the screen to the right, placing them on the correct color. Rather than have a target score, the game is on a timer that starts at eight AM and goes until five PM. Winner is whoever got the most work done.

Finally it's the Handcar race, where you and your partner must pump the accelerator on a train handcar to get it racing down the track. This is done by making sure you have your hands on the plunger at all times, which will increase the speed. First one to get to the second crossing sign is the winner.

All the games here are varied and control pretty well. In the proper setting with some friends this could be a lot of fun, however if you are playing alone there's no point as there isn't an option to play against the computer.






Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

riety of screens and across the checkered finish line first. Avoid the ever-so-colorful obstacles—they'll slow you down. Watch for buggy boppers, too. They will be heaving bricks that will knock your buggy backwards and cause it to make a most embarassing noise.

▶ **Bop a Buggy**

In the four-player game, each team controls one buggy and one buggy bopper. Spin the paddle knob to point your buggy. Press the fire button to make it go. Rotating the other paddle knob will cause your bopper to slide from side to side; a press of the fire button will unleash a brick in the direction of your hapless adversary.
Boppers are allowed nine bricks per screen. The digit to the left of your bopper indicates how many bricks you have left. The left paddles control the upper buggy and the lower bopper.
In the two-player game, each player drives a buggy; the boppers are automated.

### Tug Of War

This game is simplicity itself. Forget the knobs—just press the fire button as fast as you can manage. The faster you push, the harder your team pulls. Just drag those weaklings at the other end of the rope across the white center line and you win.
In the four-player game, the left paddles are for the left

▶ **Tug of War**

team (in red). When you press game reset, the center line will be replaced by a couple of messages; but save your energy, the game doesn't begin until the center line reappears and "The William Tell Overture" begins.

### Wizard's Keep

You now control your very own wizard. Spin your paddle knob to control the speed at which the wizard's arm revolves. Push the fire button and he will release his fireball—hopefully in the direction of the targets.
Points per target are as follows:

- Chickens: 2 points
- Ships: 3 points
- Chalices: 5 points
- Jesters: 7 points

The first team to conjure up 99 points emerges victorious.

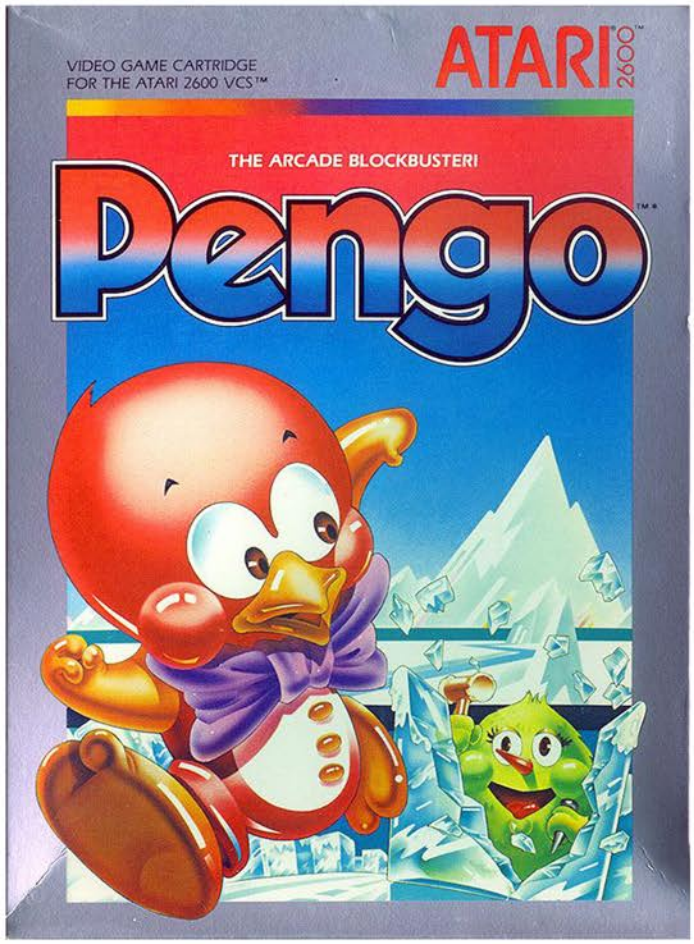
▶ **Wizard's Keep**

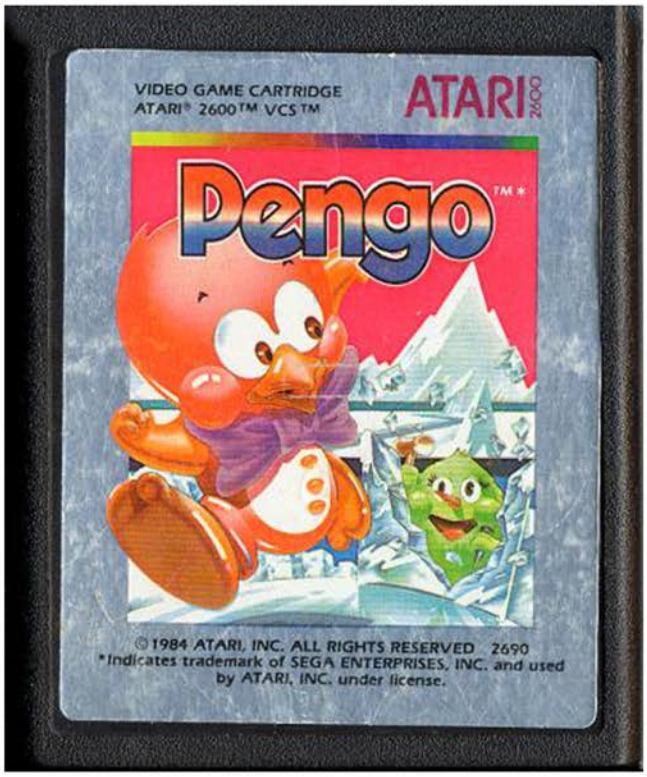
# PENGO

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2690
Rarity: 6
Programmer: Mark R. Hahn

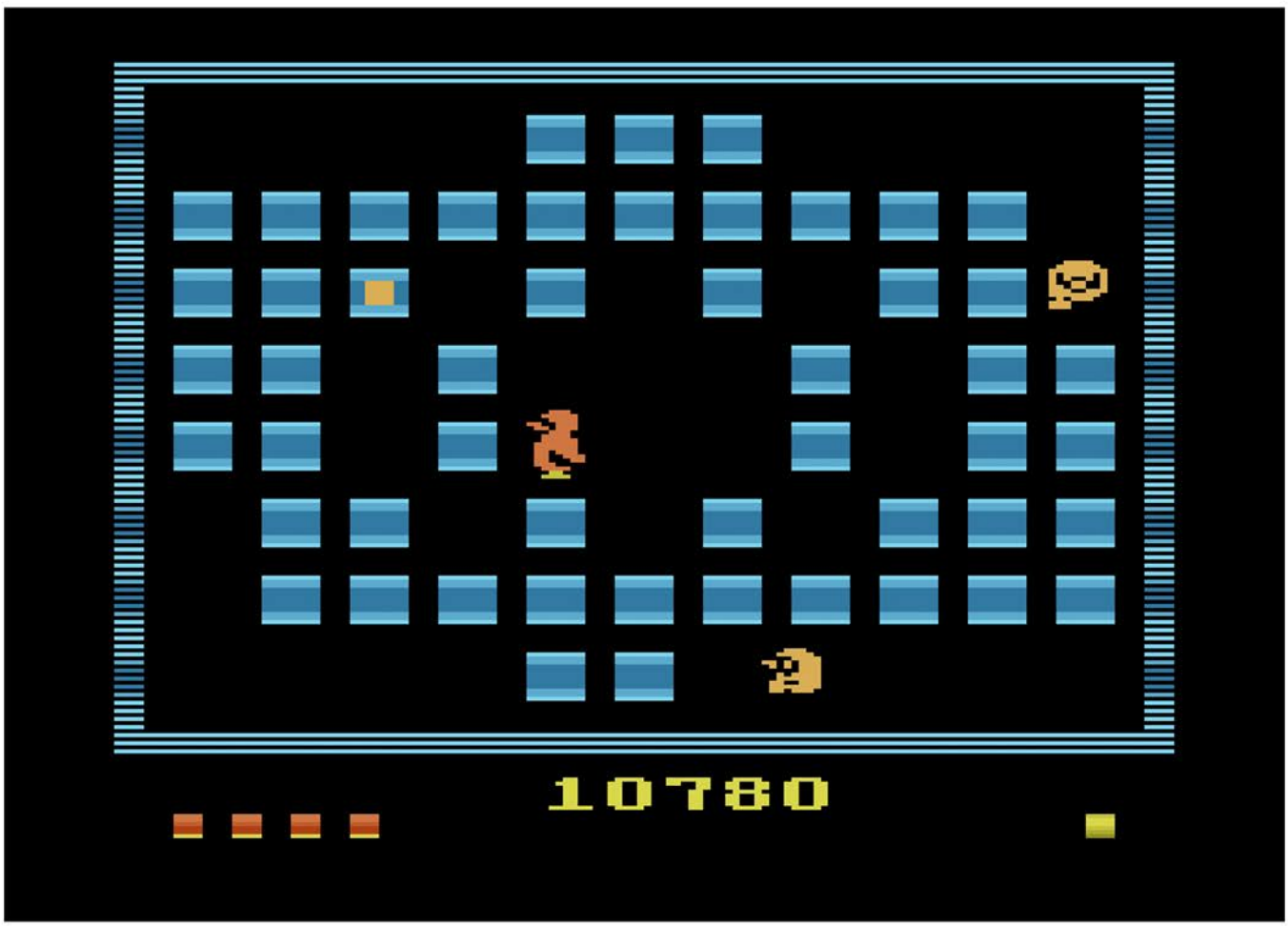
This is among the best arcade ports to hit the 2600.



You are the lovable penguin known as Pengo, and the only thing you care about in the world is walking around the ice covered landscape in search of jewels trapped in ice. Unfortunately for Pengo, he's not along on the ice shelf. Roaming around in all corners are the dreaded sno-bees, who want nothing more than to kill you.

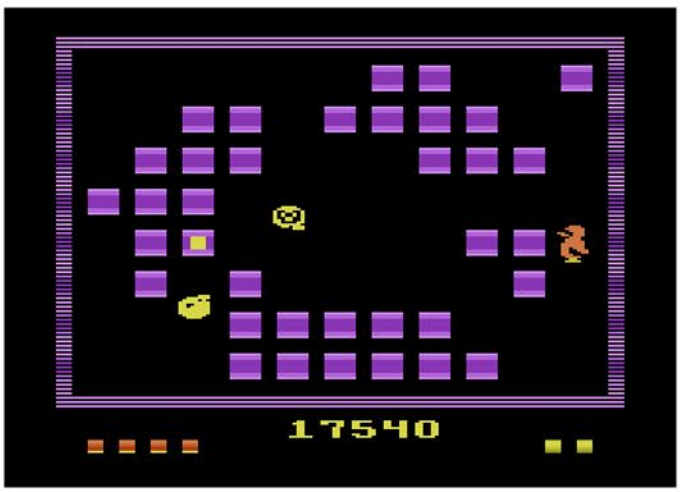
The game beings with you in the center of a collection of ice blocks, three of which are adorned with beautiful jewels. Your goal is to kick them around the arena so that all three of them are touching in a straight line, at which time you can claim them for yourself. This can be accomplished by kicking them against a wall, or lining them up against other ice blocks. Your strategy will have to be flexible however, as the sno-bees can break down regular blocks, removing them from play and eliminating a way for you to stop the jewels from sliding.

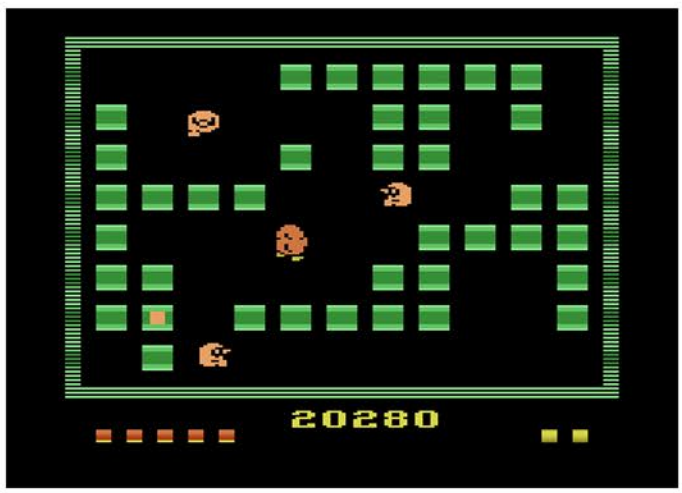


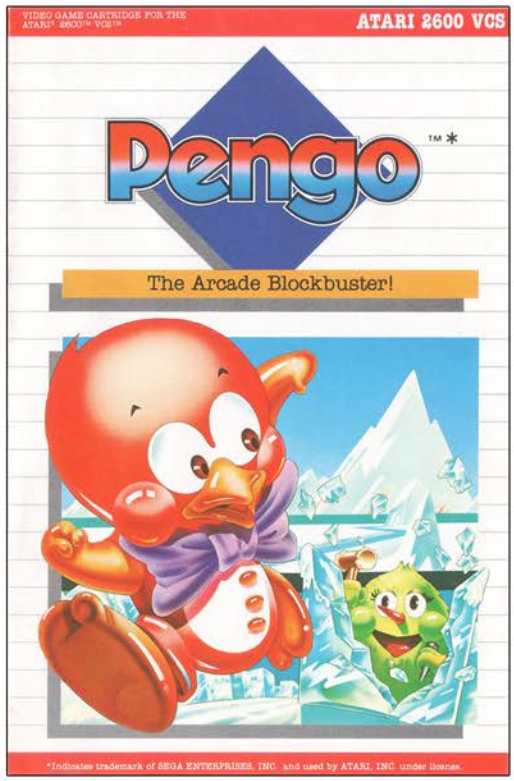
There are two ways to clear a level, either by lining up the jewels or destroying your pursuers. This can be done by kicking a block into them, which will propel them into the wall and crush them. On the earlier levels there will be a fixed number of enemies that appear at the start, however in later levels sno-bee eggs will randomly appear and spawn a new one if you aren't able to crush it in time. Complete either of these tasks and you'll be off to the next level.

The only real drawback to the game is the theme music. While it is a nicely composed piece for the 2600, it plays on a never ending loop and the volume has been turned up to eleven. Since it's a limited piece of music in terms of length, it quickly becomes old and borders on annoying.

Everything else about the game is spot on. The controls are tight, the puzzle action gameplay is fantastic, and most importantly, the challenge isn't too difficult or too easy. If you are a fan of the original arcade game, or are just looking for some fun arcade style gameplay, this one should be near the top of your list.






Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

# PENGO'S NEST EGG

Hey Pengo!Isn't it cold work racing around that ice rink, rearranging huge ice squares? Why do you keep trying to line up those three jewel-embedded blocks? What's that? You say you do it for a fortune in bonus points? Sounds like a neat nest egg! Can I help too?

## HOW TO SKATE ON THIN ICE

Insert the PENGO cartridge as explained in your ATARI 2600 Video Computer System owner's guide, and turn on your console.

Plug a joystick controller into the LEFT CONTROLLER jack for a one-player game. Plug a second joystick into the RIGHT CONTROLLER jack for a two-player game. Press the left joystick fire button or push the joystick in any direction to view the game options screen.

Press SELECT to choose a 1 PLAYER or 2 PLAYER game. Use the left joystick to change the round number (1 = easiest, 10 = hardest). Push it up to increase the round number; pull it back to decrease the round number.

The LEFT DIFFICULTY switch controls the PENGO theme song. Set it at A to play the song and at B to turn off the song.

Press the fire button to start the game. During a game, press RESET or SELECT to return to the game select screen. During intermission, press the fire button to continue play.

Use your joystick to move Pengo up, down, right, or left on the ice field. When Pengo comes up against an ice block, press the fire button to kick the block across the playfield, or to crush it if it's trapped against a wall or another block.

## KICK 'EM OUT! LINE 'EM UP!

**PENGO**

You start the game with five Pengo lives. Your current lives are displayed as red boxes at the lower left. You lose a life when a Sno-Bee touches you. You have approximately two minutes to complete a round. Each round ends when you destroy all the Sno-Bees, when the last one escapes, or when time is up. The game ends when you lose your last Pengo life.

**SNO-BEES**

Sno-Bees smash ice blocks to get at you. You lose a life if a Sno-Bee catches you. Nix the Sno-Bees first by squashing them with ice blocks, crushing them before they hatch, or running over them or squashing them with ice blocks when they're frozen. Watch out for smart Sno-Bees that can walk throught ice blocks.

You can freeze Sno-Bees that are near the ice field walls by pressing the fire button to make Pengo kick a wall until all walls vibrate. Any Sno-Bees touched by a vibrating wall will temporarily freeze. Also, Sno-Bees automatically freeze for a few seconds after you align all three jewel blocks. Run over the frozen Sno-Bees or, for more points, squash them with ice blocks.

**SNO-BEE EGGS**

The ice blocks that blink at the beginning of each round contain Sno-Bee eggs that can hatch as play progresses. Destroy these quickly for bonus points. The yellow boxes at the lower right indicate the number of unhatched Sno-Bee eggs on the field.

**JEWEL BLOCKS**

The jewel blocks are indestructible blocks with colored jewels inside. Your task is to line them up horizontally or vertically until they touch. You get 10,000 points for lining them up inside the playfield and 5,000 points for aligning them against a wall.

## ARCTIC ANTICS

**TWO-PLAYER GAMES**

In two-player games, players alternate each time a Pengo life is lost. When the game ends, either player can push the fire button or move the joystick to return to the options/select screen. Player 1 may then restart a game at the highest round either player completed, at a lower round, or at any round up to 10.

**BONUS SCREEN**

After each round, a bonus screen displays the number of seconds you took to complete that round. If you cleared the playfield of Sno-Bees in less than 60 seconds, you'll receive special bonus points. (See SCORING.) Press the fire button to continue play.

**ROUND SCREEN**

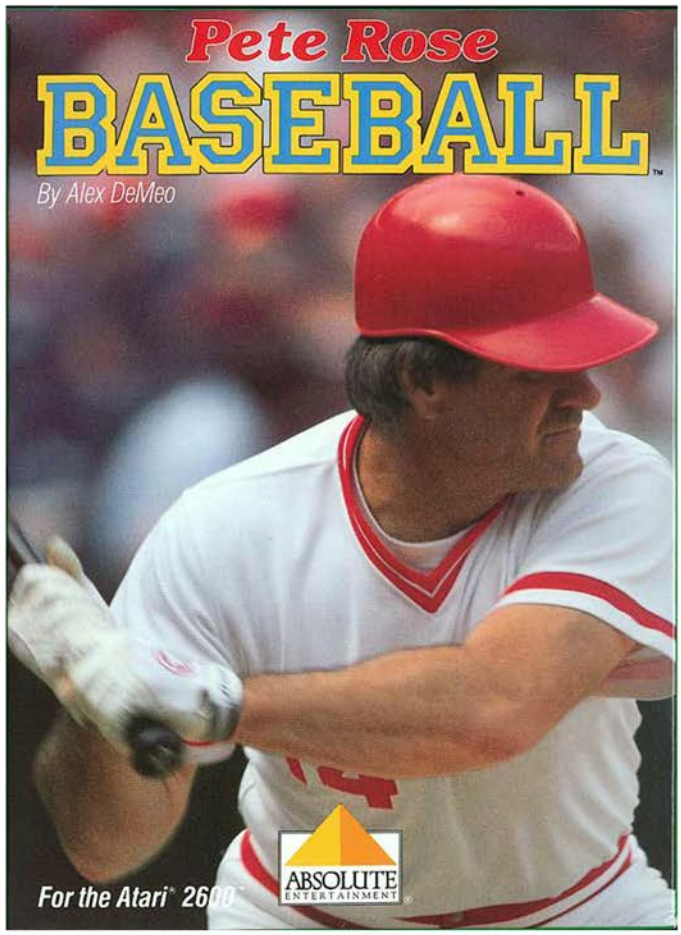
When you lose a life, the round screen displays the player who's up next and the round coming up. Press the fire button to continue.

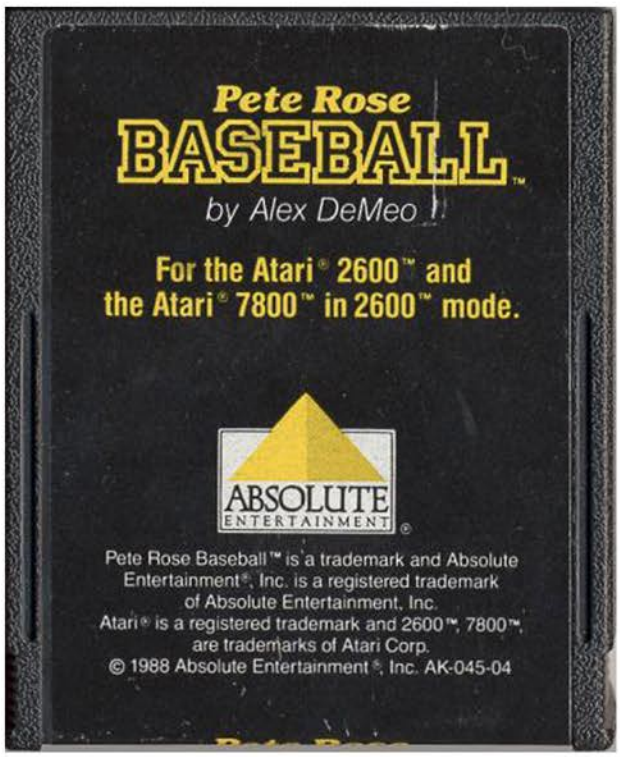
# Pete Rose Baseball

Release Date: 1988
Publisher: Absolute Entertainment
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: AK-045
Rarity: 5
Programmer: Alex DeMeo

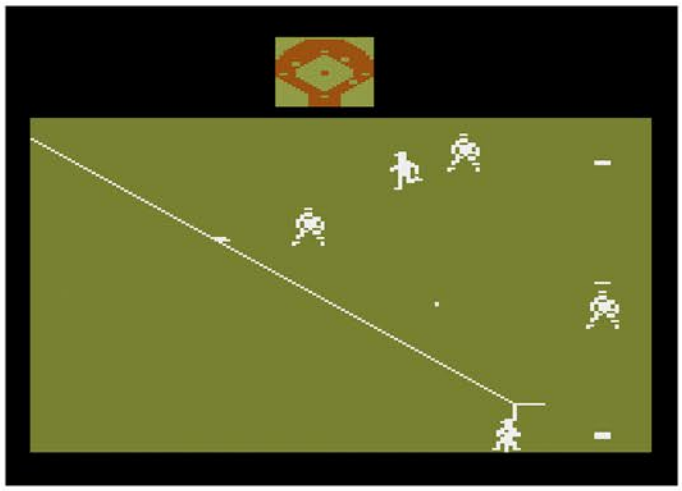
This is a graphically impressive game held back by a shoddy control scheme.

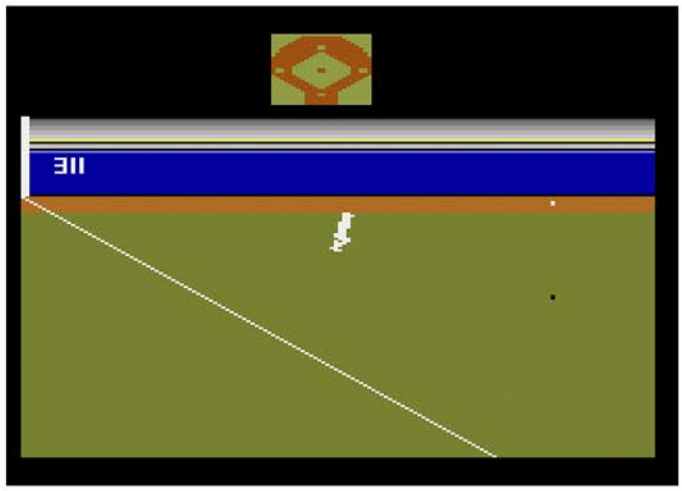


Strap on your cleats, grab your bat and hit the diamond for a rousing game of America's pastime.  Just do the designers a solid and overlook the fact that the game was released at roughly the same time Pete Rose was being investigated for a betting scandal that derailed any hope he had of making the Hall of Fame.

The baseball field is broken up into six screens, three for the outfield, two for each half of the infield, and the over the pitcher's shoulder for the batting segment.  Whenever the ball is hit into play, the screen quickly shifts the action to where the ball is, even if it's clear it's headed to the outfield.  When it reaches the outfield you have complete control over the fielder, making it easy to hunt down the fly ball.  The infield is another story however.

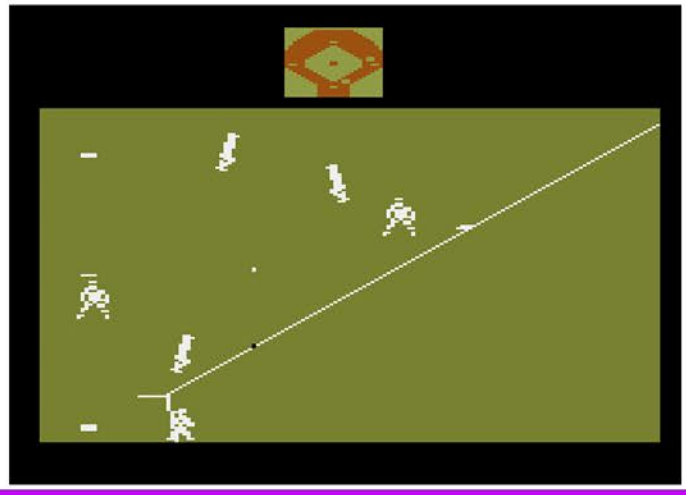


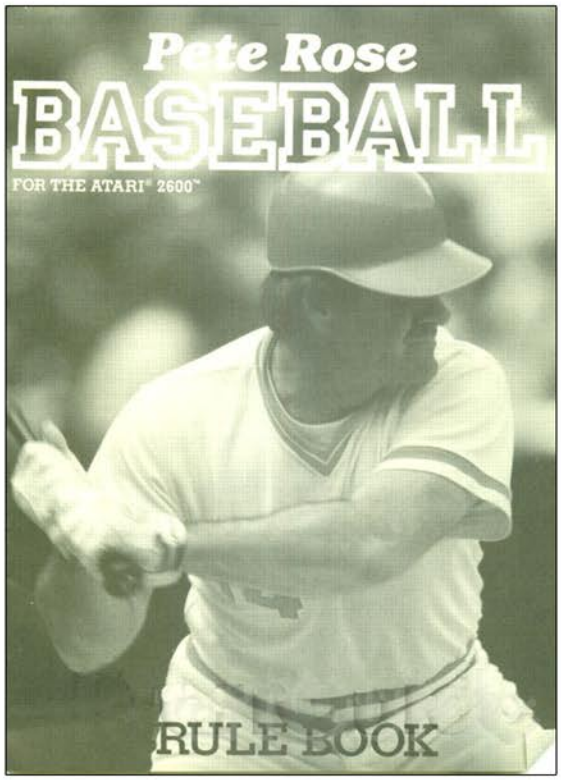


Regardless of which side the ball is hit to, there will be four fielders on screen (pitcher, catcher, second baseman, and either the first or third baseman). When the ball is hit, you must select which fielder you want to control by holding down the button and hitting a direction. Choose carefully because for some reason your player is trapped in an invisible box, severely limiting where he can go on the field. If you don't pick the right player, you'll have to watch as the base runners advance because the third baseman can't take an extra step in order to pick up the grounder.

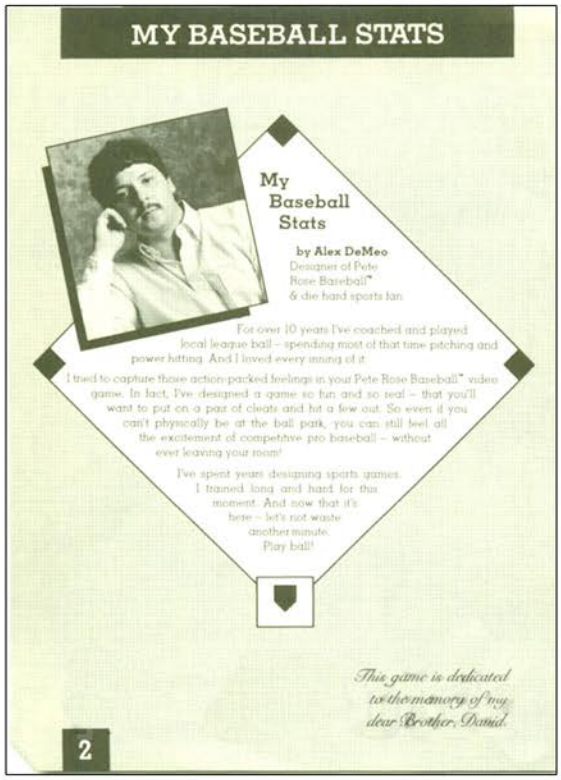
The pitching is surprisingly robust, with five pitches to choose from. Fast ball, sinker, screwball, curveball and change-ups are all here, and they feel like the actual pitch. Unfortunately that doesn't matter much to the batter, since the swing always seems to make contact provided you hit the button at the correct time. Hope you enjoy offense too, because with the ball constantly being in play the poor fielding is highlighted a lot.

While it is impressive what the designer was able to pull off on limited hardware, the late release meant that the NES was already in full swing with far better baseball titles to play. Still, this is worth a look just to see what the system was capable of.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



## MY BASEBALL STATS

My Baseball Stats

by Alex DeMeo
Designer of Pete Rose Baseball™ & die hard sports fan

For over 10 years I've coached and played local league ball – spending most of that time pitching and power hitting. And I loved every inning of it.

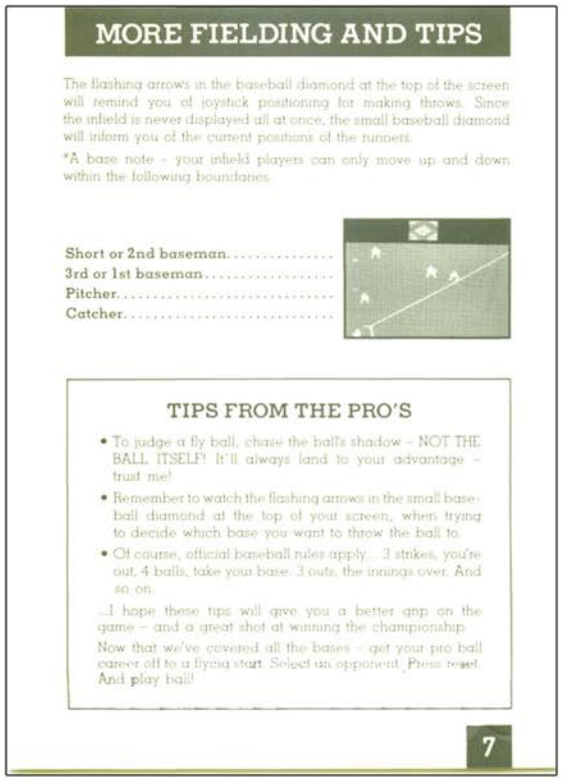
I tried to capture those action-packed feelings in your Pete Rose Baseball™ video game. In fact, I've designed a game so fun and so real – that you'll want to put on a pair of cleats and hit a few out. So even if you can't physically be at the ball park, you can still feel all the excitement of competitive pro baseball – without ever leaving your room!

I've spent years designing sports games. I trained long and hard for this moment. And now that it's here – let's not waste another minute.

Play ball!

*This game is dedicated to the memory of my dear Brother, David.*

2



## MORE FIELDING AND TIPS

The flashing arrows in the baseball diamond at the top of the screen will remind you of joystick positioning for making throws. Since the infield is never displayed all at once, the small baseball diamond will inform you of the current positions of the runners.

*A base note – your infield players can only move up and down within the following boundaries:

Short or 2nd baseman.....
3rd or 1st baseman.....
Pitcher.....
Catcher.....

### TIPS FROM THE PRO'S

- To judge a fly ball, chase the ball's shadow – NOT THE BALL ITSELF! It'll always land to your advantage – trust me!
- Remember to watch the flashing arrows in the small baseball diamond at the top of your screen, when trying to decide which base you want to throw the ball to.
- Of course, official baseball rules apply... 3 strikes, you're out, 4 balls, take your base, 3 outs, the innings over. And so on.

...I hope these tips will give you a better grip on the game – and a great shot at winning the championship.

Now that we've covered all the bases – get your pro ball career off to a flying start. Select an opponent. Press reset. And play ball!

7

# Pete Rose Baseball

# PHASER PATROL

Release Date: 1982
Publisher: Starpath
Controller: Joystick
Players: 1
Genre: Shoot'em Up

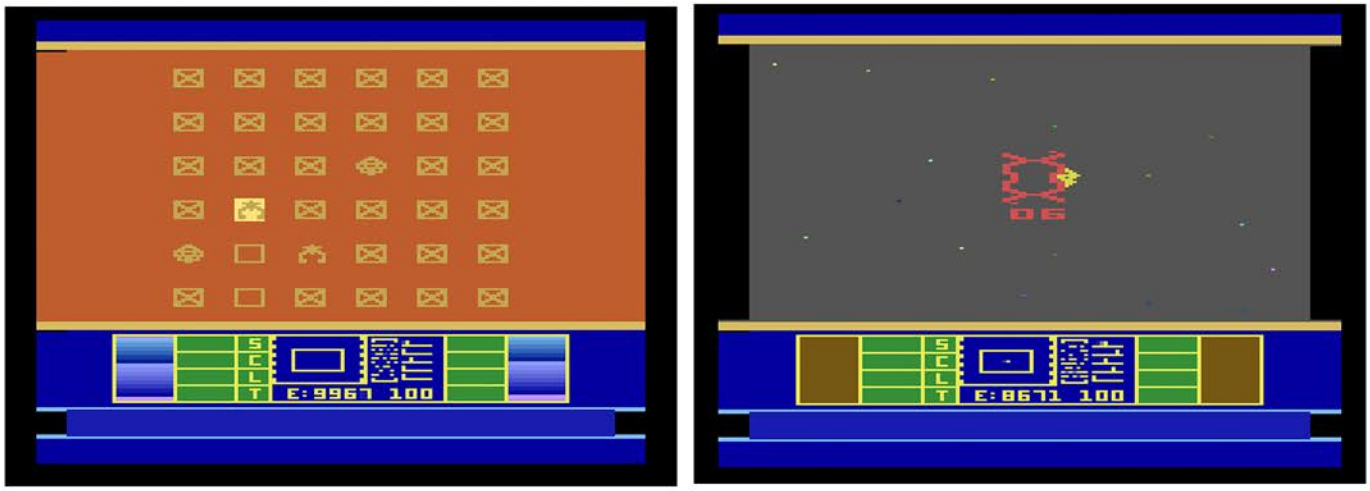
Alternate Title: N/A
Model #: AR4000
Rarity: 4
Programmer: Dennis Caswell

This is one of the deepest space shooters in the 2600 library.

The evil Dracon armada has launched all out warfare against the Human Federation, and it's up to you to destroy their fleet once and for all. This attack began as they were pretending to sign a peace treaty, so resources are slim, however you will have some help in your journey to save mankind.

The game begins on a six by six space grid that gives you an overview of the entire quadrant. From this screen you can see the empty sectors, friendly star bases, and the Dracon occupied sectors. At the start the majority of the map will be made up of unknown sectors that must be explored to find what's in them. If your long range scanners are still operational, you'll get a glimpse into the sectors that are adjacent to you. Your goal is to clear out the entire quadrant of enemy vessels.

When you warp to a battle zone you are taken to a first person view with a crosshair in the center of the screen. By using the radar, track down all of the Dracon ships and blast them to bits. This is done by locking on to them with the crosshairs and firing as it's lit up, which will send out a heat seeking missile.



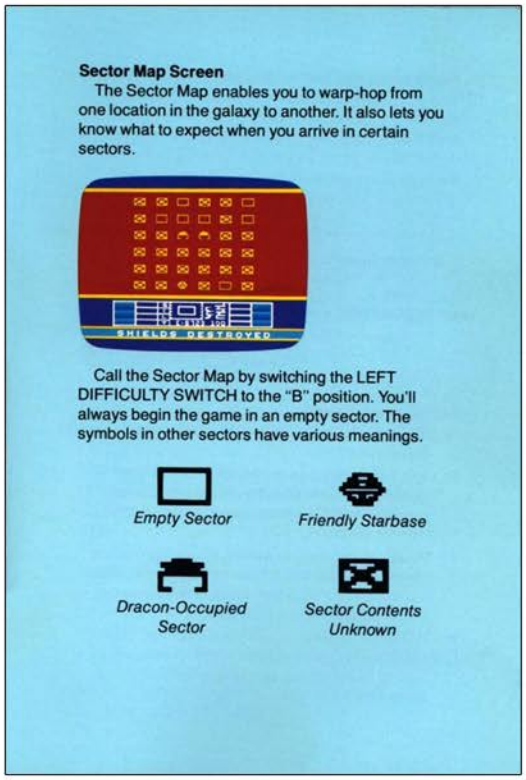

Clear them all out then head back to the space map and pick your next destination. If you become damaged during battle, or begin to run low on energy you can make your way to a star base to get repairs and fueled back up.

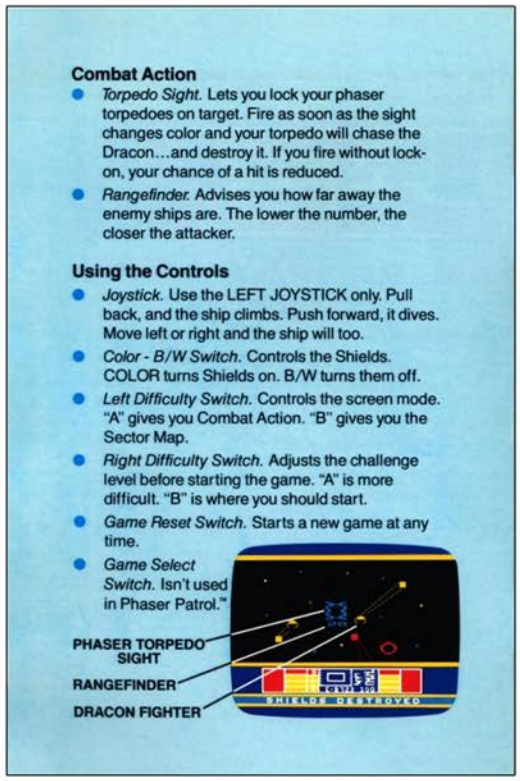
There are four things that can be damaged during battle. Your shields, which protect you from incoming fire. Your computer, which manages your ability to scan the radar map and eventually your torpedo tracking. The long range scanners will hurt your ability to scan sectors for enemies, and finally your torpedoes which will stop exploding before ceasing to fire all together. When you get hit it's random what gets damaged, and there are multiple levels to this so one single hit won't take them out.

The only downside to this much depth of gameplay is the control scheme. Your flying and shooting are handled by the controller, but the only way to operate the map and shields is by flipping switches on the console itself. The Color/B&W switch will raise and lower your shields, while the left difficultly switch takes you between the radar map and space battlefield screen.

This arguably the deepest, best looking and best playing space shooter game on the Atari, and should be played by anybody who is a fan of the genre.

Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples



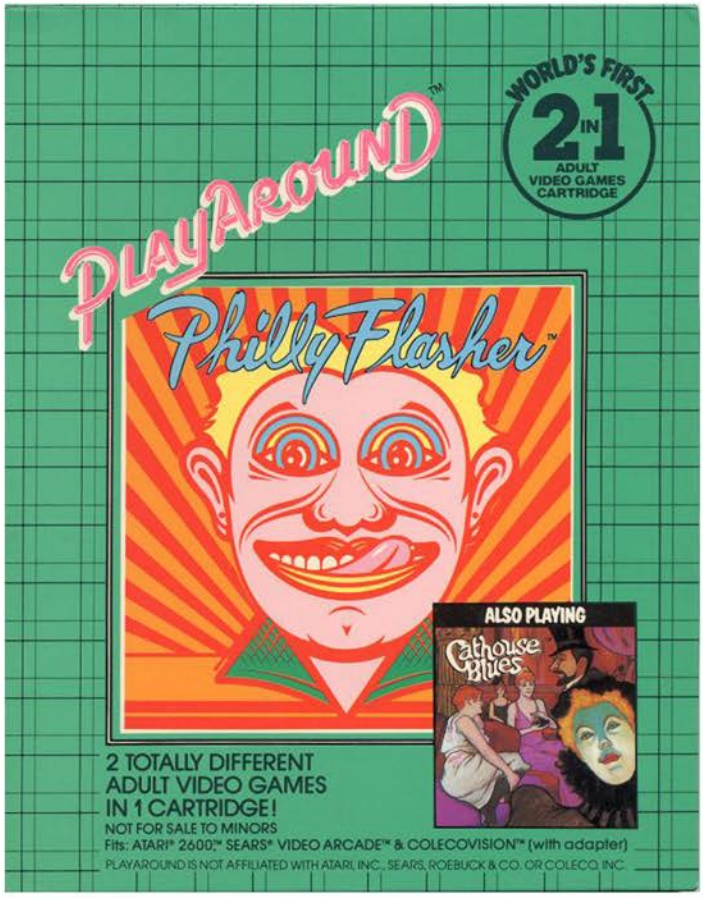



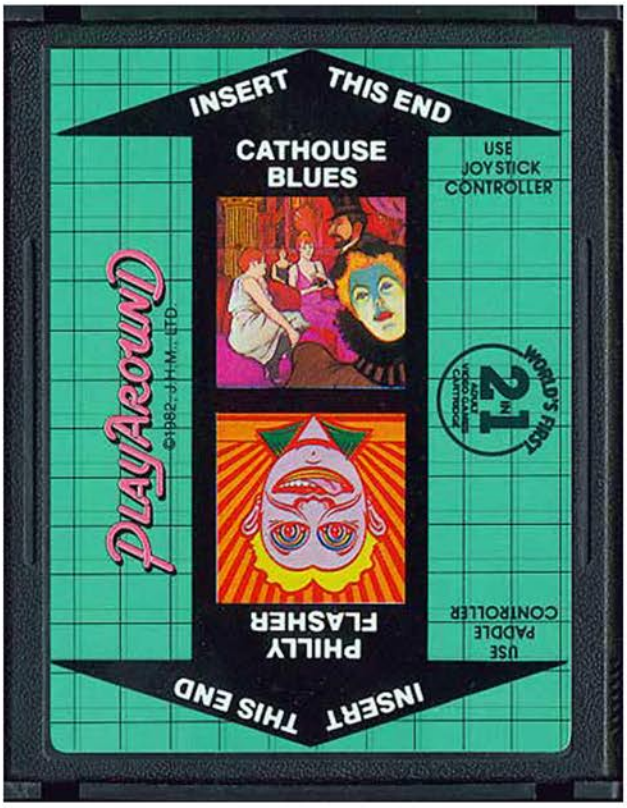
# Philly Flasher / Cathouse Blues

Release Date: 1982
Publisher: Playaround
Controller: Joystick / Paddles
Players: 1
Genre: Adult

Alternate Title: N/A
Model #: 201
Rarity: 5
Programmer: Joel H. Martin

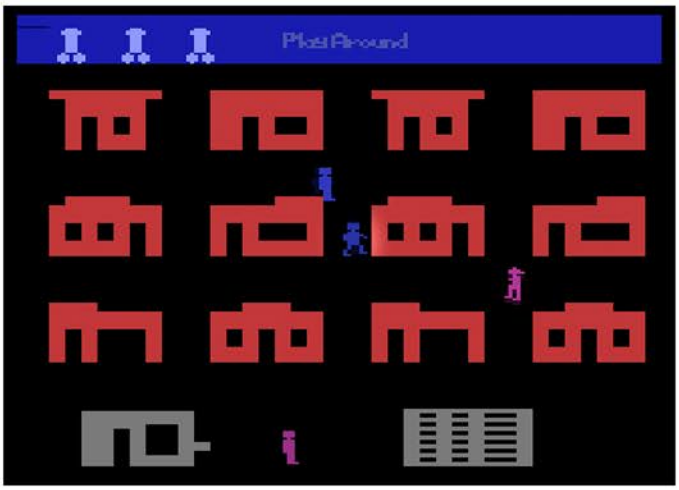
This…huh huh…double ender of adult titles has been seen before.



Philly Flasher is a gender swapped version of Gigolo. Instead of a man on the roof making it rain in his own personal way, there is a witch who is dropping her special potion towards two men below. If they catch enough of it they'll celebrate in a manner only men can.

Cathouse Blues is a gender swapped version of Beat em' and Eat em'. It plays exactly like the other version, only the man runs around hunting for women and is on top during the cutscene.

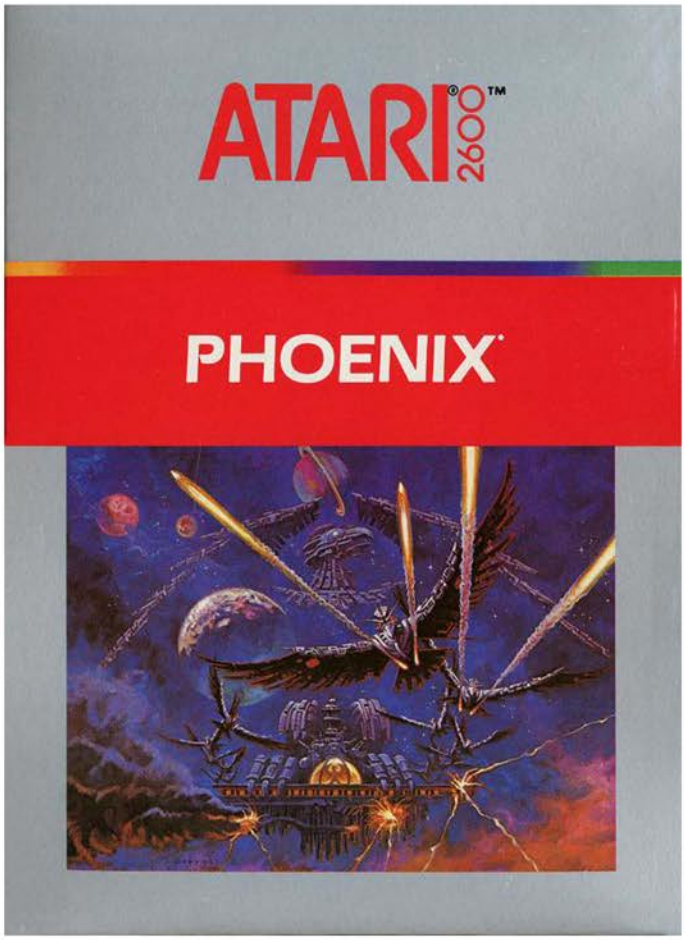


# PHOENIX

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2673
Rarity: 2
Programmer: Michael Feinstein / John Mracek

This is among the best arcade ports on the 2600.



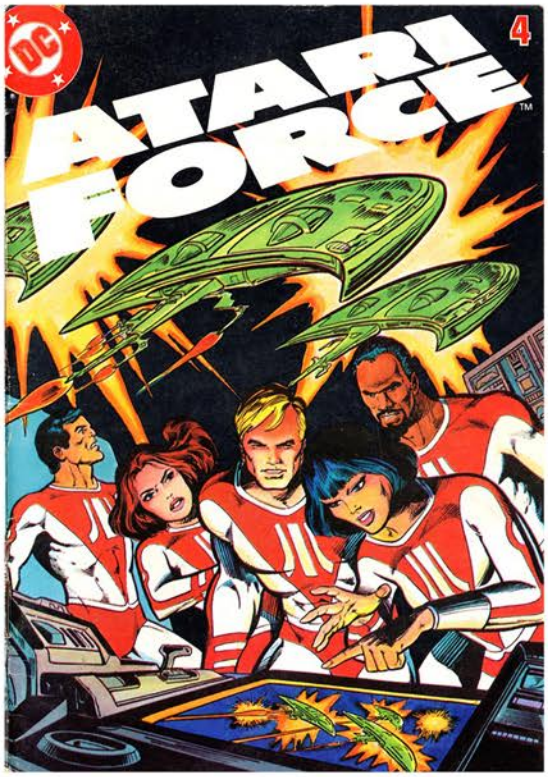
With a lot of space based shooters the story typically broke down to “we’re being invade, go shoot stuff”. Phoenix however takes a wild left turn that really should be read in its entirety. It starts out giving the history of the mythical Phoenix, but then goes into mutated radioactive immortal war hawks being controlled by aliens. It’s a bit of a ride, that’s for sure.

Once you’ve let the back story soak in, it’s time to board your heavily armed spacecraft and do battle with the now evil birds of prey. You are confined to the bottom of the screen, while the enemy has total control of the sky. The game is broken up into five waves. The first two involve fighting off smaller, baby phoenix hordes. One shot hitting anywhere on them will send them back to their maker. The next two waves are a bit more difficult as you are fighting the adults. The larger war birds have three impact zones, the wings which can be blown off for extra points, and their weak spot, their underbelly. If you hit a wing, they’ll keep flying and attacking, but if you land a direct shot to the center they’re down for good.

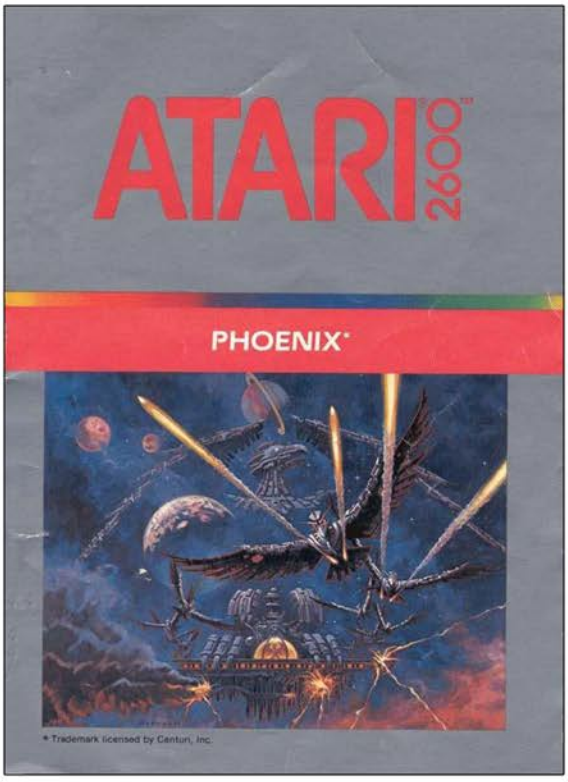
The final wave has you facing off against the puppet master in their giant alien ship that takes up the majority of the screen. In order to defeat them, you must shoot your way through the bottom layer of the ship, then chip away at the horizontally scrolling hull, all while dodging a constant barrage of firepower. If you are able to time the perfect shot, the alien explodes and then it's off to start the assault all over again.

To help you survive the onslaught, your ship comes equipped with some defensive capabilities. If you pull back on the controller an impenetrable force field surrounds you that will defend against bullets and dive bombing birds. While you can shoot through the barrier, you won't be able to move, which can put you in serious danger if you are unlucky. Nothing like having the enemy bombard you just as your shield shuts down.

There is a lot of fun to be found here. The controls are tight, the sound and music are enjoyable, and the difficulty isn't too great. If you are looking for a shooter, this one should be near the top of your list.




Top Left: Catalog Sample
Top Right: Atari Force Pack-in Comic
Below: Manual Cover and Page Sample



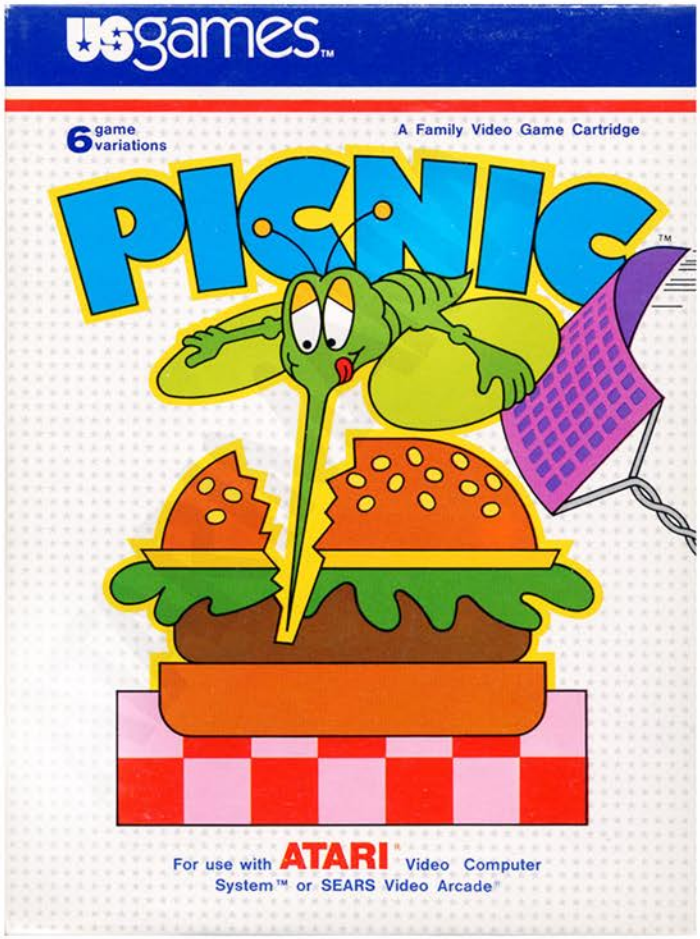
# PHOENIX

# PICNIC

Release Date: 1982
Publisher: U.S. Games
Controller: Paddles
Players: 1 - 2
Genre: Arcade

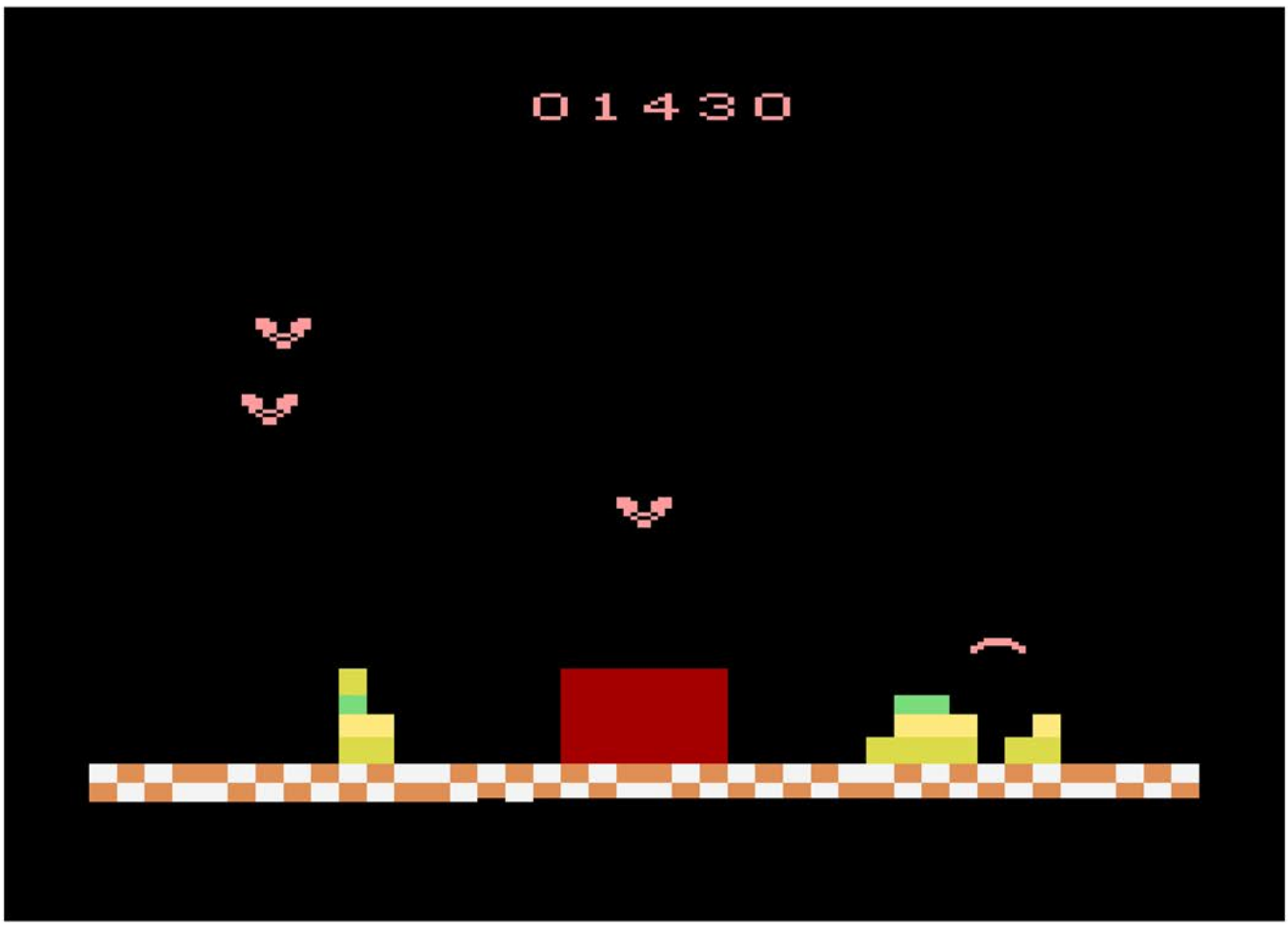
Alternate Title: N/A
Model #: VC2004
Rarity: 5
Programmer: Tom Sloper

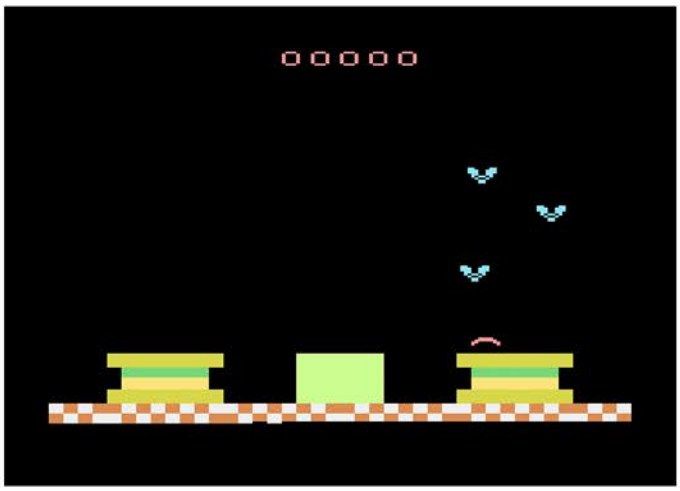
This game about bugs at a picnic is about as fun as bugs at a picnic.



Here you are, sitting out in the sun baked excellence that Mother Nature has provided and attempting to enjoy a tasty cheeseburger when out of nowhere a swarm of hungry bugs appears. Rather than do the sensible thing and retreat to the air conditioned comfort of your home, you pull out a tiny bug swatter and attempt to destroy everything that comes your way. Given that the bugs are relentless, you'll wish you had given up.

The action takes place just over top of your two delicious burgers, with a large bug trap stationed in between them. Hovering above them is your tiny swatter, that has a serious design flaw. Instead of being able to do a pre-emptive strike on the flying foes, you have to wait until they have extended their needle nose and taking bites out of your lunch before you can hit them. Even if you are the fastest swatter in the west, your meal will fall victim to them.



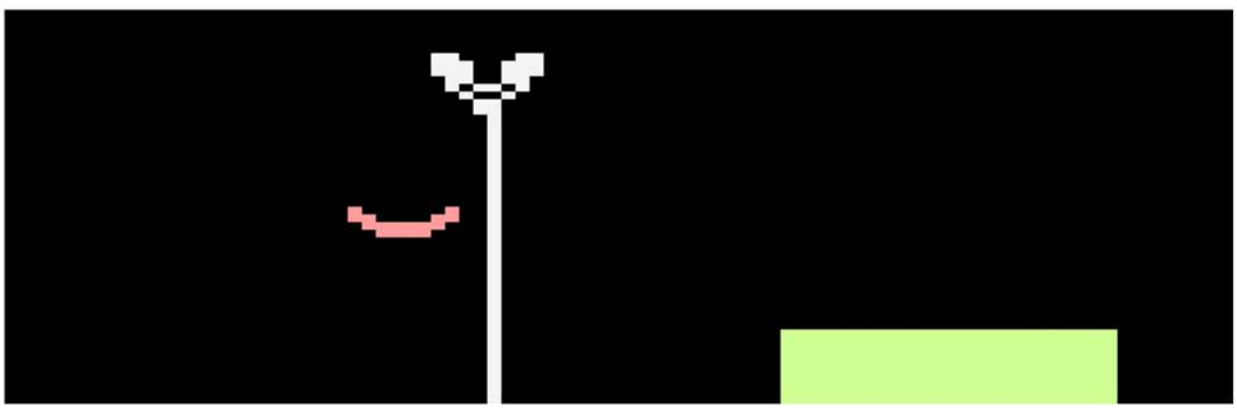


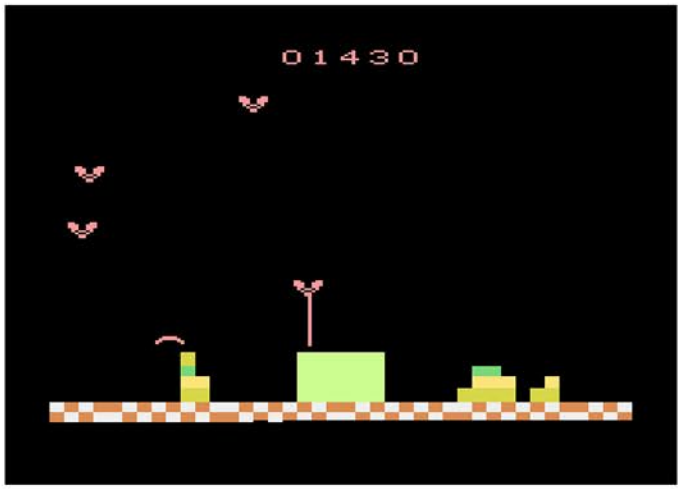
When struck, the bugs bounce around the screen until they come to rest at the bottom. If you get lucky and they land in the bug trap, you get bonus points, but more often than not they'll simply fall into your burger. After the first bug hits your burger, the mission goes from one of protection to outright vengeance, at least it did in my head.

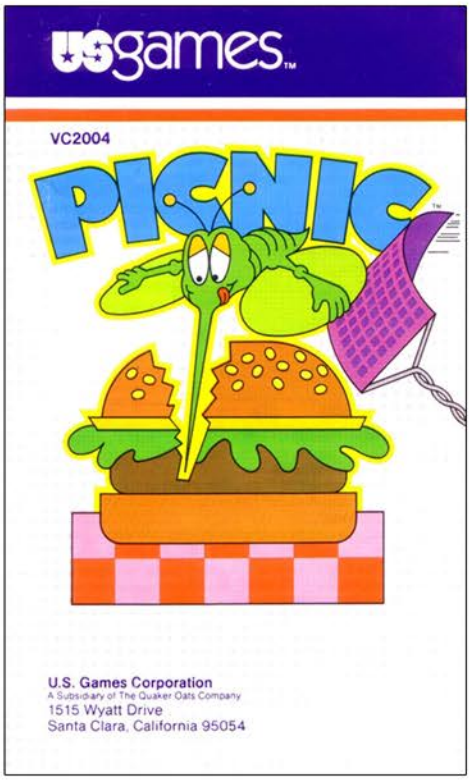
If your survive the entirety of the wave of smaller bugs, a super bug will appear. Instead of having a single needle nose, it has a two pronged attack that can decimate what's left of your burger. Killing it is just as easy as any other bug however, and you can rack up huge points if it lands in the bug zapper.

The biggest issue with this game is how tedious and dull it is. The bugs attack one at a time, meaning all you have to do is follow around the lowest flying one. And the closer you get to game over the less fun things become, since your only viable strategy is to hover over your last remaining bit of food and hit the swat button as fast as you can. Even doing this, it's only a matter of time before your burger is no more.

Even though there weren't a tremendous amount of paddle games available for the 2600, this one is an easy pass. Unless of course you really, really want to destroy some bugs.





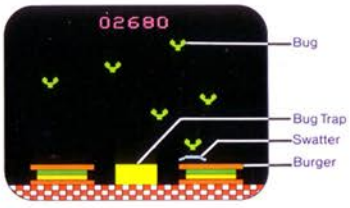




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## Picnic

Picnic is a one or two player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade®.

You call this a picnic!!?? Just when you are ready to sit down and eat your juicy cheeseburgers, a swarm of nasty bugs comes along intent on beating you to the munch. They start eating and you start swatting, and the battle has begun. It's a good thing you brought along your bug zapping trap. Now, swat those critters into the trap, and just maybe there will be something left for you to eat for lunch.




### Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following manufacturer's instructions.
2. Install the paddle controller in left controller outlet.
3. Insert the cartridge—making sure the power is **OFF**.
4. Move the POWER switch to **ON**.
5. Difficulty switches:
   Right difficulty switch Position A = Large swatter
   Position B = Small swatter
6. Select the game of your choice.
7. Start game by pushing fire button.
8. Each wave of bugs is followed by a "Super Bug." If you can successfully swat him into your trap, you get a moment's rest. Start the next attack by pushing your fire button.
9. Push the reset switch to start a new game any time.
10. After the game is over, a new game can be started by pressing the fire button.

### Controls:

- Turn paddle controller clockwise or counterclockwise to maneuver swatter.
- Push fire button to swat!

### Game Variations:

**Game 1** Single player, beginner skill level.
**Game 2** Single player, intermediate skill level.
**Game 3** Single player, advanced skill level.
**Game 4** Two player, beginner skill level.
**Game 5** Two player, intermediate skill level.
**Game 6** Two player, advanced skill level.

NOTE: The two player variations use the left paddle controller only, which can be passed back and forth when turns change. Each player's turn is indicated by different colored scores on the screen. Scores of each player are displayed, flashing alternately when the game is over.

### Scoring:

- Swatting a bug = **10 points**
- Swatting a bug into trap = **20 points**
- Swatting Super Bug = **40 points**
- Swatting Super Bug into trap = **1000 points**

### Playing Hints:

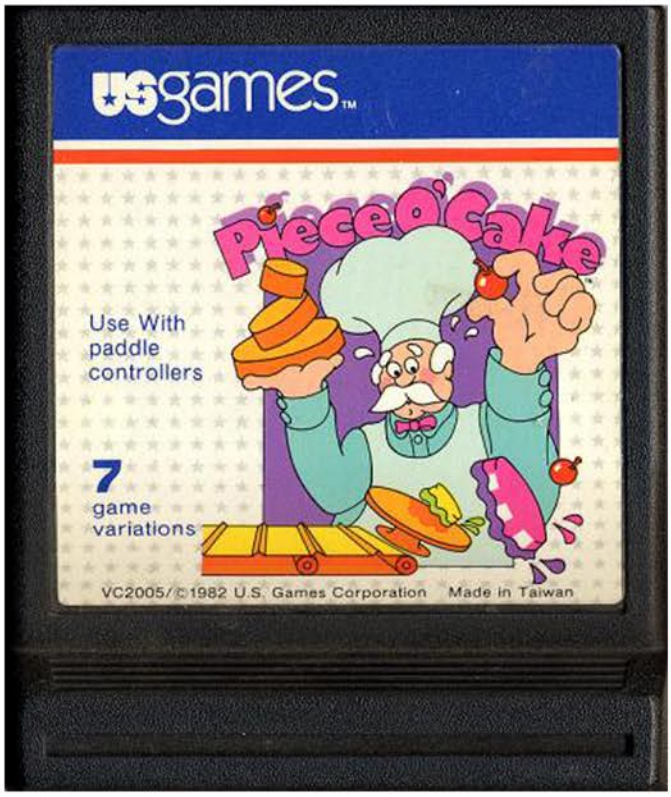
- For starters, you should know some basic (sneaky) attributes of the game; if you haven't already noticed, the bugs can shoot through your paddle and eat your burgers unless you activate it by pressing the "fire" (or "swat" in this case) button at the exact time the bug extends his needlelike tongue. Also, note that you can't *hold* the paddle in swatting position—as it returns to its normal position a split second after activation. This calls for exact timing on the swat! Anticipate the bug's hunger and get him before he eats your lunch!

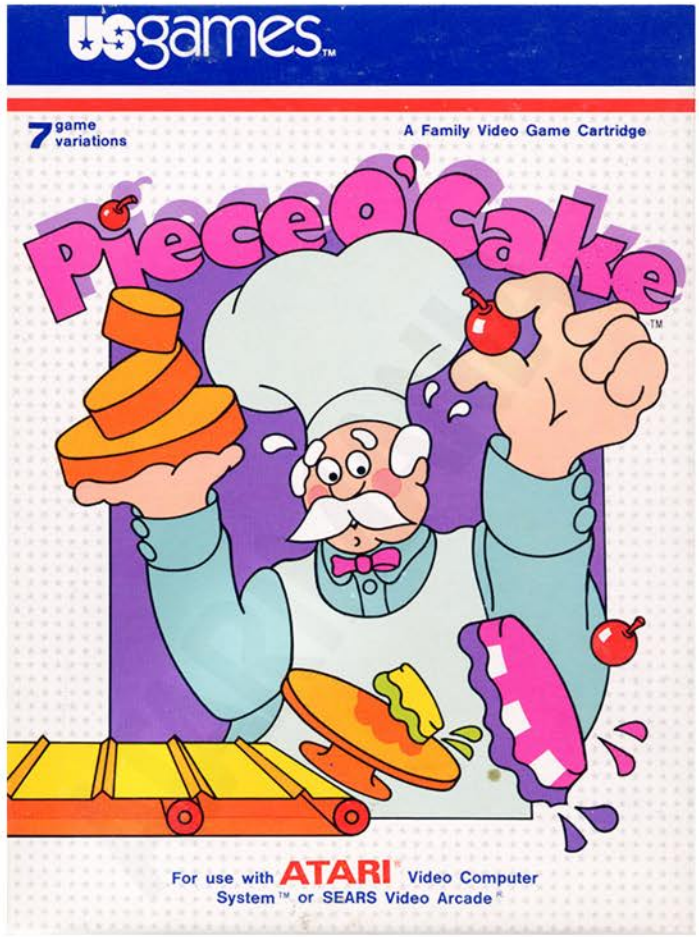
# Piece 0' Cake

Release Date: 1982
Publisher: U.S. Games
Controller: Paddles
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: VC2005
Rarity: 5
Programmer: N/A

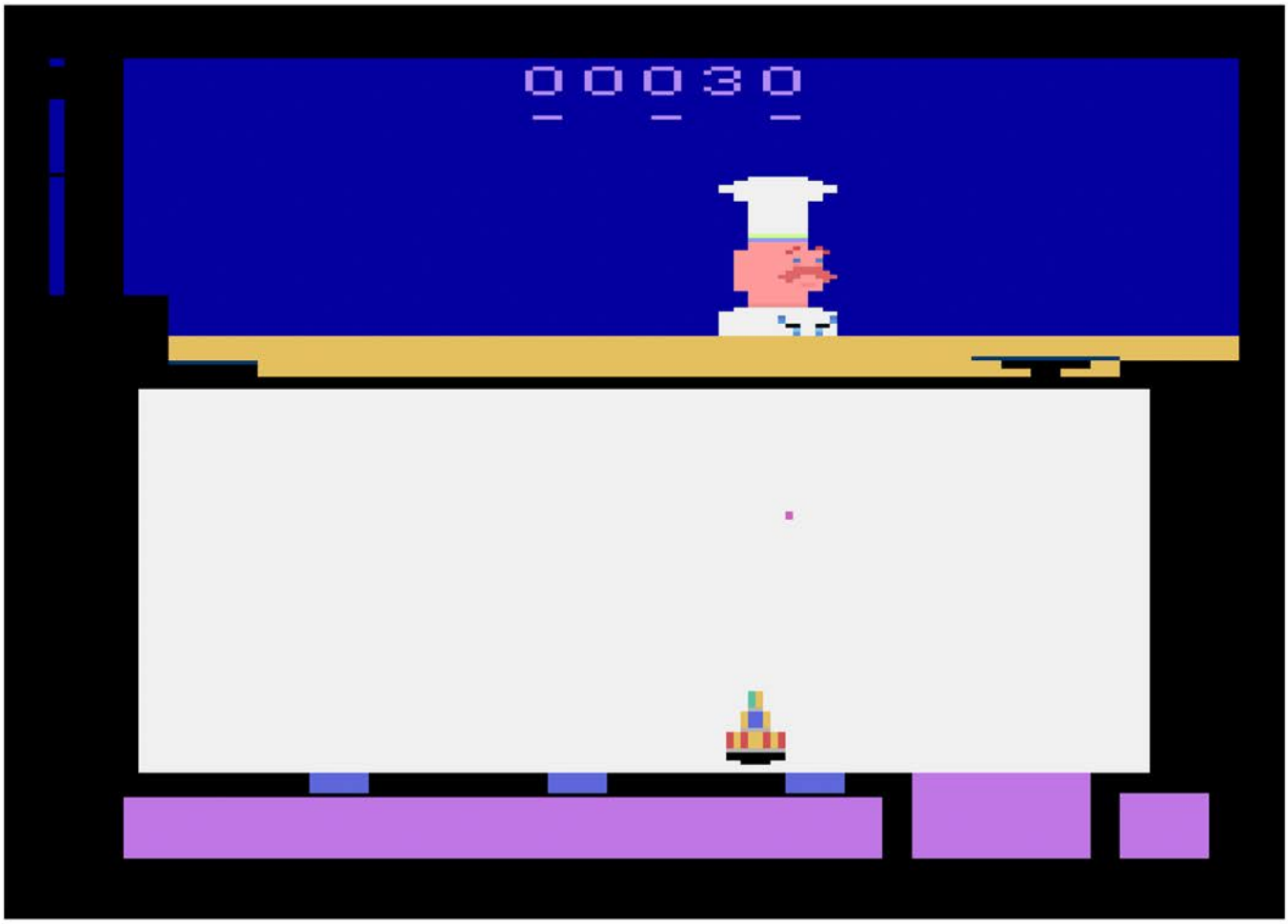
Want the excitement of baking a cake without the mess? Well this isn't going to cut it.

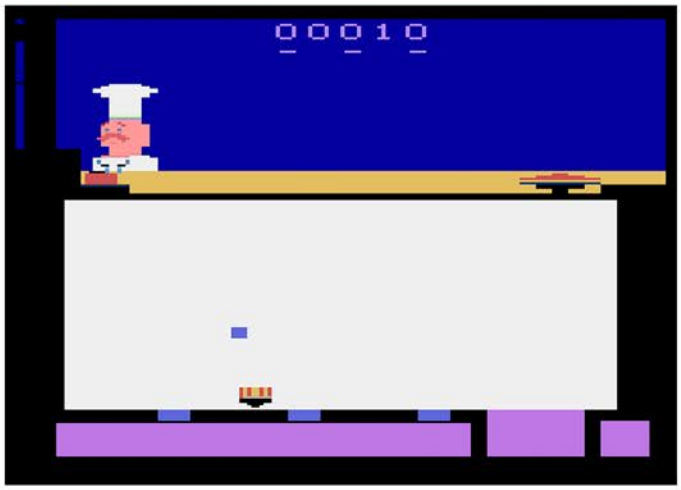


You are an overworked cake baker who is trapped in the world's worst kitchen. Instead of a sane, safe work environment, your boss has cut corners and decided to punish you if the cake isn't perfect.

The game starts with your frazzled chef at the top of the screen. To the left is a platform where the cake components will appear, showing up randomly in one of three sizes (large, medium, small). To the right is the cherry bowl, and to the far right is the disposal chute for when you get a cake piece you can't use at the moment. Below you is a conveyor belt where the cake platter will scroll. There is a giant hole on the right side of the screen where your cake will be disposed of if it's not perfect, however if you build your cake a platform appears and it glides to safety and to the front of the shop.

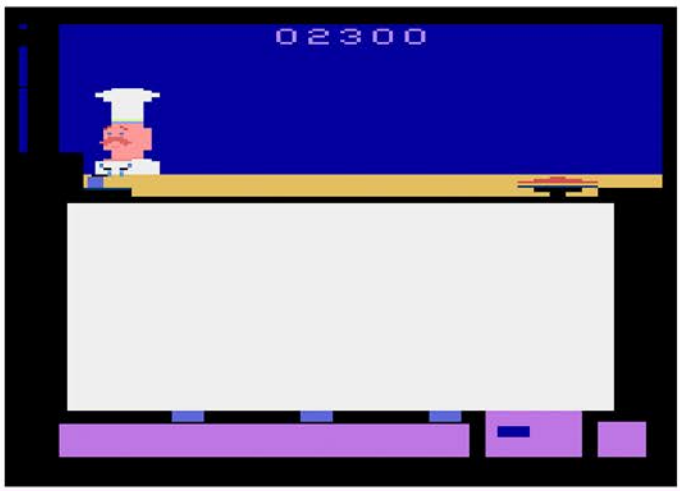


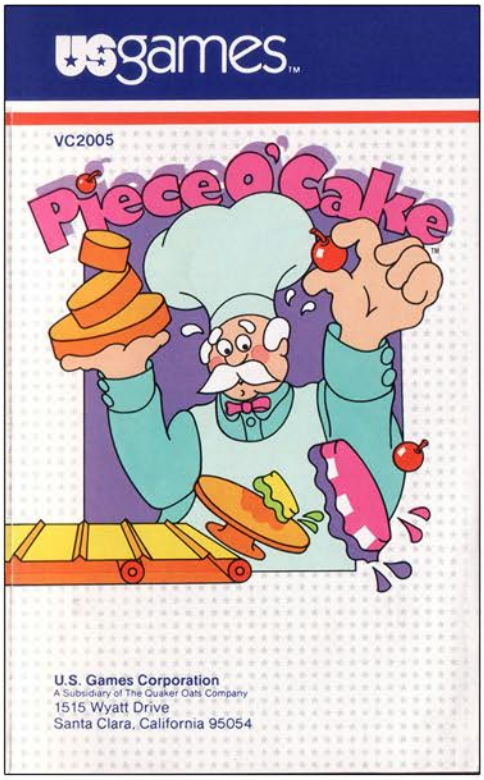


A perfect cake consists of three layers and a cherry on top, which at the start of the game is easy to accomplish since the action moves at a snail's pace. Simply grab a cake layer, line it up then drop it from above at the perfect moment. You have to pay attention to your layers however, since they must create a logical looking cake. This means that the size has to get smaller as it gets taller, although you can have two of the same layers on top of each other. When the cake gets near the disposal area, grab a cherry and drop it on top for that artistic flair and then it's off to build the next one.

Since cake platters come out one at a time you won't have to do much multi-tasking. Unfortunately after the third or fourth cake it's going to be very difficult to get more than one layer and a cherry on it before it has zoomed across the screen due to the insane speed increase. If you don't have perfect reflexes, expect the game to be over in short order.

While this is a novel attempt at turning the Kaboom! style gameplay around, it ultimately falls flat due to the difficulty ramping up so quickly. The game goes from slow and dull to game ending blitz too quick, leaving out any sense of real challenge. There are better games in the genre to spend your time on.



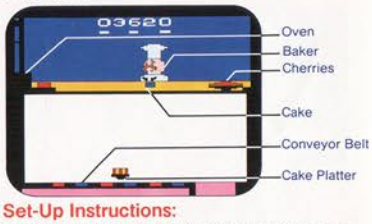



Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## Piece O' Cake

Piece O' Cake is a single player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade®

Piece Of Cake?—no way!! So you thought your first day on the job was going to be easy? Well, you not only have to learn the fine art of baking cakes, but you also have to master it in a big hurry. This is a production operation, and business is booming! It's actually a very simple job—*at first.* You simply take a freshly baked cake from the oven and drop it on a platter which is moving on a conveyor belt. Top that with a cherry, and you will be rewarded for your artistic endeavors. You must stack them correctly however, or—splat!! As your skill progresses, so does the conveyor speed, so keep your cool, and try not to earn the dubious title of "butterfingers." Being a top notch bakery chef requires adeptness and a calm temperament, so if you can't stand the heat, get out of the kitchen!




### Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following the manufacturer's instructions.
2. Install the left paddle controller.
3. Insert the cartridge—making certain that the power is **OFF.**
4. Move the POWER switch to **ON.**
5. Select the game of your choice.
6. Press the red fire button on the paddle controller to start the game.
7. Push RESET switch at any time to start a new game.
8. After the game is over, a new game may be started by pressing the red fire button on the paddle controller.
9. Difficulty switches:
   Position A = Additional speed increases as player skill increases.
   Position B = Normal speed increases as player succeeds in completing cakes.

### Controls:

- Use the paddle controller, rotating paddle left or right to move the baker.
- Move the baker to the extreme left to automatically pick up a cake from the oven.
- Push the red "fire" button to drop a cake.
- Move the baker to the extreme right to recycle a cake, and return to the oven for another piece to drop.
- Move the baker to the cherry platter (right side of screen), and depress the fire button to pick up a cherry. Depress the fire button again to release the cherry.

### Game Variations:

The seven game variations can be chosen with the game select switch. The higher the game number, the faster the game play, and the higher the bonuses. In each game variation, the speed of play increases as the player demonstrates his ability to get completed platters across the conveyor belt chute.

### Scoring:

Dropping a cake layer on the moving platter, or on top of another cake layer, scores 10 points.

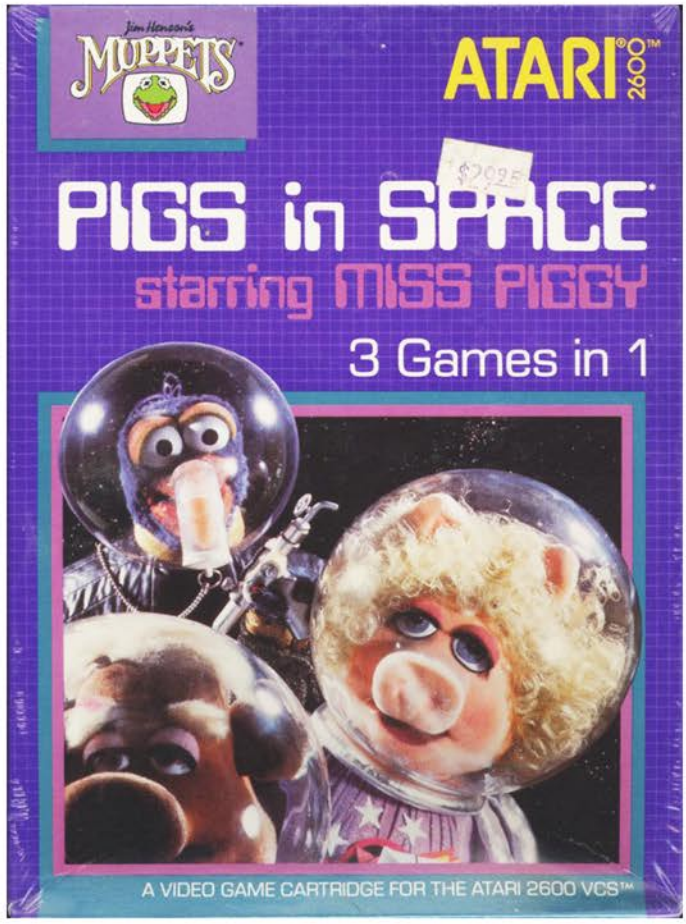
Each successfully completed cake that crosses the chute scores 100 points, or more, depending on the game level played. A successfully completed cake consists of stacking any number of layers in order of size starting from the bottom (largest) to the top (smaller). The cake must then be completed with a cherry on top. Even a cherry alone on a platter is considered complete. However, a correctly stacked cake with no cherry will be rejected. A perfect cake, which consists of three correctly stacked layers with a cherry on top, earns the player bonus points depending on the game level played.

# Pigs in Space

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

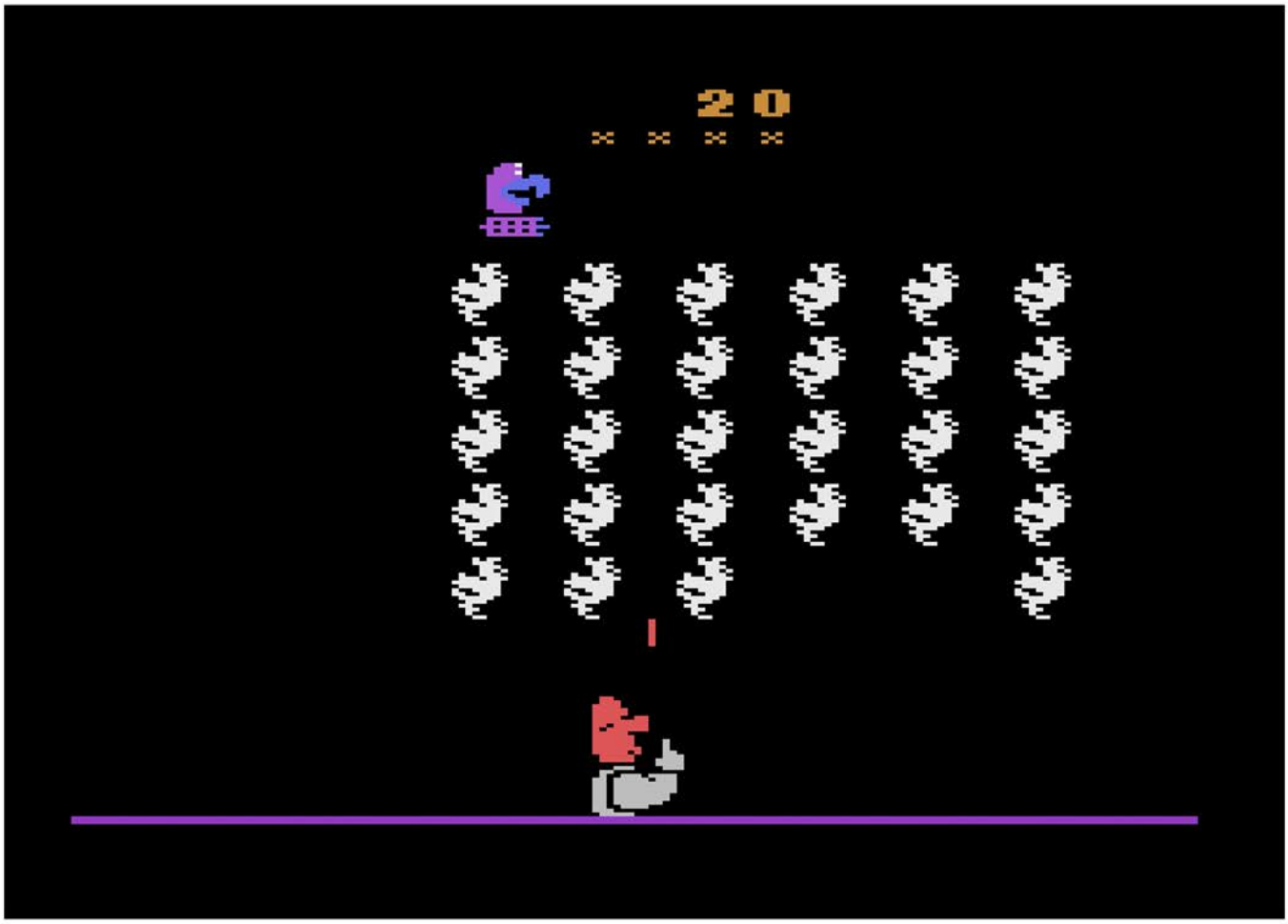
Alternate Title: N/A
Model #: CX26114
Rarity: 5
Programmer: Bill Aspromonte / Robert Zbydel, John Russell

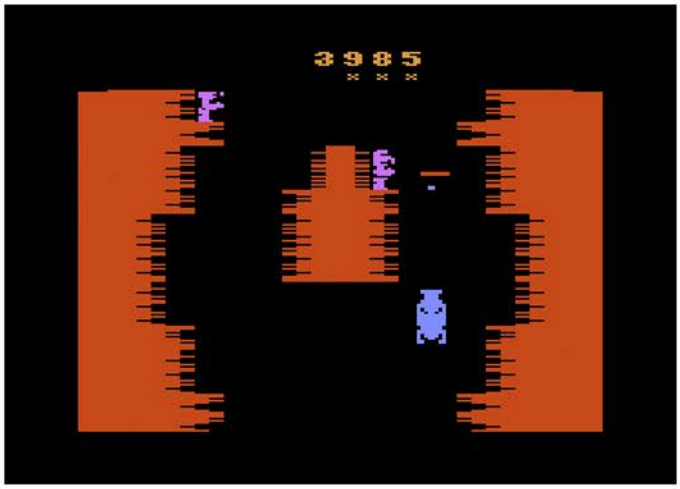
This charming Muppets based game is great for younger gamers.

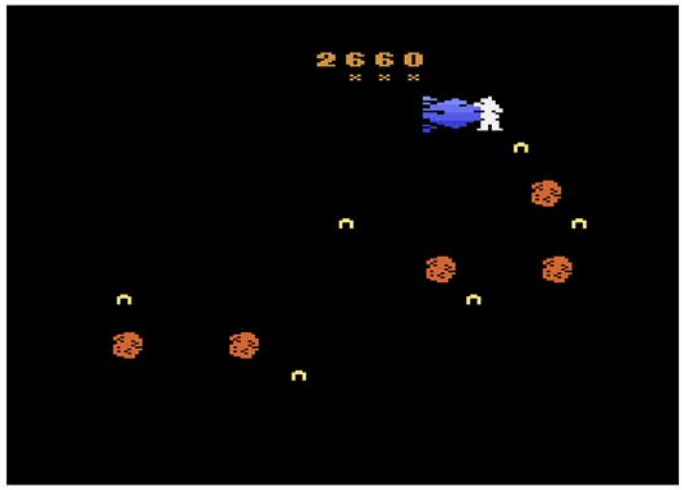


You are the legendary trio, the Pigs in Space. Led by the dashing Captain Link Hogthrob, First Mate Piggy and Dr. Strangepork battle across three mini-games in search points.

The first game is called Chickenvaders, and has Link Hoggthrob facing off against row after row of space chickens. He is at the bottom of the screen, using a finger gun to shoot the fowl out of the sky. The rows of chickens march back and forth, launching eggs towards our hero. With each vertical row that is removed, the chickens move that much further to the side, which is important because Link can't turn around, so his gun can only reach so fart to the left. Occasionally the chicken's leader, Gonzo, will appear as a spinning flying saucer that scrolls across the top of the screen. Rid the world of evil space chickens and it's off to the next game.



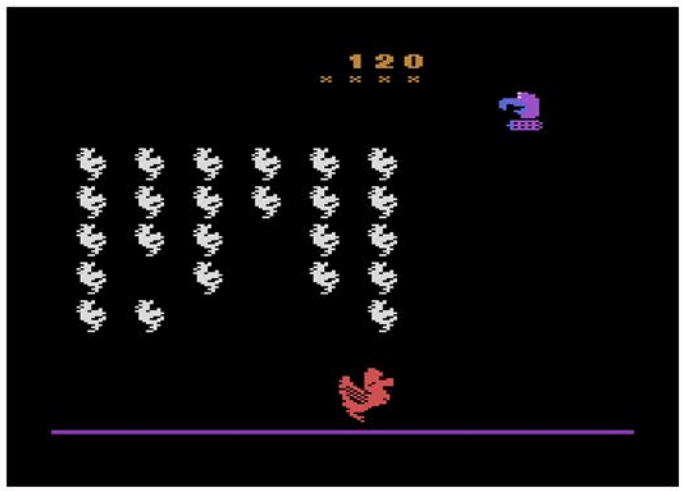


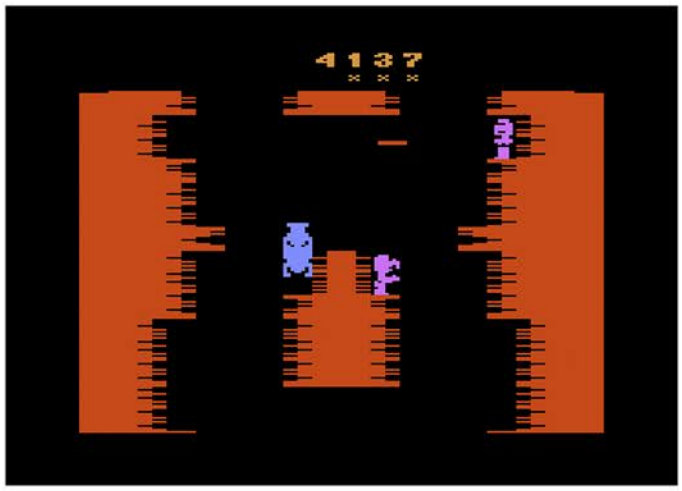




First Mate Piggy is up in her game Pastaroids. This plays like a version of Freeway, however on certain levels it's possible for her to fight back. As she attempts to reach her ship at the top of the screen, spaghetti and meatballs will block her path by moving from side to side. She is defenseless against the pasta, however with a well time karate chop she can defeat the meatballs. Making it to the ship will reward her with big points, and the chance to go on to the final game.

Escape From the Planet of the Gonzoids is Dr. Strangepork's section, and it's by far the most difficult of the three games. He must navigate a tight corridor that are filled with robotic Gonzoids that have taken up position on various rock faces. There is no direct way to shoot them, however the ship comes equipped with a Boomeray, which fires upwards before doing a U-turn. When you are in the proper position the shot will rain down on the robot's head, destroying them. Escape the canyon and you're home free!

The graphics are charming, however the gameplay is firmly on easy mode, which is to be expected given the target audience. It's nice to be able to pick which order you want to play the levels in, however it doesn't take long to finish any of them. If you are a fan of the Muppets it's worth a look, however most will skip it due to the lack of challenge.






Top Left: Title Screen
Top Right: Additional Screenshot
Below: Manual Cover and Page Sample

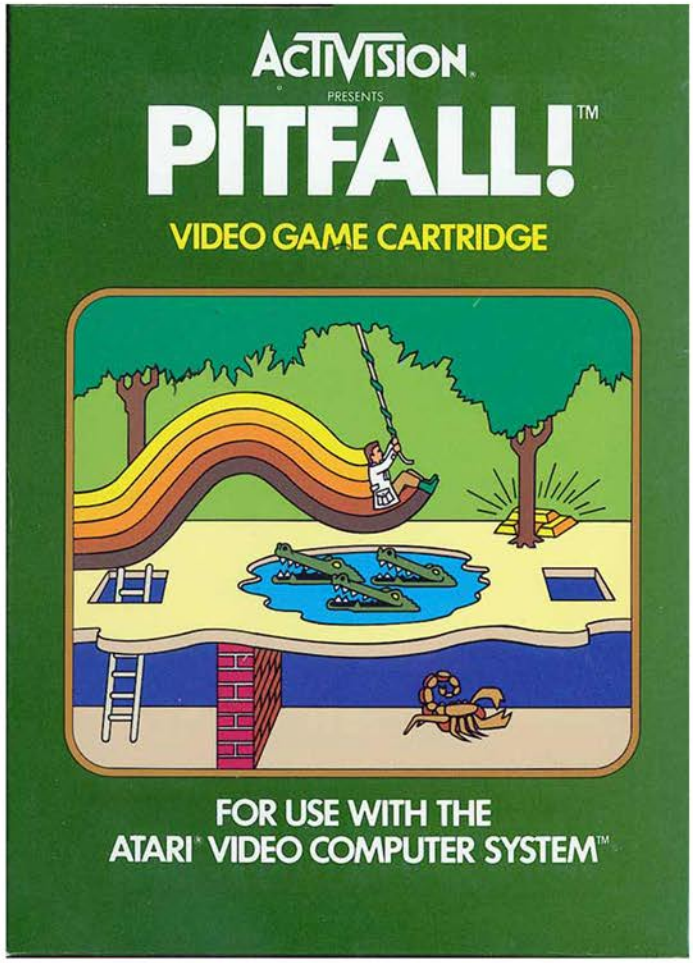
# Pigs in Space

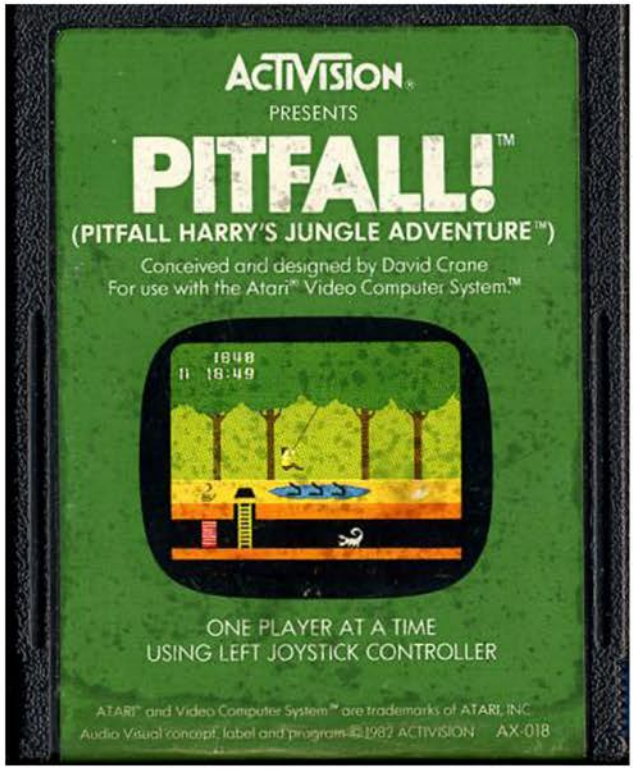
# PITFALL

Release Date: 1982
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: AX-018
Rarity: 2
Programmer: David Crane

This game is consistently in the debate for greatest 2600 game ever.



You are the great adventurer Pitfall Harry, who is on a noble quest to raid the jungle for all manner of riches. The journey will be fraught with danger however, since pretty much everything, living or not, will end his life with a single touch.

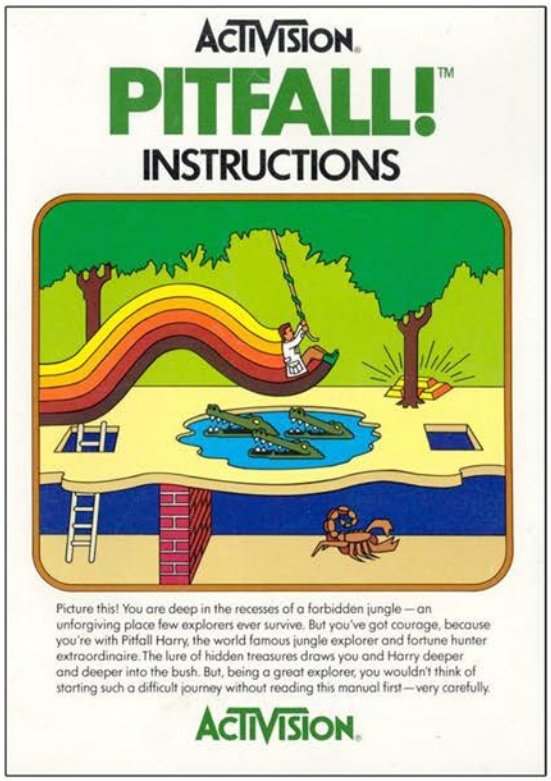
The game begins with our hero standing in the middle of the woods, with three directions he can go. If he goes to the right, the journey will be much tougher than if he goes to the left, however he can also descend the ladder and try his luck with the subterranean levels. If he stays topside he'll face numerous challenges that range from rolling logs to tar pits to cobras as well as hungry crocodiles who will eat you in a single bite. There are only two underground threats, the scorpion that will kill him, and the brick wall that will block him from progressing.

Harry's goal is to collect all thirty-two pieces of treasure (items like gold bars, money bags and diamond rings) in the twenty minute time limit. This will take a lot of skill and luck, as there are 255 screens that can be explored. It doesn't matter which direction Harry explores in, however when he dies he'll be dropped onto the left side of the screen. For less experienced players, or those looking for an easier time, running to the left will allow a screen to only murder him once.

Pits will be deadly if he falls into them, regardless if they're water or tar. There are numerous ways to cross them, depending on the screen setup. The easiest is to hope for a swinging vine so that Harry can emulate Tarzan and swing across (complete with proper sound during the swing). Sometimes however the only way to get by is to leap onto the heads of the crocodiles when they're closed. Finally some of them will randomly open and close, giving you a chance to sprint across them.

While the subterranean levels are a bit easier to survive with only the lone scorpion enemy, you may miss treasure if you head underground as you can skip several topside screens. The upside to this is if you are having trouble with certain areas this is a workaround.

This is a near perfect 2600 title. The graphics and sound are top notch, it's easy to control Harry, and with the freedom to go in any direction you please there's a lot of replay value. Anybody who is a fan of video games should check this out.



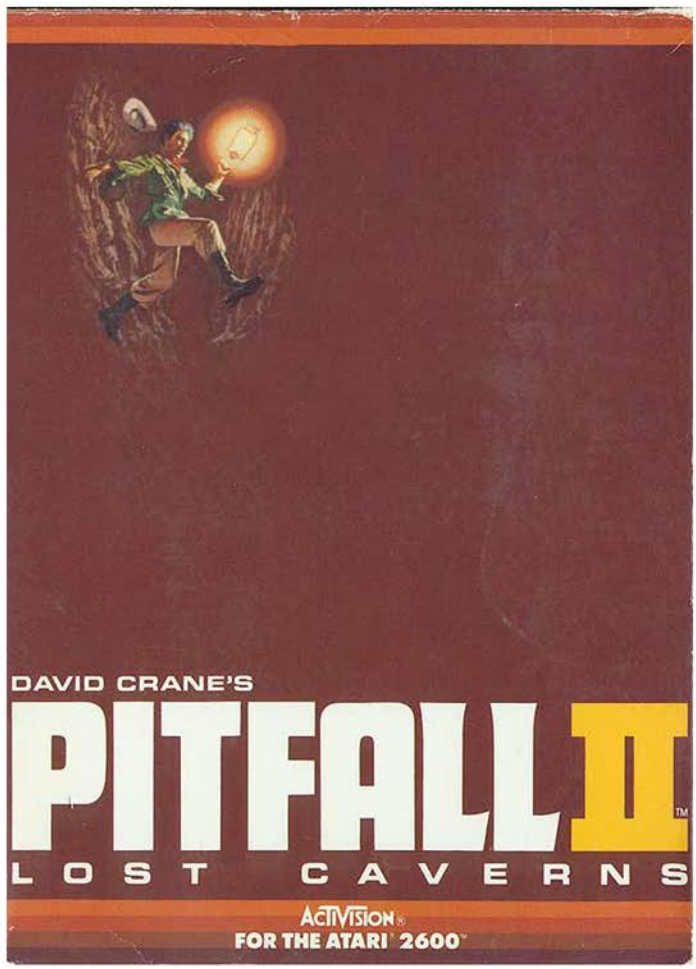
Top Left: Manual Cover
Top Right: Patch (20,000 Points)
Below: Catalog Samples

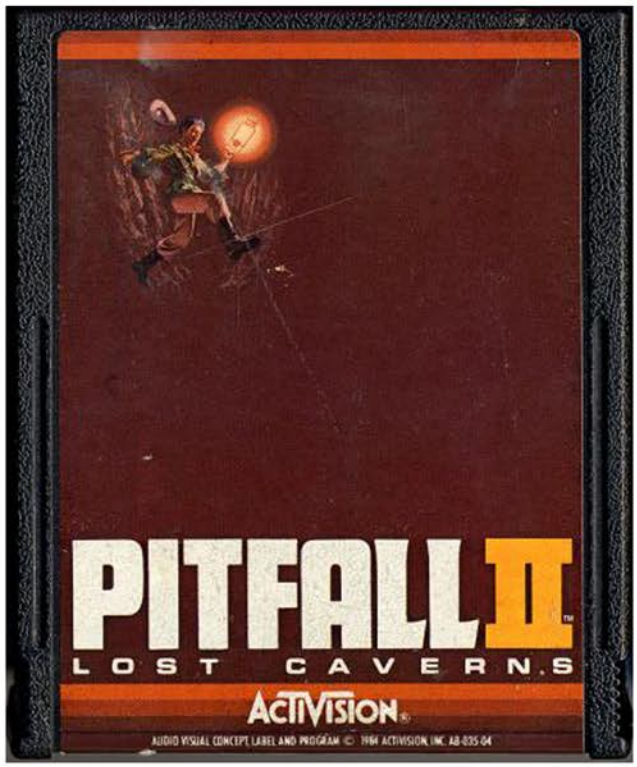
# Pitfall II

Release Date: 1984
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: AZB-035
Rarity: 4
Programmer: David Crane

This sequel to the all time great is a massive leap forward in every way.



Pitfall Harry is back at it, ready to risk life and limb in order to collect as much treasure as possible from the most inhospitable places on earth. He's not along this time however, as his niece Rhonda and her cat Quickclaw have joined him in this adventure (who promptly get lost).

The game begins with Harry standing at the entrance to a large cavern, only this time the adventure is more open world, at least at first glance. Harry can run to the right only, but as he goes along there are several drop offs that will take him to the water filled catacombs below. Once he enters it, either by falling or finding a ladder, he'll discover there are dozens of floors containing gold bar after gold bar. Riches aren't his main goal this time around though, as he needs to rescue his niece and her cat.

The map is absolutely gigantic for the 2600 game, however there is really only one path that will take you where you need to go. Sure there are some side areas that can be explored for more points, but they are just offshoots of the main path. The area is so large in fact that scattered about are red cross symbols that represent checkpoints, so if an enemy is victorious you'll have a place to land on your feet. When you do get hit you don't lose a life, rather you slowly move back through the level while your money drains. Kind of a death tax.

There are plenty of enemies you'll have to contend with. Poisonous frogs, bats, condors, electric eels and scorpions will all ruin your day. However none of them compare to the worst fate of all, missing a jump. If you don't land on a ledge you'll fall until you hit the bottom of the cavern, which in some cases can take a good ten to fifteen seconds of falling to reach the end.

Everything about the game is top notch. There is a constant adventurous theme that plays through the entirety of the game, the graphics are spectacular, and there is plenty of exploring to be done. It's a shame this game was released after the video game crash, because it deserves a lot more attention than it got.

**Activision Challenges Your Every Move**

You're about to lift off from Cape Canaveral and land at Edwards Air Force Base, begin the most rigorous event in sports history, ride criss-crossed beams of light into a new dimension, battle relentlessly down the River Of No Return, defend the planet Terra from the most massive space-fortress ever to rule the universe, wage off-the-wall warfare with creepy crawlers, corn gobblers and the masked Mad Bomber! Not to mention encountering military tanks that have run amok and are overtaking the populace, and enduring the road race of the century.

And that's just the beginning. Our designers are creating game experiences to further develop your imagination, endurance, courage, dexterity, and sense of humor. Because at Activision, we want to challenge your every move.



Designed by John Van Ryzin



Miners are trapped in molten heat! With the aid of your compact power-pack, you must come to the rescue! Fly through the red-hot mine, blast through magma walls, flow down lava rivers, and zap volcanic vermin with your micro-laser beam! H.E.R.O.™—pure dynamite for the Atari® 2600™!



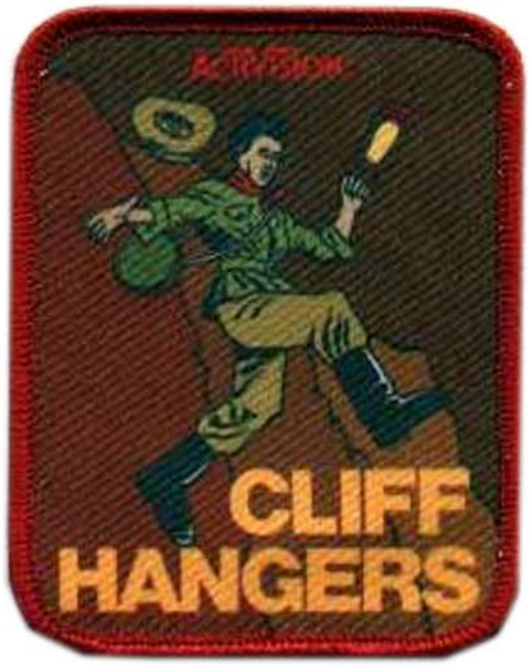
Designed by David Crane

Uncover ancient treasures with Pitfall Harry™ and his sidekicks, Rhonda and Quickclaw. Climb into a maze 27 levels deep, escaping bats, condors, poisonous frogs, albino scorpions, and electric eels. Swim through raging rivers, soar with hot-air balloons, and free-fall down to another plateau. Pitfall II Lost Caverns. It's the video adventure game you've been waiting for!

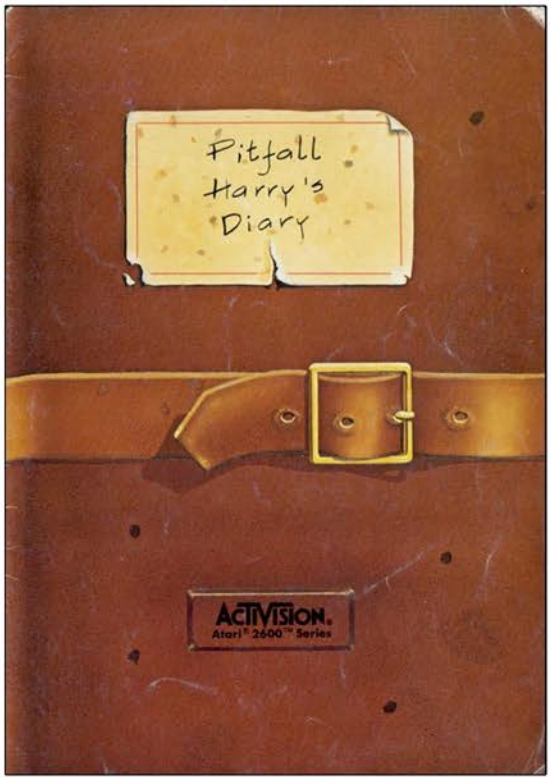


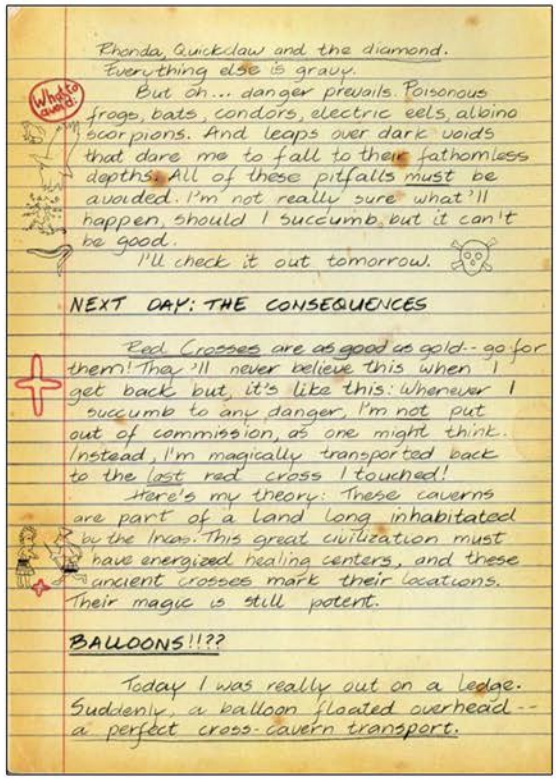
Designed by Steve Kitchen

Blast off! Check the flight pattern and fuel gauge, and begin orbiting the planet in search of the satellite you've been sent to dock with and refuel. RENDEZVOUS flashes as you make final contact. Docking completed, prepare to land at Edwards Air Force Base. You're home! Begin flight training with Space Shuttle—A Journey into Space.™




Top Left: Catalog Sample
Top Right: Patch (99,000 Points)
Below: Manual Cover and Page Sample



Rhonda, Quickclaw and the diamond. Everything else is gray.

But oh... danger prevails. Poisonous frogs, bats, condors, electric eels, albino scorpions. And leaps over dark voids that dare me to fall to their fathomless depths. All of these pitfalls must be avoided. I'm not really sure what'll happen, should I succumb, but it can't be good.

I'll check it out tomorrow.

NEXT DAY: THE CONSEQUENCES

Red Crosses are as good as gold--go for them! They'll never believe this when I get back but, it's like this: Whenever I succumb to any danger, I'm not put out of commission, as one might think. Instead, I'm magically transported back to the last red cross I touched!

Here's my theory: These caverns are part of a land long inhabitated by the Incas. This great civilization must have energized healing centers, and these ancient crosses mark their locations. Their magic is still potent.

BALLOONS!!??

Today I was really out on a ledge. Suddenly, a balloon floated overhead--a perfect cross-cavern transport.

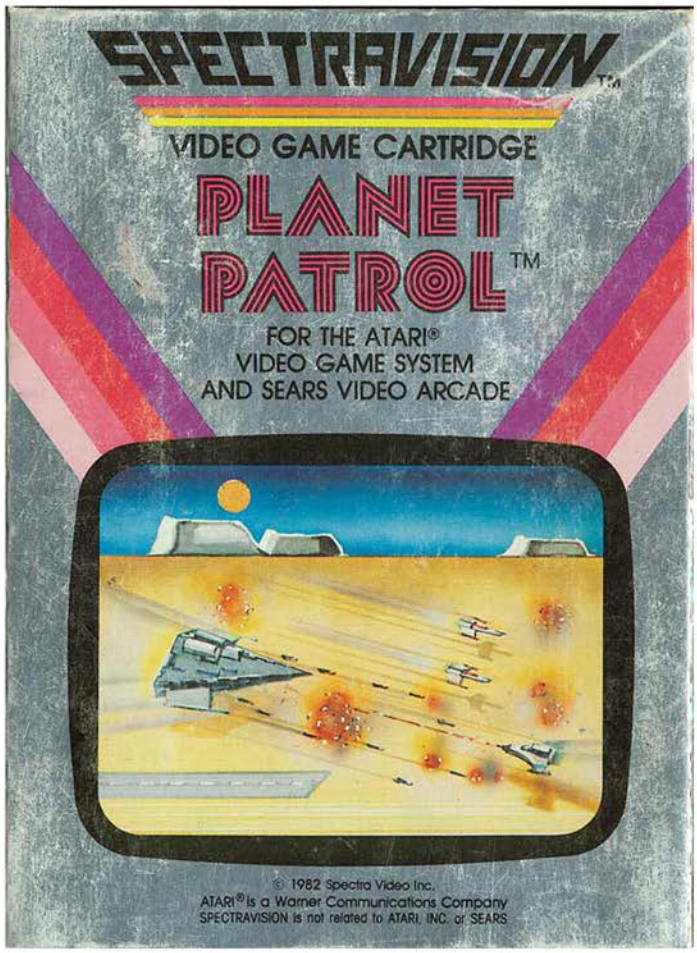
# Pitfall II

# Planet Patrol

Release Date: 1982
Publisher: Spectravision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: SA-202
Rarity: 3
Programmer: N/A

This slow moving shooter has one of the biggest flaws of any game on the system.



The planet Spectra is being invaded by T.I.A.'s (or Troublesome Invading Aliens) and it's up to you and only you to prevent them from destroying your home world. The good news is, you have a powerful flying vessel that can take a lot of them out very quickly. The bad news is, your ship has a horrible design flaw.

At the start of the game the alarm sounds and the first wave of drone missiles will be coming your way. You are restricted to vertical movement only on the far right side of the screen, and move quite slowly over the sun scorched terrain. While there are several enemies on screen firing at you simultaneously, due to the glacier pace of the action none of it will be difficult to avoid. The manual says that the enemy missiles are heat seeking, however they continually go in a straight line.

The biggest innovation to be found here is the day/night cycle. As you play the sun will begin to set, darkening the screen (and acting as a checkpoint). When the screen goes dark the enemy becomes invisible unless you fire a shot, which will give you a quick glance at things. If done properly this could have been a nice wrinkle to the standard gameplay, however the only way to survive is to constantly be firing, so the end result is an annoying discount rave effect with the screen constantly pulsating.

As the sun begins to rise you will have the opportunity to rescue some of your fellow pilots, although if you don't pay attention to the manual and know what it is you'll more than likely shoot it down since there's no onscreen indication that it's friendly. Then you'll have a short race against the clock to blow up three enemy missile bases, which will lower the force field and allow you to pass. You still need to be careful however as there is a large debris field that can take you ship down. Survive that and you'll be off to refuel.

Now on to the game breaking flaw, your fuel supply. As you shoot your fuel drains, and when it's empty you can no longer fire. Unfortunately when you die, your fuel doesn't replenish, which means if you get trapped by the debris field and have to go back to the night checkpoint, there's a great chance you'll be out of gas by the time you hit the refuel station. So even if you have multiple lives in reserve it's essentially a game over. On the plus side when this happens it gives you an excuse to go ahead and shut the game off.

Outside of the poorly executed day/night cycle, there's nothing original here, nor is there anything that is particularly well done. There are far better shooters on the 2600 that are worth your time.

GANGSTER ALLEY™

SPECTRAVISION
VIDEO GAME CARTRIDGE
GANGSTER ALLEY™
FOR THE ATARI® VIDEO GAME SYSTEM™ AND SEARS VIDEO ARCADE™

Meet LEFTY, SCARE FACE, MUGSY, SHIFTY and the most sinister and deadly of them all — "NITRO ED". They're out to challenge you to the most exciting quick-draw shoot-em out game that has ever appeared on the screen. Your assignment is to meet them on their turf — "GANGSTER ALLEY". You are equipped with bullet proof vests and a gunsight. Your mission is to outdraw them and collect the monetary rewards before they shoot you. They actually appear out of the windows at random to take shots at you and "NITRO ED" sneaks up from the roof top and drops bombs. Periodically, an innocent citizen appears from the window and if you accidentally hit them, you'll lose points. The shoot out switches from day time to night.

PLANET PATROL™

SPECTRAVISION
VIDEO GAME CARTRIDGE
PLANET PATROL™
FOR THE ATARI® VIDEO GAME SYSTEM™ AND SEARS VIDEO ARCADE™

You're an ace fighter pilot patrolling and protecting the galaxy. You are constantly being attacked by evil forces who fire missiles at your craft. As you guide your ship across the colorful terrain you dodge oncoming missiles and you fire back. The object of the game is to destroy as many missiles and the base station before it destroys you. Your assignment takes you from daylight to night missions and in your encounters, you have to rescue downed pilots. Periodically you have to make re-fueling stops. The Graphics are true to life. Planet Patrol is destined to become a universal hit.

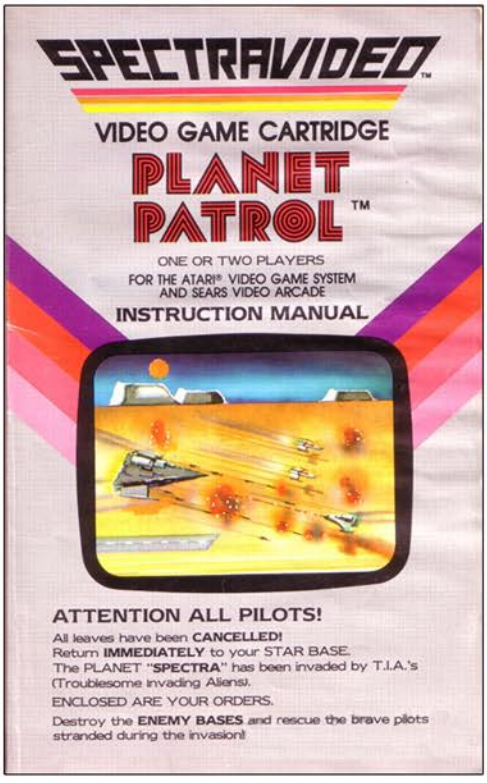
SPECTRAVISION
VIDEO GAME CARTRIDGE
PLANET PATROL™
FOR THE ATARI® VIDEO GAME SYSTEM™ AND SEARS VIDEO ARCADE™

PLANET PATROL™

You're an ace fighter pilot patrolling and protecting the galaxy. You are constantly being attacked by evil forces who fire missiles at your craft. As you guide your ship across the colorful terrain you dodge oncoming missiles and you fire back. The object of the game is to destroy as many missiles and the base station before it destroys you. Your assignment takes you from daylight to night missions and in your encounters, you have to rescue downed pilots. Periodically you have to make re-fueling stops. The Graphics are true to life. **PLANET PATROL** is destined to become a universal hit.

Above: Catalog Samples

Below: Manual Cover and Page Sample



SPECTRAVIDEO™

VIDEO GAME CARTRIDGE

PLANET PATROL™

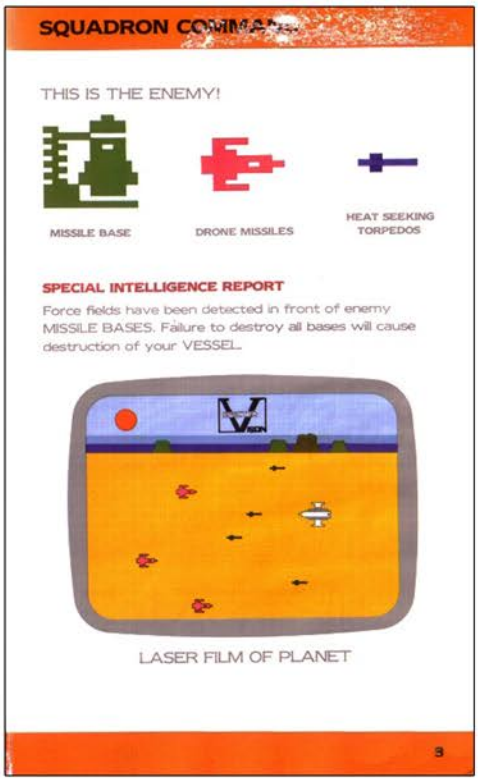
ONE OR TWO PLAYERS

FOR THE ATARI® VIDEO GAME SYSTEM AND SEARS VIDEO ARCADE

INSTRUCTION MANUAL

ATTENTION ALL PILOTS!

All leaves have been **CANCELLED!**
Return **IMMEDIATELY** to your STAR BASE.
The PLANET "**SPECTRA**" has been invaded by T.I.A.'s (Troublesome invading Aliens).
ENCLOSED ARE YOUR ORDERS.
Destroy the **ENEMY BASES** and rescue the brave pilots stranded during the invasion!



SQUADRON COMMAND

THIS IS THE ENEMY!

MISSILE BASE

DRONE MISSILES

HEAT SEEKING TORPEDOS

**SPECIAL INTELLIGENCE REPORT**

Force fields have been detected in front of enemy MISSILE BASES. Failure to destroy all bases will cause destruction of your VESSEL.

LASER FILM OF PLANET

3

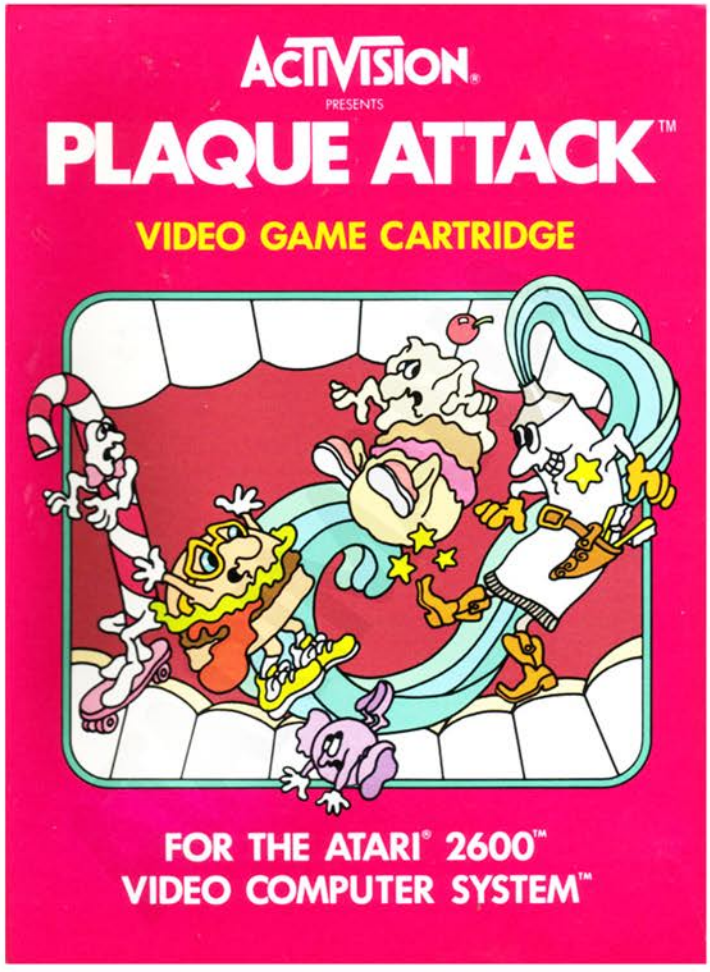
# PLANET PATROL

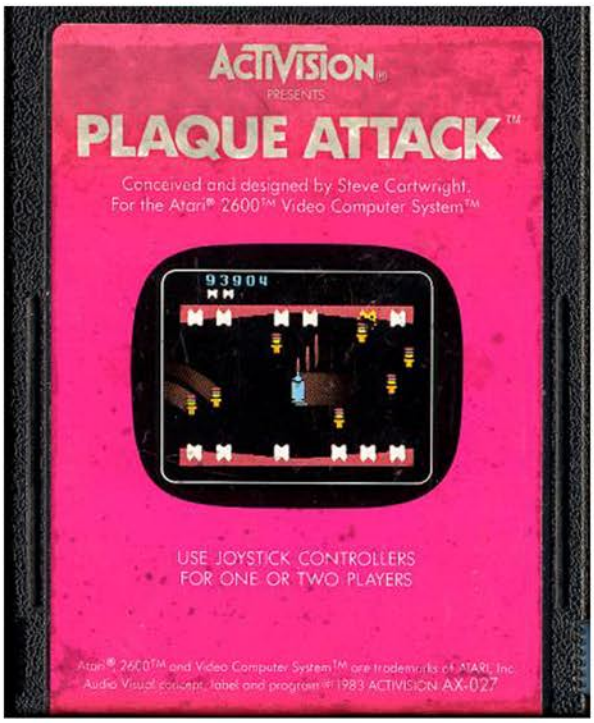
# Plaque Attack

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AX-027
Rarity: 4
Programmer: Steve Cartwright

Hands down the best 2600 game centered around protecting teeth.

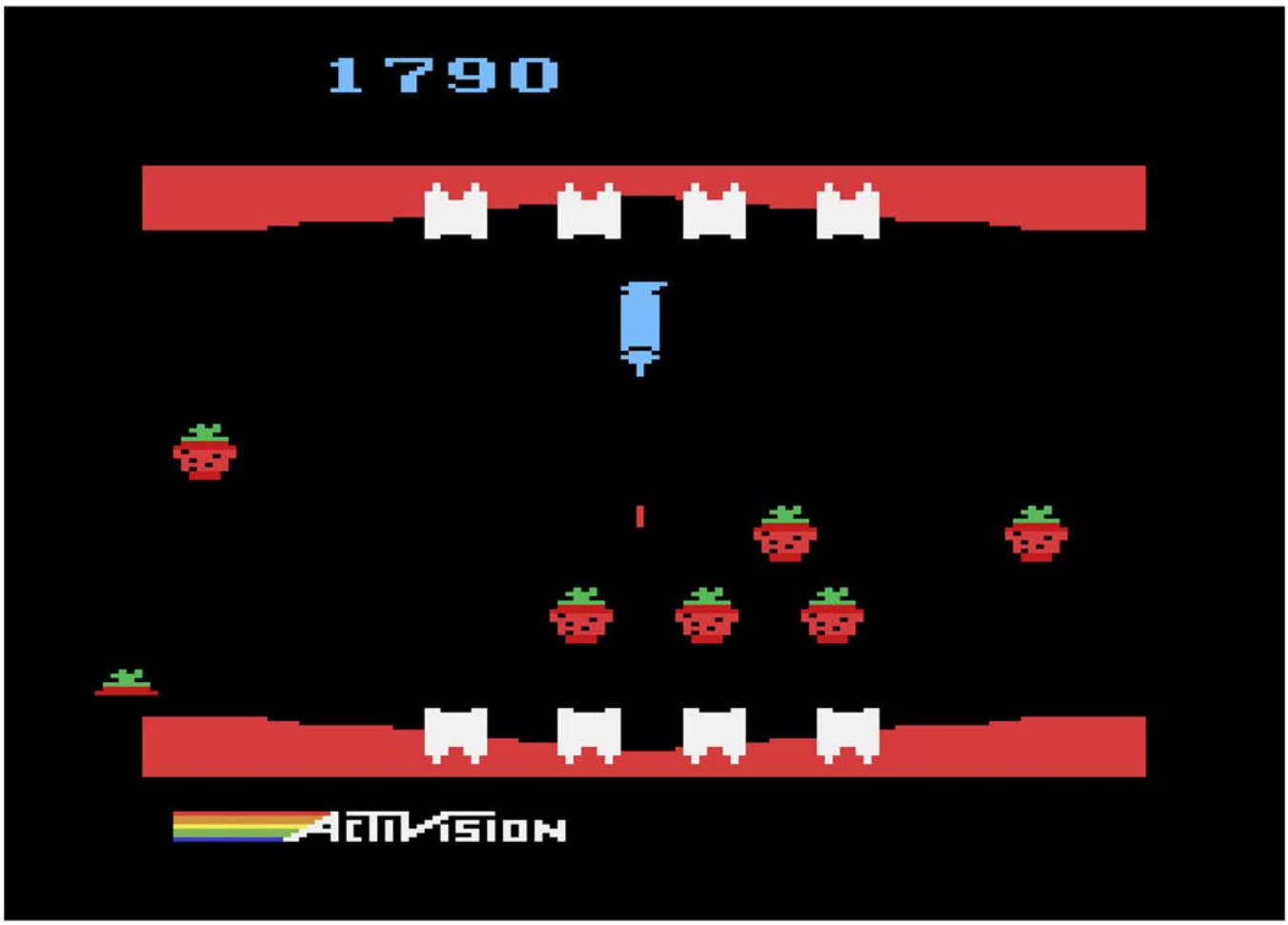


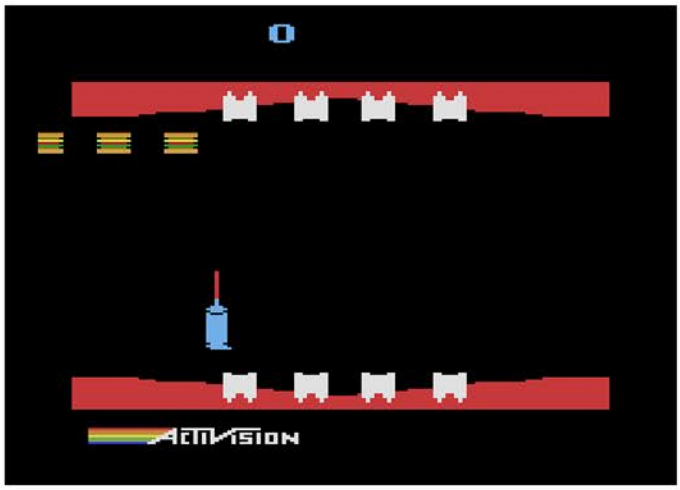



There is a junk food crisis that is gripping the nation! Evil sugary foods are attacking teeth at an alarming rate, and it's up to a sentient tube of toothpaste to protect a mouth from being reduced to nothing but gums.

When the game begins eight teeth appear, with four on the top and bottom of the mouth. When you gain control of the toothpaste tube the first wave of treats appear and begin their assault. In groups of three they move from side to side, slowly gaining ground towards the vulnerable enamel and it's your job to shoot them down. If you are successful, the remainder of your tube is emptied for bonus points, and your remaining teeth also go into your total. This is important because every 2,000 points you get a bonus tooth that will regrow whenever one is removed.

There are eight waves of enemies before they reset, and they range from hamburgers and hotdogs to strawberries and cherries, to outright dessert foods like donuts and ice cream cones. Each wave has their own style and speed of movement, with some simply going back and forth while moving in one direction.



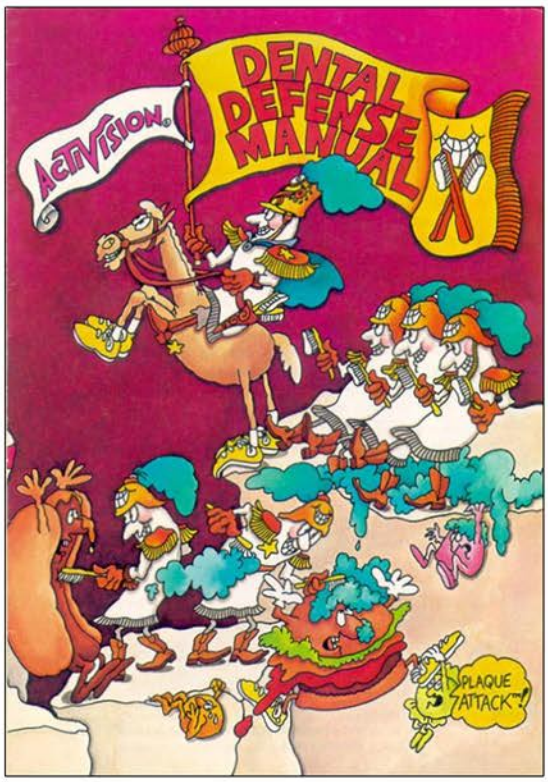


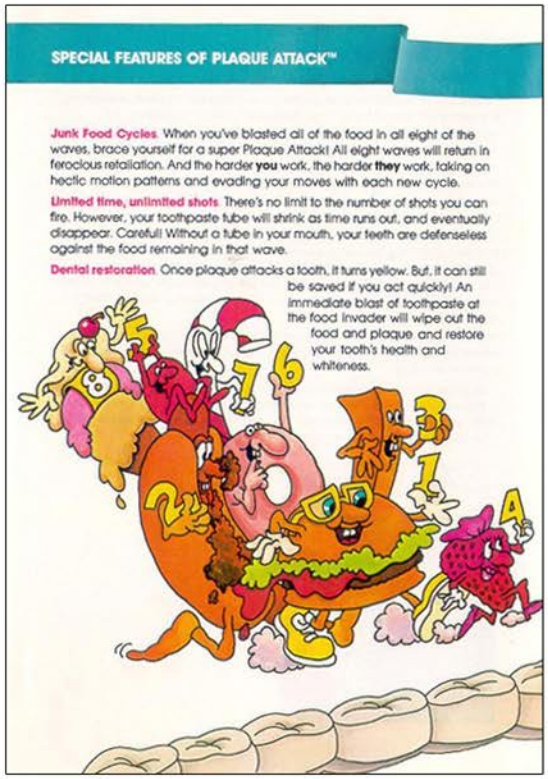
On the later levels however they will lurch from side to side and occasionally change direction without notice. Luckily you have a full range of motion with your toothpaste and can shoot in either direction. And shoot you must in order to survive the attack, as your enemy is absolutely ruthless.

The biggest problem with the game is how quickly it can all be over for you. One moment you can have all eight teeth, and then the computer lands a direct hit with multiple food items and in an instant you are down several teeth. Add this to the fact that it can happen on both sides of the mouth simultaneously and you can go from a full mouth of pearly whites to gummy in a matter of seconds. The only things that save this from being totally unfair is the fact you have rapid fire mode just by holding down the button, and whenever a tooth is under attack your enemies freeze in place, giving you a chance to clear them out.

Sudden toothless syndrome aside, this is one of the best shooters on the entire system. If you are a fan of the genre, or just have an overwhelming desire to defend teeth, it's worth a look.

Top Left: Catalog Sample
Top Right: Patch (35,000 Points)
Below: Manual Cover and Page Sample



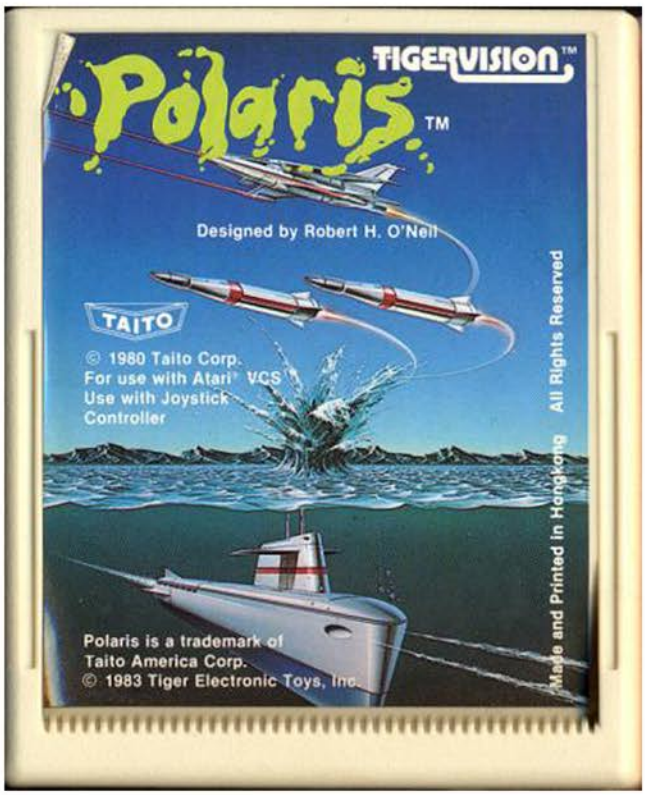

# Plaque Attack

# POLARIS

Release Date: 1983
Publisher: Tigervision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

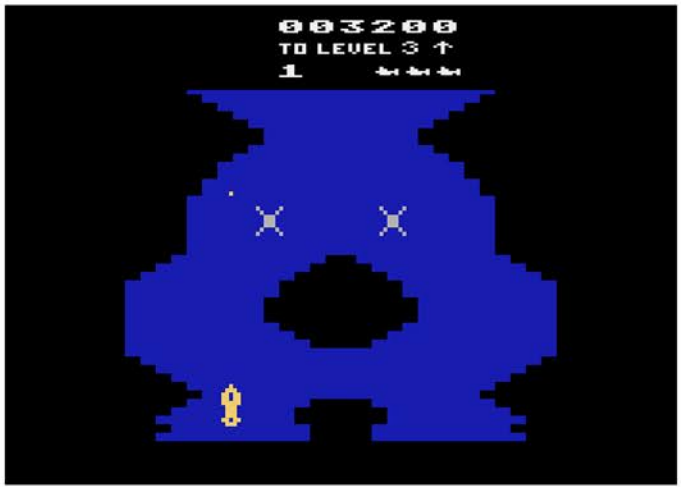
Alternate Title: N/A
Model #: 7-007
Rarity: 6
Programmer: Robert H. O'Neil

This submarine based shooter has a bit of an identity crisis.



You are in command of a state of the art Polaris class nuclear submarine. Somehow you have gotten yourself lost and ended up alone in enemy waters, and the only way to survive is to destroy the entirety of their army.

The game begins with your sub confined to the bottom half of the screen. Alongside you in the water is an enemy sub that strolls across the screen (they don't fire and can simply be dodged), while above you several bombers patrol, occasionally dropping depth charges. The goal is to take out all enemy aircraft, however doing so if fraught with peril since they have dying attacks. If you hit a plane they will drop either a single bomb straight down, or scatter several charges that cover a decent area, forcing you to move. Once the bombers are dealt with the enemy will send a dive bomber, which is a small fast moving aircraft that fires torpedoes at you. Survive its assault and you're off to the second screen.



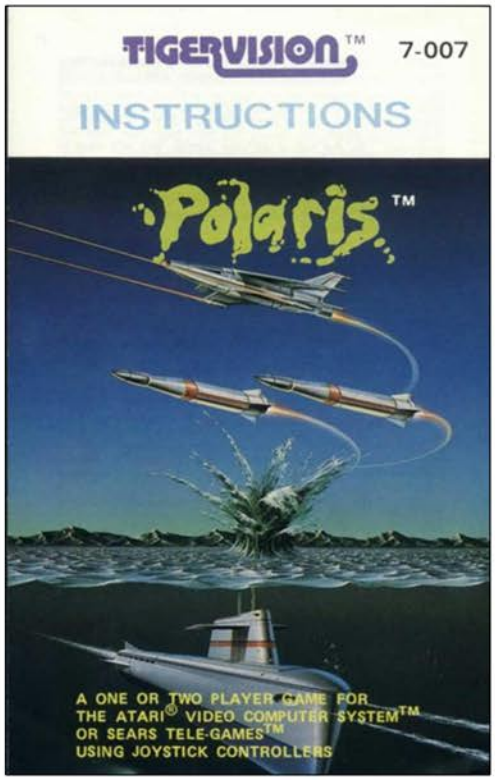
The next portion is a top down perspective as you move through undersea chasms on the way to the next battlefield. As you weave between the rocks, channel mines will appear in groups of three that block your path by moving back and forth. A single blast however will destroy the entire row of them, however they are spread far enough apart that it's easy enough to maneuver between them. The screen scrolling will slow to a crawl when you get to the end, letting you know the next fight is at hand.

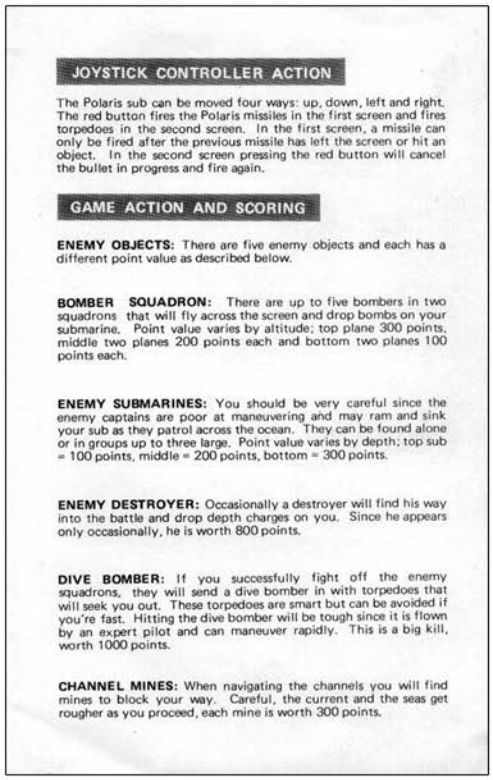
The biggest issue here is that the game doesn't know what type of game it wants to be. The battle screens are lackluster due to the limited number of enemies you face off against and the fact that the enemy submarines don't even fire at you. The undersea segments are just as dull since the only way to really die is if you are poor pilot and ram something. If they had focused on one screen or the other and fleshed it out they would have been better off.

While the action is sup-par, the graphics and controls are nice. If you are looking for a different shooter to play you can certainly do worse than Polaris.

Authentic Polaris arcade game action and graphics. You command the submarine maneuvering away from enemy subs, bombs and the ocean bottom. Launch your missiles and destroy the squadrons of attacking aircraft. Be prepared for the enemy dive bomber. Pilot your sub through the underwater mine field. Shoot the mines if you are quick enough. In total 16 levels of game play.

Top Left: Title Screen
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



## JOYSTICK CONTROLLER ACTION

The Polaris sub can be moved four ways: up, down, left and right. The red button fires the Polaris missiles in the first screen and fires torpedoes in the second screen. In the first screen, a missile can only be fired after the previous missile has left the screen or hit an object. In the second screen pressing the red button will cancel the bullet in progress and fire again.

## GAME ACTION AND SCORING

**ENEMY OBJECTS:** There are five enemy objects and each has a different point value as described below.

**BOMBER SQUADRON:** There are up to five bombers in two squadrons that will fly across the screen and drop bombs on your submarine. Point value varies by altitude; top plane 300 points, middle two planes 200 points each and bottom two planes 100 points each.

**ENEMY SUBMARINES:** You should be very careful since the enemy captains are poor at maneuvering and may ram and sink your sub as they patrol across the ocean. They can be found alone or in groups up to three large. Point value varies by depth; top sub = 100 points, middle = 200 points, bottom = 300 points.

**ENEMY DESTROYER:** Occasionally a destroyer will find his way into the battle and drop depth charges on you. Since he appears only occasionally, he is worth 800 points.

**DIVE BOMBER:** If you successfully fight off the enemy squadrons, they will send a dive bomber in with torpedoes that will seek you out. These torpedoes are smart but can be avoided if you're fast. Hitting the dive bomber will be tough since it is flown by an expert pilot and can maneuver rapidly. This is a big kill, worth 1000 points.

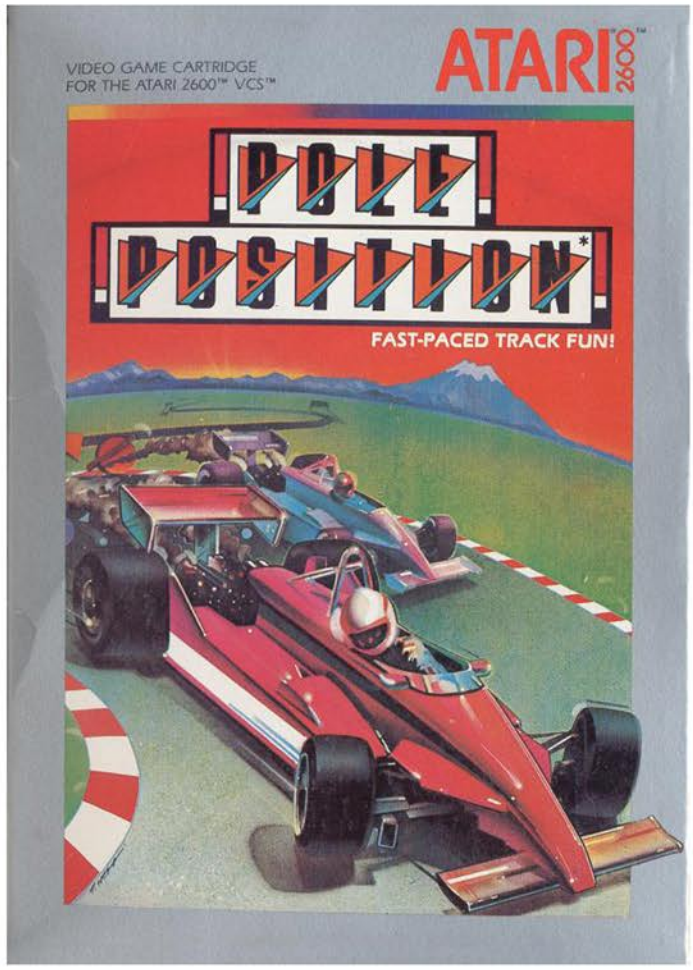
**CHANNEL MINES:** When navigating the channels you will find mines to block your way. Careful, the current and the seas get rougher as you proceed, each mine is worth 300 points.

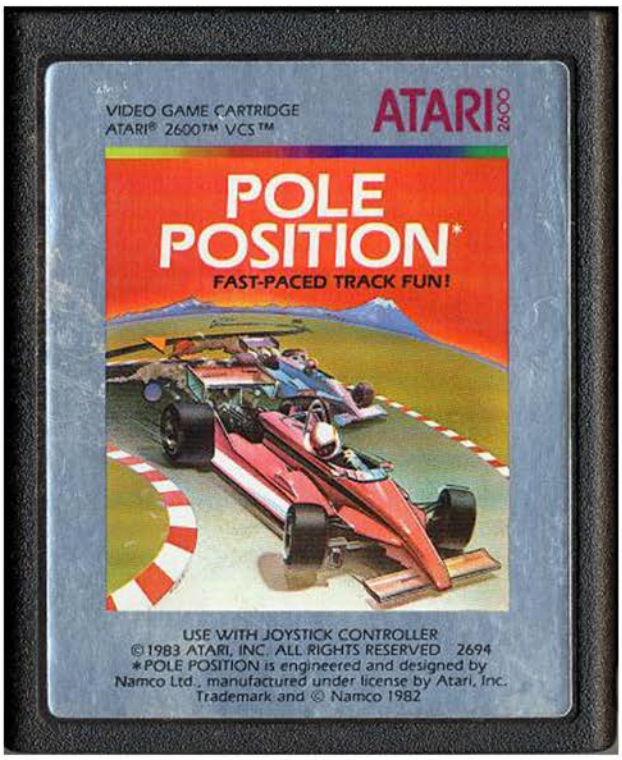
# Pole Position

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Racing

Alternate Title: N/A
Model #: CX2694
Rarity: 2
Programmer: Doug Macare

This port of the classic arcade racer is stripped down but enjoyable.



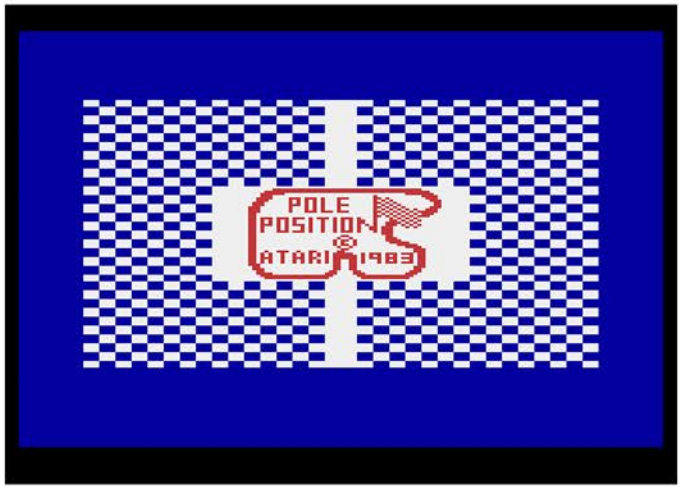
Get behind the wheel of a souped up race car and prepare to qualify for the Grand Prix. With a top speed of two hundred miles per hour, you will be screaming around the course, screeching tires as you make tight turns to avoid other racers. Make it back to the finish line in a good enough time and you'll be in the big race!

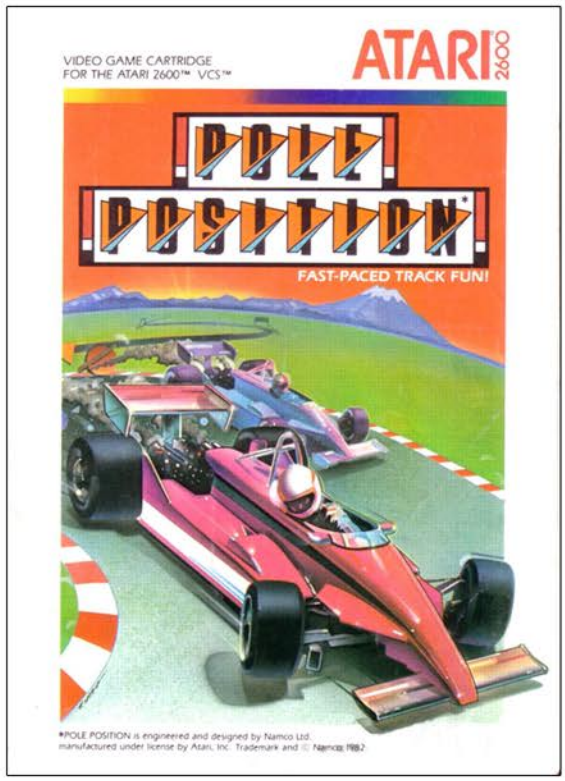
The game begins with your qualifying lap, which is a single timed run around the track. Even though the timer says ninety seconds, you really only have seventy-three seconds to get back to the finish line if you want to keep racing. Unlike traditional auto racing qualifying, there are other vehicles on the track that you must avoid. Luckily they are few and far between so it's a breeze to make it under the allotted time. Complete the lap, then it's on to the big race.

There isn't much difference between the Grand Prix and the qualifying lap, outside of needing to do four laps instead of one. There are also a few more racers on the track that will require you to stay on your toes. The race will end either when you finish the fourth lap, or you are too slow and the timer runs out, whichever happens first. Unless you are careless, it's pretty easy to finish the race since the only thing that can really slow you down is hitting another car. When this happens your vehicle explodes, but is quickly rebuilt and you'll be on your way in a matter of seconds. After winning the race, or having the timer expire, the only thing left to do is reset and do it all again.

The biggest thing you'll have to adjust to is going to be the control scheme, which will be foreign to a lot of racing game veterans. The car automatically accelerates, with you only being in control of the gear (high or low) and the brake. Even with the constant speedup, holding the brake button down for longer than a split second will bring you close to a complete stop. While this is a bit unorthodox, it does seem to work well.

Even though there is only a single race track that is playable, this is still a solid racing title that does the arcade version justice.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ game.

## GAME SUMMARY

POLE POSITION consists of two races: the Qualifying Lap and the Grand Prix. In both races you're racing against time and other cars. The longer you race and the more cars you pass, the more points you score. You earn 10,000 points for completing a lap and 50 bonus points for each car you pass. A lap is one complete circuit of the race course (*see diagram*).

The Qualifying Lap is 90 seconds long, but you must complete it in 73 seconds (1'73"00) or less to qualify for a position in the Grand Prix.

If you don't qualify, you can continue racing until the Race Timer counts down to zero. Then your car stops, a bonus for the number of cars passed is added to your score, and the game ends.

If you qualify, your car is positioned for the Grand Prix and a bonus for qualifying is added to the 10,000 points you scored for completing the lap. The faster your lap time, the better your position and the bigger your qualifying bonus (*see* SCORING). Go for the POLE POSITION, the number one starting spot. It's worth 4000 bonus points.

In the Grand Prix, your object is to finish the race in the shortest possible time. At the end of the last lap, a time bonus for each second left on the Race Timer is added to your score, in addition to a bonus for number of cars passed.

The race is four laps long. Complete each lap before the Race Timer runs out to earn "extended play" time and go on racing. If the timer runs out before you finish a lap, your car stops, your passing bonus is added to your score, and the game ends.

Your score, the gear you're in (LO or HI), the Race Timer (T), the Lap Timer (L), and the Speed Line (0 to 200 mph) appear at the top of the screen.

Press the red button on your Joystick Controller or GAME RESET to start the Qualifying Lap. See CAR CONTROLS for steering, shifting, and braking instructions.

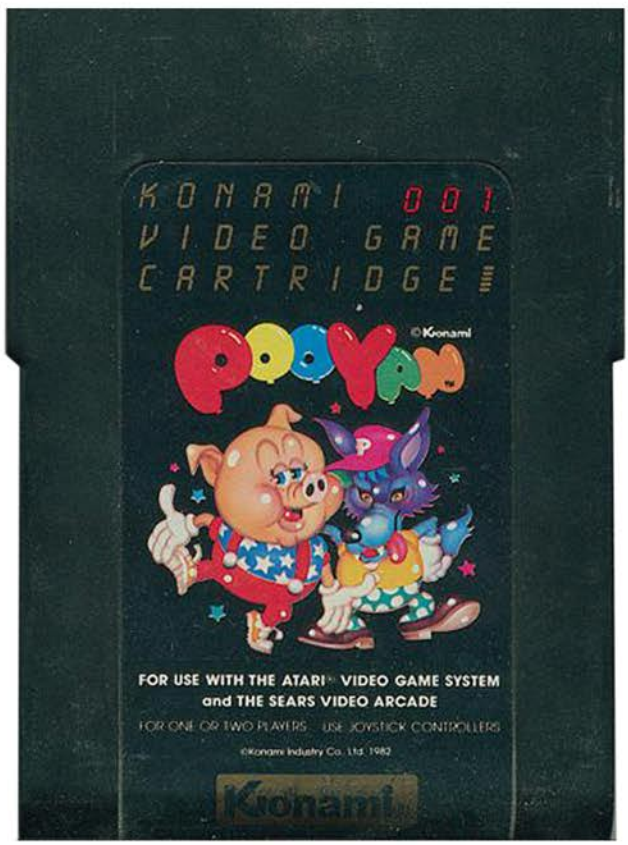
# POLE POSITION

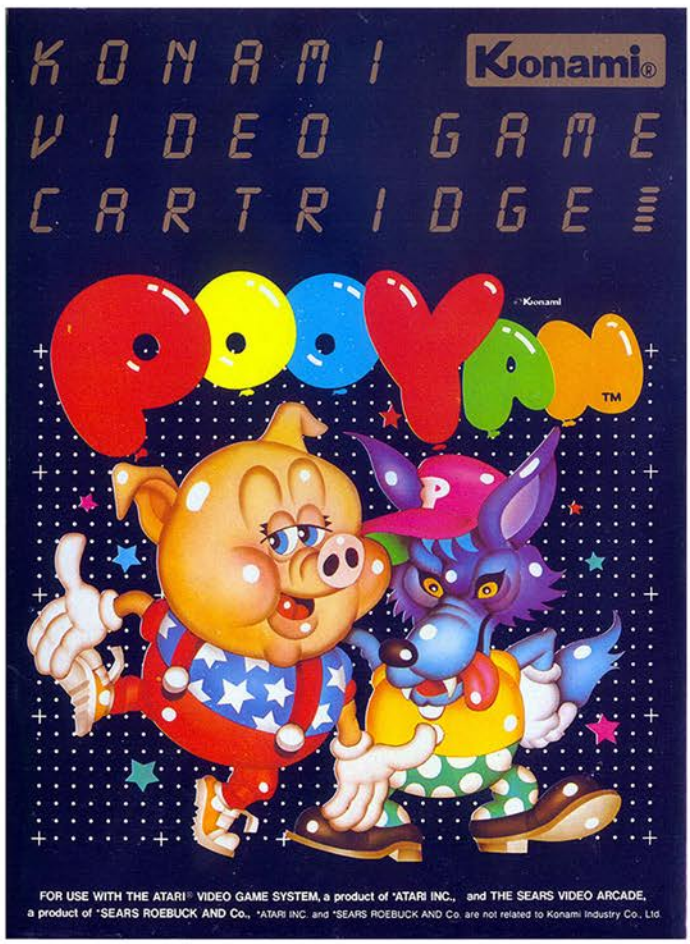
# POOYAN

Release Date: 1983
Publisher: Konami
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: RC-100-X 02
Rarity: 5
Programmer: N/A

This port of the arcade game comes up well short.



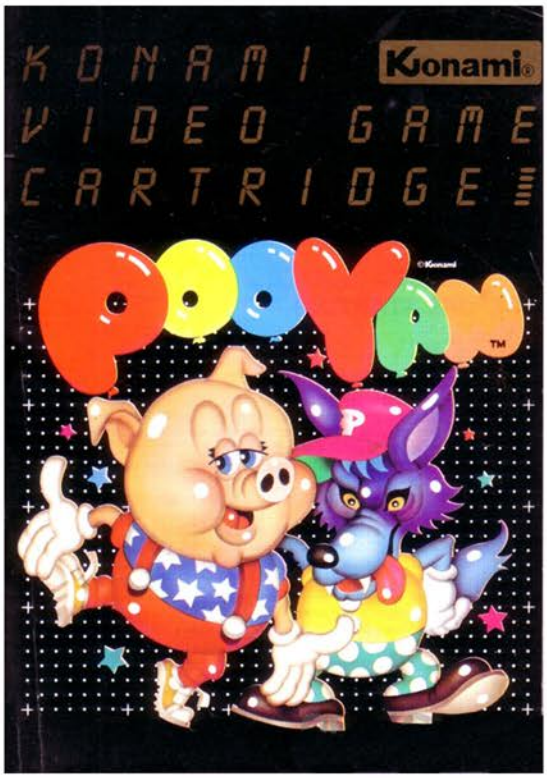
You are a mama pig who is under assault by a pack of hungry wolves. Armed with a bow and arrow, she must shoot down the crafty wolves who are using balloons to descend upon her household in search of her young. Aided by one of her youngsters who raise and lower her via a fishing pole, she must shoot repeatedly until the coast is clear.

At the start you'll find yourself dangling above the ground with your back against your multi-story home. In front of you is a large area where wolves begin to float down while throwing stones at you. As you dodge the incoming fire, you must shoot either the wolves or the balloons to end their assault. The invaders aren't defenseless however, as they can throw up a shield that will protect them from your arrows. If they reach the ground you'll have to watch your back as they will climb up your house and attempt to eat you.

If you survive the initial assault by shooting thirty wolves, you'll go to the second screen which ramps up the difficulty significantly. A wolf starts out inside your home, forcing you to constantly be on the move, and the wolves are floating up towards a pile of rocks that they will push down on you should enough of them reach the surface. If by some miracle you stand your ground against thirty of them, you'll be back to the first level facing off against even more wolves.

While this has all the makings of a fast paced, fun filled arcade experience, the controls make it anything but. Instead of having fluid movement up and down which would allow for precise shots on your invaders, the mama pig jumps from one position to another. This means if you miss a shot, or the wolf defends it, you have to jump down another level to line up another one. To complicate things, the controls just aren't responsive, sometimes completely ignoring your input if you try and move too soon after firing. I died several times because the mama simply wouldn't move.

If it wasn't for the controls, this could have been an all-time great arcade port. Instead it's an exercise in frustration and should be passed on by most players.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

### Resetting the Game

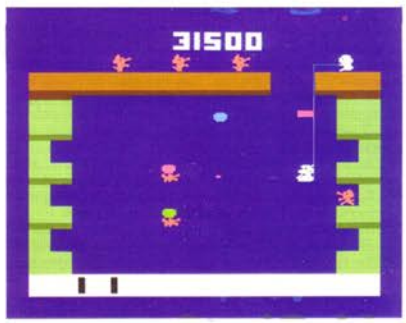
III. Using the reset switch to reset a game during play.
1) If you press the reset button during the course of a game, the same game will start again from the beginning.
2) You can use the reset switch even when not playing.

### Game Sequence

IV. There are two scenes (1 and 2) in this game, and they follow on from each other alternately as soon as one scene has been completed. The scene number is displayed in the center of the upper part of the screen while the START melody is being played.

## SCENE 1 (THE PIGS' HOUSE)

Moving the Mother Pig (Mama) up and down using the control lever, try to burst the wolves' balloons with arrows as they come floating down into the valley. You can also make the wolves fall by throwing the bait that appears at the top right-hand side of the valley. When the wolves try to grab the bait, they let go of their balloons and so fall down into the valley. At the same time, the wolves defend themselves with shields and attack by throwing stones. If you allow the wolves to float safely down to the bottom of the valley, they will climb up the steps and attack the Mother Pig from behind.

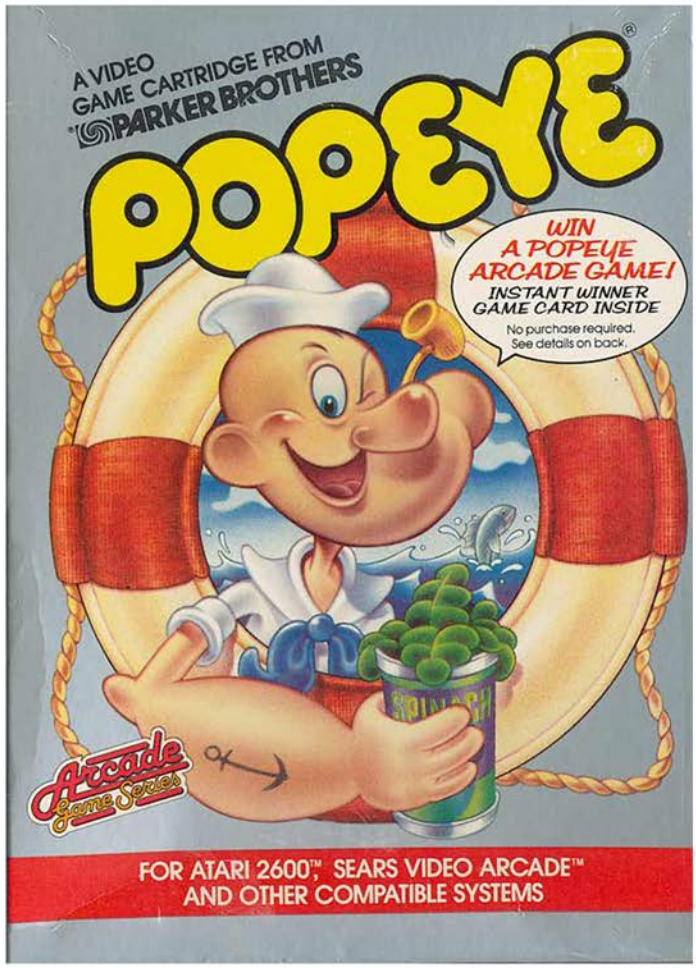


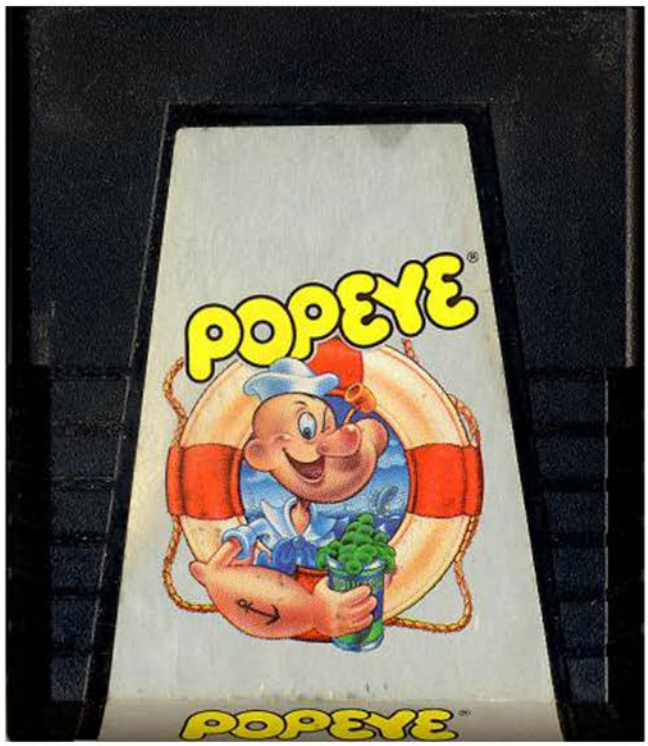
# POPEYE

Release Date: 1983
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: PB5370
Rarity: 2
Programmer: Joe Gaucher

A solid, if flawed, attempt at bringing the arcade game home.



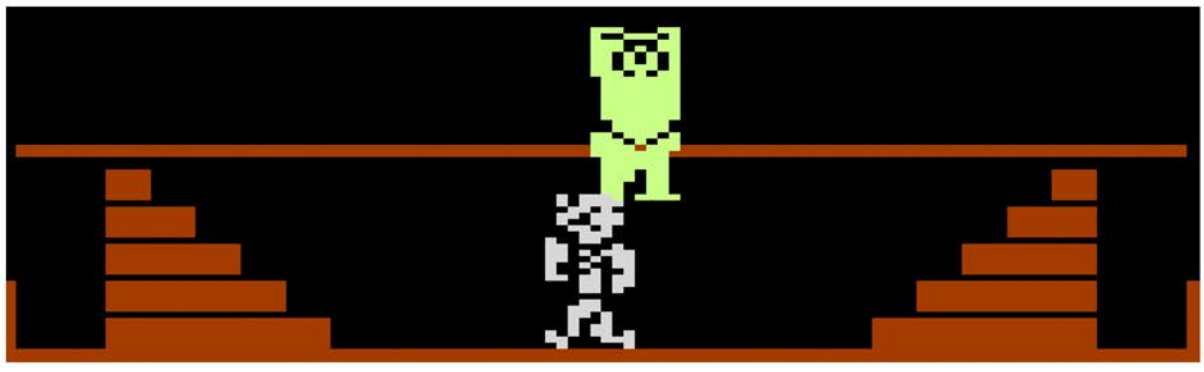
You are Popeye the Sailor Man, and the love of your life Olive Oil is doing everything she can to profess her admiration of you. Unfortunately the dastardly Brutus is jealous of your love, and is doing everything in his power to make you pay for it and prevent your union.

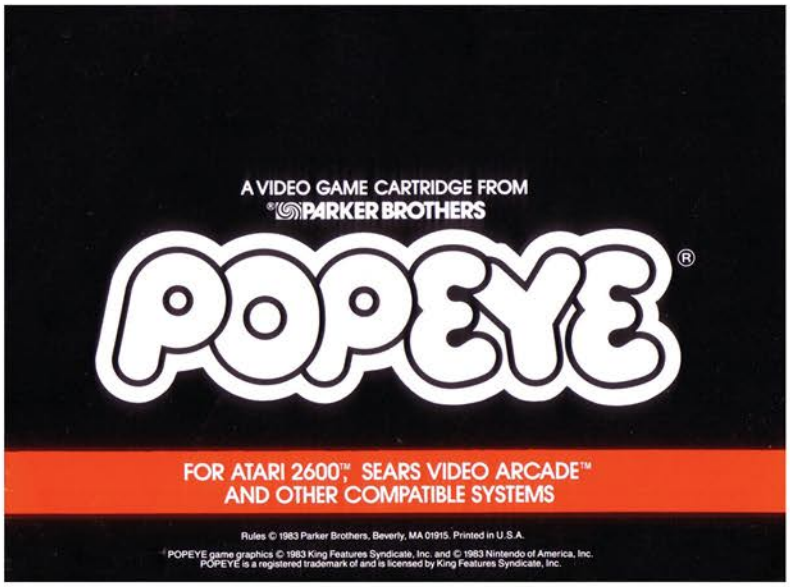
The game plays out over the course of three vertical platform levels, with Olive Oil sending hearts, love letters, and kisses fluttering into the wind and down towards you. It's up to Popeye to run around each level, collecting her affectionate items to ultimately win her over. Doing so however is easier said than done. Brutus is a mean machine, running, jumping and throwing rocks at you in an attempt to end your quest. One touch from him or his projectiles and it's lights out. He's not the only one after you however, as with each heart capture the vile Sea Hag will throw a rock at you from offscreen.

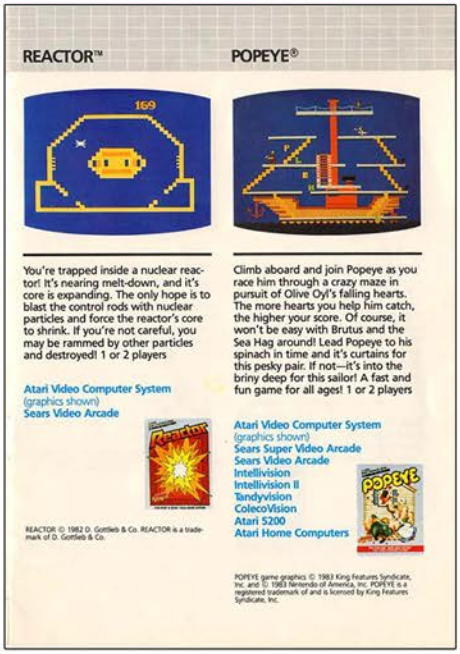
You do have some  manner of defense against your enemies.  A well timed punch will neutralize the projectiles, however the only way to deal with Brutus himself is to find the green can of spinach.  This turns Popeye into a bright red rage machine, giving him the ability to punch Brutus so hard he bounces around the screen before coming to a hard landing in the water below.  The downside is that there is only one can of spinach per level, so use it wisely.

There are some issues that hold this game back however, the biggest of which is the plodding pace.  It takes forever for Olive Oil to throw out all twenty of her items per stage, and they flutter down at an equally slow pace.  It can take upwards of twenty seconds for the heart or note to get from the top of the screen to the bottom.  When combined with the lackluster A.I. for Brutus on the first level, it means you'll spend the bulk of your time pacing back and forth waiting for the hearts while avoiding Brutus who is leaping up at you from below.  The second issue is how dramatically the difficulty ramps up on the second level, with Brutus being able to jump down at any time from anywhere to capture you.

If you are a fan of the arcade game this isn't a terrible port of it, even with the slow pace and difficulty issues.  However if you are looking for fast paced arcade action there are better options on the 2600.





**REACTOR™**



You're trapped inside a nuclear reactor! It's nearing melt-down, and it's core is expanding. The only hope is to blast the control rods with nuclear particles and force the reactor's core to shrink. If you're not careful, you may be rammed by other particles and destroyed! 1 or 2 players

Atari Video Computer System
(graphics shown)
Sears Video Arcade



REACTOR © 1982 D. Gottlieb & Co. REACTOR is a trademark of D. Gottlieb & Co.

**POPEYE®**



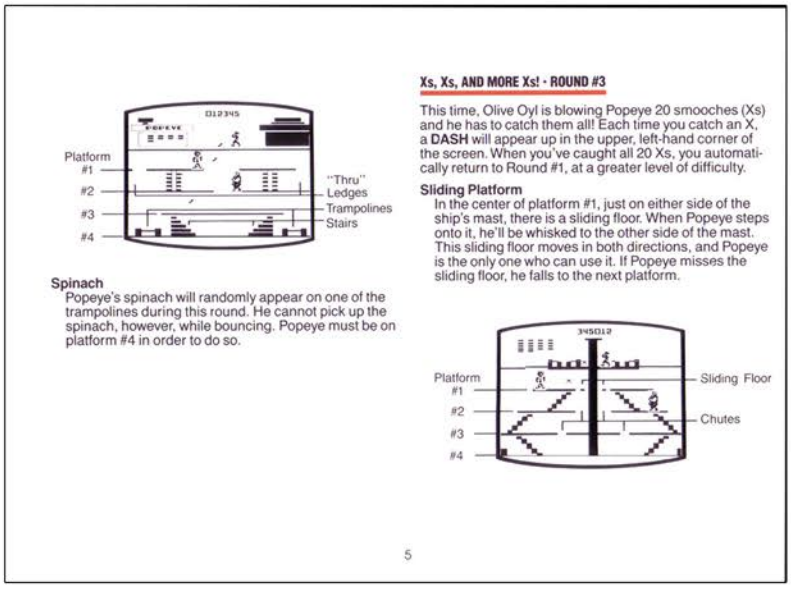
Climb aboard and join Popeye as you race him through a crazy maze in pursuit of Olive Oyl's falling hearts. The more hearts you help him catch, the higher your score. Of course, it won't be easy with Brutus and the Sea Hag around! Lead Popeye to his spinach in time and it's curtains for this pesky pair. If not—it's into the briny deep for this sailor! A fast and fun game for all ages! 1 or 2 players

Atari Video Computer System
(graphics shown)
Sears Super Video Arcade
Sears Video Arcade
Intellivision
Intellivision II
Tandyvision
ColecoVision
Atari 5200
Atari Home Computers



POPEYE game graphics © 1983 King Features Syndicate, Inc. and © 1983 Nintendo of America, Inc. POPEYE is a registered trademark of and is licensed by King Features Syndicate, Inc.

Above: Manual Cover
Left: Catalog Sample
Below: Manual Page Sample






**Spinach**
Popeye's spinach will randomly appear on one of the trampolines during this round. He cannot pick up the spinach, however, while bouncing. Popeye must be on platform #4 in order to do so.

**Xs, Xs, AND MORE Xs! - ROUND #3**

This time, Olive Oyl is blowing Popeye 20 smooches (Xs) and he has to catch them all! Each time you catch an X, a **DASH** will appear up in the upper, left-hand corner of the screen. When you've caught all 20 Xs, you automatically return to Round #1, at a greater level of difficulty.

**Sliding Platform**
In the center of platform #1, just on either side of the ship's mast, there is a sliding floor. When Popeye steps onto it, he'll be whisked to the other side of the mast. This sliding floor moves in both directions, and Popeye is the only one who can use it. If Popeye misses the sliding floor, he falls to the next platform.




5

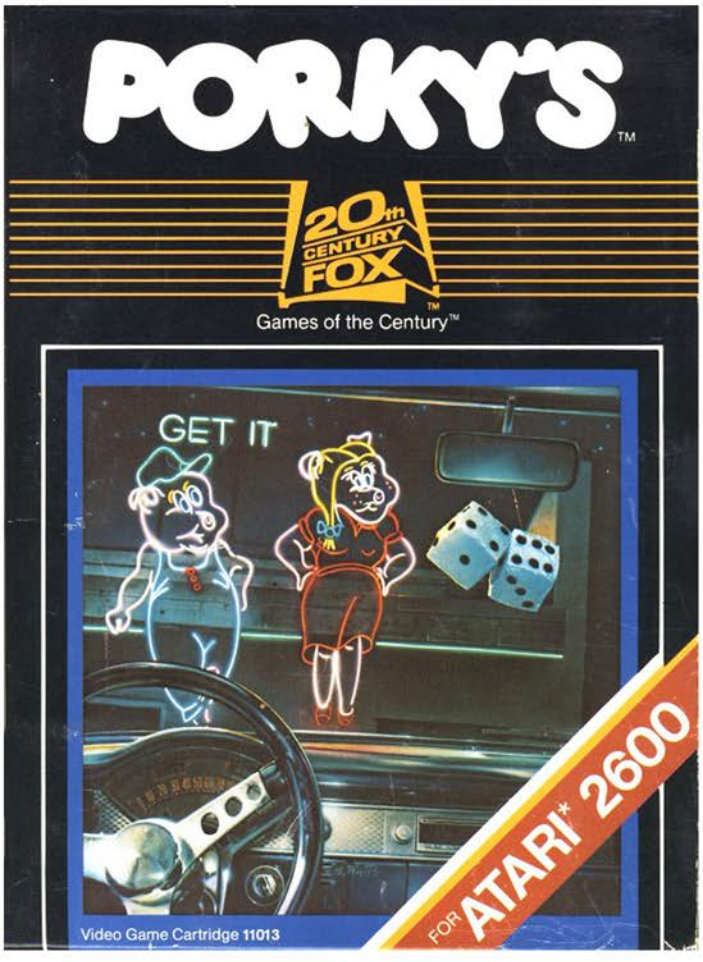
# POPEYE

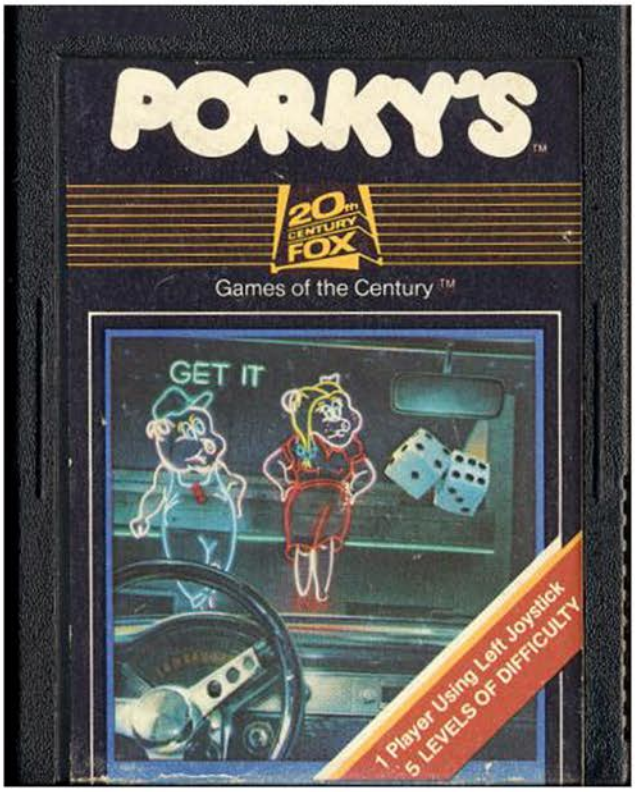
# PORKY'S

Release Date: 1983
Publisher: 20th Century Fox
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 11013
Rarity: 4
Programmer: Randall Hyde

This odd choice for a video game adaptation is playable once you get the hang of it.



You are Pee-Wee, the sexed crazed teenager who has vowed revenge against the evil Porky, and has set out on a mission to blow up his seedy little dive bar. To do so you're going to have to find your way through several screens of obstacles, including one that is shocking to see in a mainstream game.

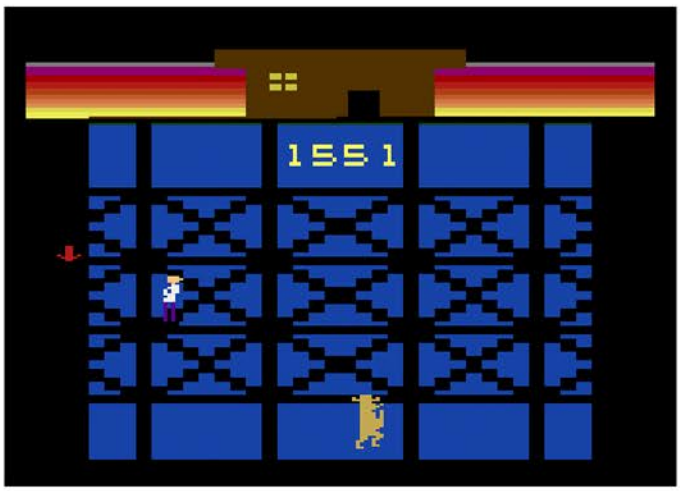
The first level is a Frogger inspired section where you must get from the county line to the bar. Along the way you'll have to dodge speed boats, police, dancing girls and even flying pigs. If you make it to the top then you'll be able to attempt to blow up the bar. However if you get hit you'll be sent to the swamps to regroup.

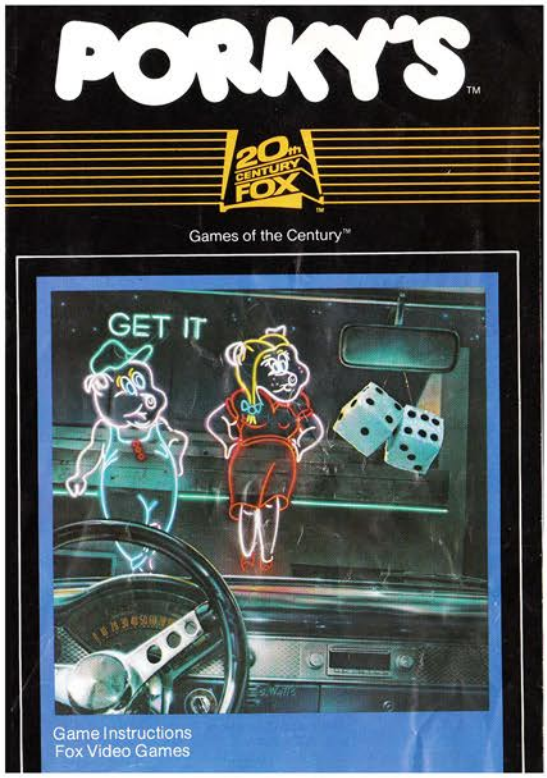
The swam allows you to show off your pole vaulting skill as well as your carpentry ability. On the platform above you there is a brick and a partially built ladder, and you must use the pole to fling yourself up to grab it. When you are in possession of a brick, drop down and fly over to the next platform and build a rung on the ladder. When you do this four times the ladder is built and you can climb up to the next scene. Also if you ever get sent back to the swamp, the ladder remains built so you can just go on up without much trouble.

And now for the infamous shower scene, which is crazy to see in a major label 2600 game. Here you must climb up to the top of the shower while avoiding Ms. Balbricker, who isn't too keen on you being in the lady's locker room. If you are able to push a random object off screen and successfully climb out, you'll find that the traffic on one of the lanes has been stopped, making your quest to blow up the bar that much easier.

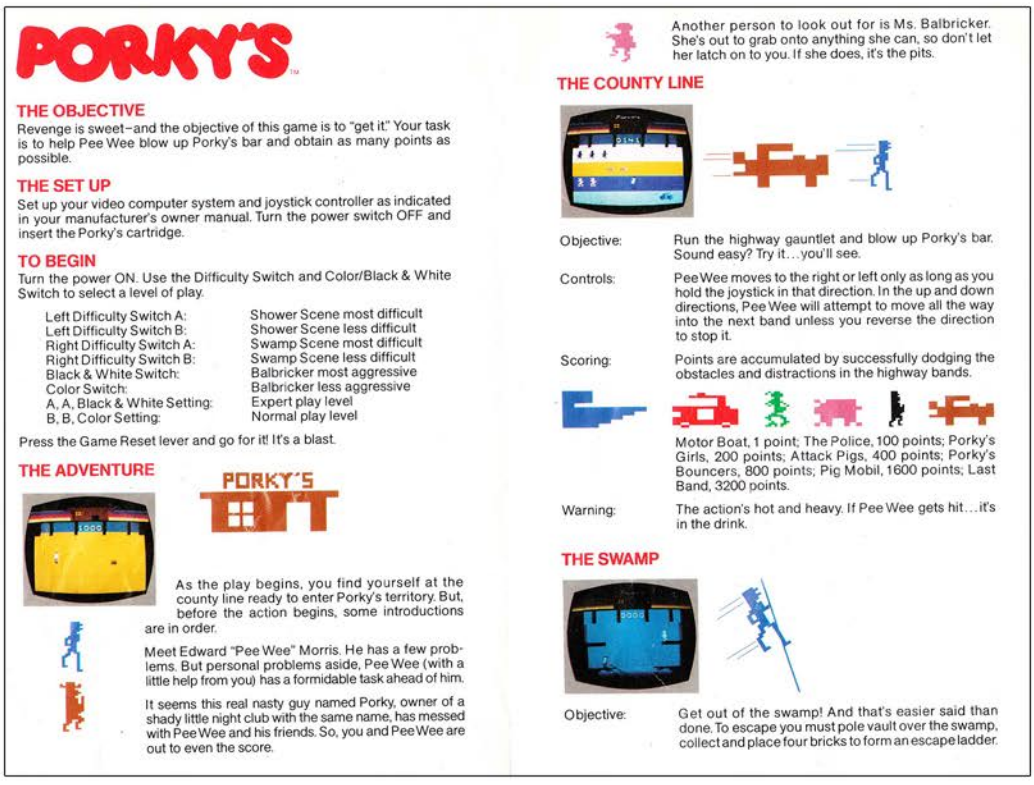
The final screen forces you to navigate a series of pathways to the base of the bar, while being pursued by Porky himself. The arrows on the side of the screen will let you know if you are on the correct path. If you make a wrong turn you have to drop to the bottom and begin the climb again, having to get it right in one fail swoop. Succeed and the bar is destroyed.

Despite the odd subject matter, this is a playable game with some variety in the gameplay. It's worth checking out, even if just for a laugh at the shower scene.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



PORKY'S

**THE OBJECTIVE**

Revenge is sweet–and the objective of this game is to "get it." Your task is to help Pee Wee blow up Porky's bar and obtain as many points as possible.

**THE SET UP**

Set up your video computer system and joystick controller as indicated in your manufacturer's owner manual. Turn the power switch OFF and insert the Porky's cartridge.

**TO BEGIN**

Turn the power ON. Use the Difficulty Switch and Color/Black & White Switch to select a level of play.

| | |
|---|---|
| Left Difficulty Switch A: | Shower Scene most difficult |
| Left Difficulty Switch B: | Shower Scene less difficult |
| Right Difficulty Switch A: | Swamp Scene most difficult |
| Right Difficulty Switch B: | Swamp Scene less difficult |
| Black & White Switch: | Balbricker most aggressive |
| Color Switch: | Balbricker less aggressive |
| A, A, Black & White Setting: | Expert play level |
| B, B, Color Setting: | Normal play level |

Press the Game Reset lever and go for it! It's a blast.

**THE ADVENTURE**

PORKY'S

As the play begins, you find yourself at the county line ready to enter Porky's territory. But, before the action begins, some introductions are in order.

Meet Edward "Pee Wee" Morris. He has a few problems. But personal problems aside, Pee Wee (with a little help from you) has a formidable task ahead of him.

It seems this real nasty guy named Porky, owner of a shady little night club with the same name, has messed with Pee Wee and his friends. So, you and Pee Wee are out to even the score.

Another person to look out for is Ms. Balbricker. She's out to grab onto anything she can, so don't let her latch on to you. If she does, it's the pits.

**THE COUNTY LINE**

Objective: Run the highway gauntlet and blow up Porky's bar. Sound easy? Try it…you'll see.

Controls: Pee Wee moves to the right or left only as long as you hold the joystick in that direction. In the up and down directions, Pee Wee will attempt to move all the way into the next band unless you reverse the direction to stop it.

Scoring: Points are accumulated by successfully dodging the obstacles and distractions in the highway bands.

Motor Boat, 1 point; The Police, 100 points; Porky's Girls, 200 points; Attack Pigs, 400 points; Porky's Bouncers, 800 points; Pig Mobil, 1600 points; Last Band, 3200 points.

Warning: The action's hot and heavy. If Pee Wee gets hit…it's in the drink.

**THE SWAMP**

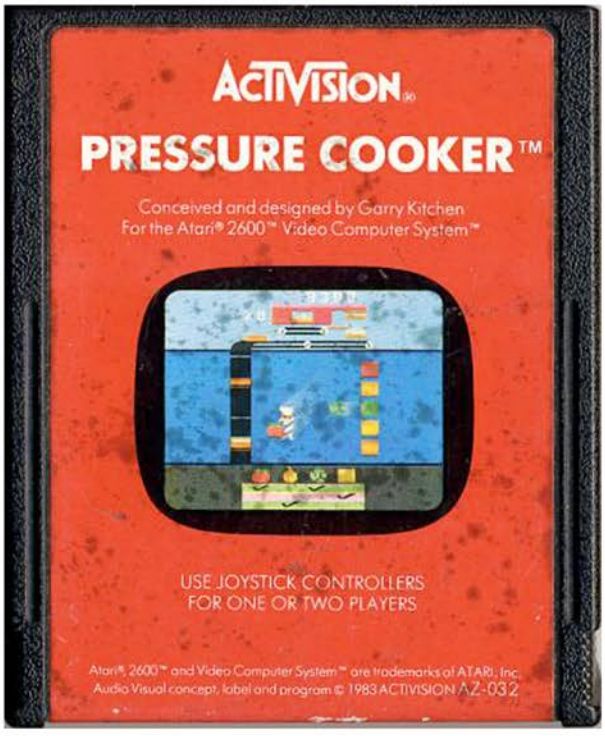
Objective: Get out of the swamp! And that's easier said than done. To escape you must pole vault over the swamp, collect and place four bricks to form an escape ladder.

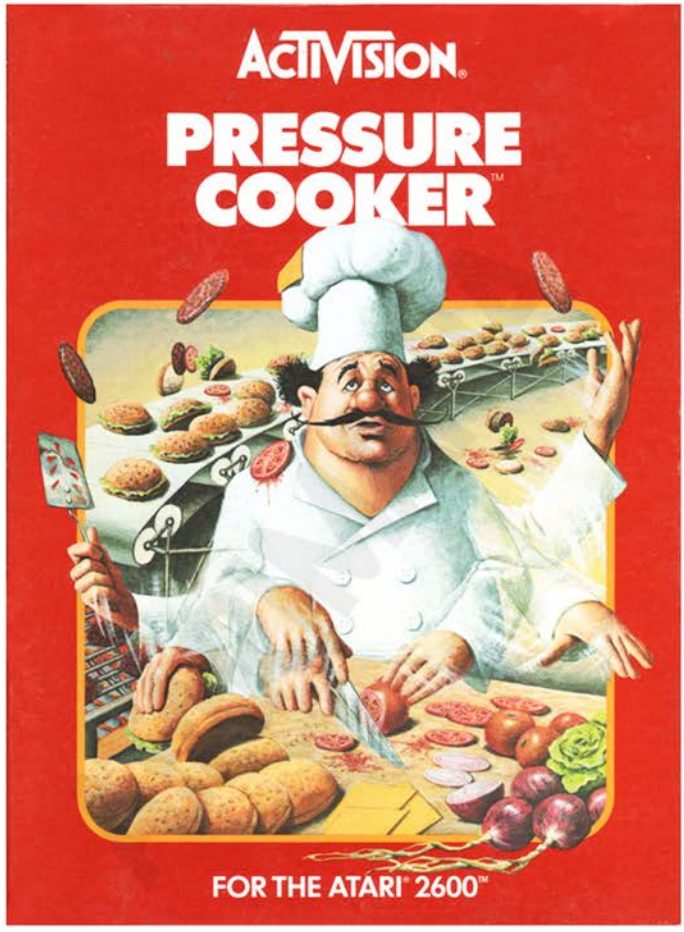
# Pressure Cooker

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AZ-032
Rarity: 4
Programmer: Garry Kitchen

This game about being a fast food cook is a lot more fun than actually being one.



You are Short-Order Sam, the head chef at The Grille, which has to be a fancy restaurant due to the spelling of grille. Unfortunately for Sam, the condiments for the burgers have been all messed up, so instead of being able to pick them up at will, they will be shot towards him at random intervals, making the simple task of building a burger a lot more difficult. For an added dash of salt in the wound, the other workers have called in sick, so Sam not only must build the burgers but deliver them as well.

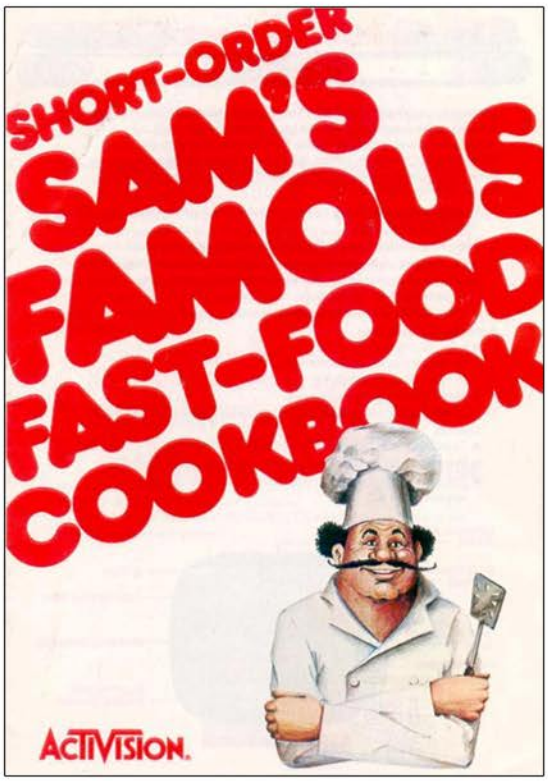
When the game begins you'll be standing in the middle of the kitchen. To the left is the conveyor belt that carries the burger down, and to the right are five shoots that will be sending condiments your way. At the bottom of the screen is the order board, letting you know what burgers need what condiment (either tomato, onion, lettuce, or cheese). Early on burgers will have one of the four, but as you progress they will have multiple toppings. Once you have successfully built the burger, the top layer of the bun will rocket out, allowing you to finish up. Once you have, then it's off to the next screen.

By running off the bottom, you appear in the wrapping room. Each order has a color coded bar, which tells you where to drop your finished delicacy. Line it up perfectly, hit the button and then quickly run back up to the assembly area because the burgers haven't stopped moving. Thankfully the conveyor belt moves pretty slow, at least at the start.

You don't have lives to lose, rather you have a performance rating. This starts at fifty and you lose points every time you waste an ingredient or put it on the wrong burger, you lose even more points if you miss the chute or drop it down the wrong one. If you are careless and a burger falls off the end of the conveyor belt you'll be a significant step closer to hanging up your chef's hat. The only way to regain performance rating is to score 10,000 points, at which time it will go up by ten.

While the subject matter of being a burger cook might not be the most interesting, the gameplay is fun and the graphics are pretty great. If you are looking for a solid arcade style title, this is a great way to go.

Top Left: Catalog Sample
Top Right: Patch (45,000 Points)
Below: Manual Cover and Page Sample



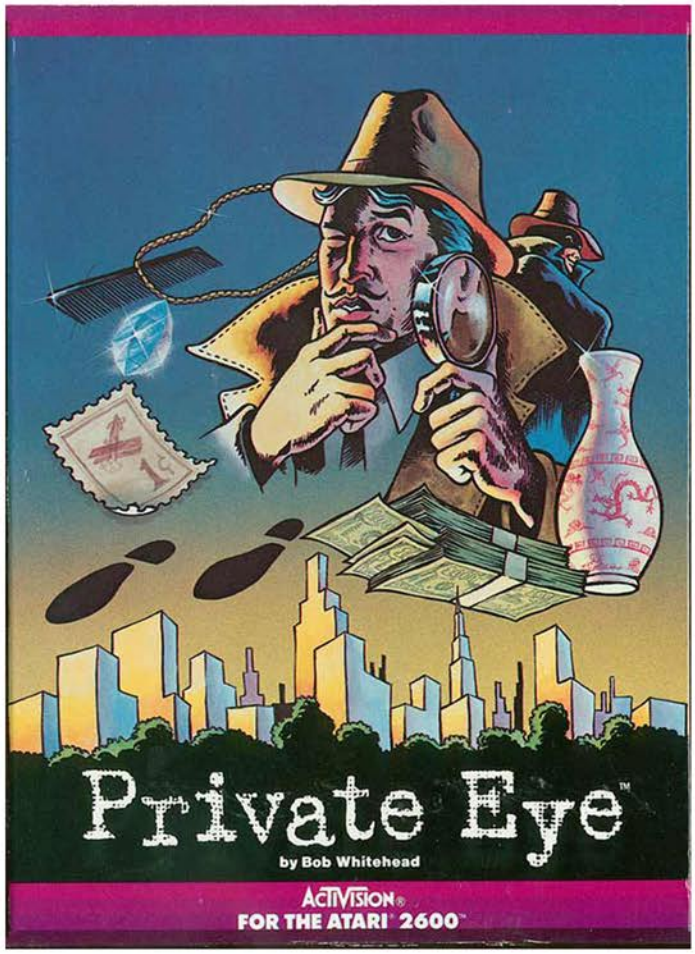
# PRESSURE COOKER

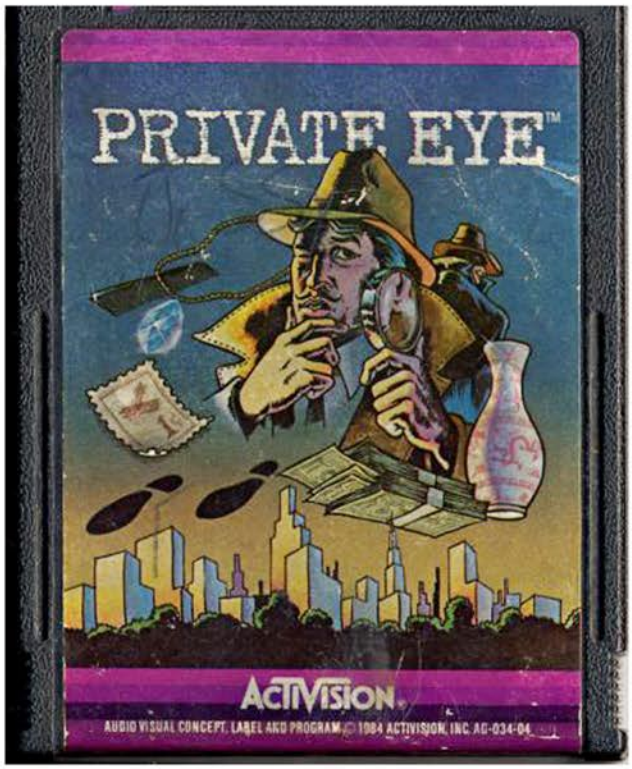
# Private Eye

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: AG-034
Rarity: 5
Programmer: Bob Whitehead

This investigative driving game is far too difficult for average players.



You are the great French private eye, Pierre Touche, and you have taken it upon yourself to solve five complex cases in a matter of minutes. By using your heavily modified 1935 Model A, Plerre must drive around the city gathering clues and eventually catch the criminal himself. The modifications allow his car to leap far into the air, and send the P.I. flying to the top of the screen, which is important since most items are near the top.

The games begins with our private eye in his rumbling automobile, ready to drive around town looking for clues. For the first case, Safecracker Suite, he needs to locate a gun and return it to the gun store, as well as money that needs to be dropped off at the bank. Doing both will allow our intrepid hero to capture the bank robber and bringing him to justice by handing him over to the police.

Regardless of the case, the items you must search for aren't sitting out in the open, rather you must interrogate suspects and interview witnesses to collect them. Scattered throughout the city are shady looking people with question marks over their head, and if you hit the right one you get a designated item. Be careful though because upon collecting them the criminal will begin ambushing you with a knife, and if he's able to hit you the item you worked so tirelessly to get goes back to the screen you found it on.

The gameplay area for the first two cases is limited to thirty-two blocks of the city, making for a relatively small area to explore. Case three doubles the area to sixty-four blocks, and case four nearly doubles it again to a hundred and twenty. For those brave enough to tackle the final case you'll have to deal with all two hundred and forty-eight blocks of the city. The final case is especially difficult because you have to retrieve every single piece of evidence from the first four cases before you can capture the criminal.

The biggest problem with the game is the highly restrictive time limit, which really puts a damper on things. Instead of keeping track of your time and giving you a score to beat, the game ends when time runs out. Unless you play absolutely perfectly and know exactly where you are going, it's impossible to solve the case in the time allotted. In the first case, which is supposed to be the easiest, you only have three minutes to collect and deliver everything. Getting hit once by the thief when you've collected an item is enough to end your ability to win.

Extreme difficulty aside, the graphics and gameplay are solid enough. If you are looking for something a bit different and don't mind a game demanding perfection from you, it's worth a look.

Top Left: Additional Screenshot
Top Right: Patch (Solve Case #3)
Below: Manual Page Samples

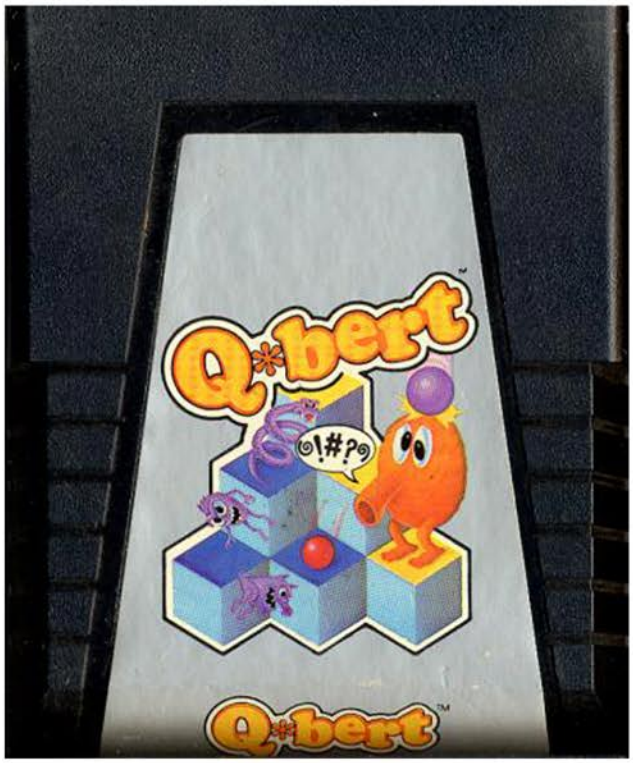
# PRIVATE EYE

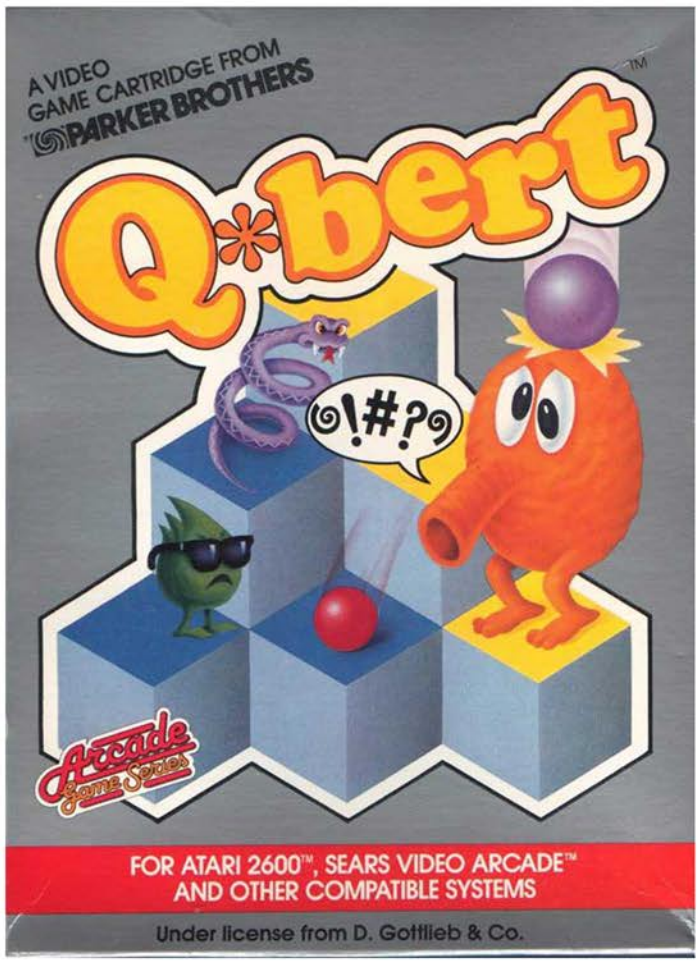
# Q*BERT

Release Date: 1983
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: PB5360
Rarity: 2
Programmer: Dave Hampton

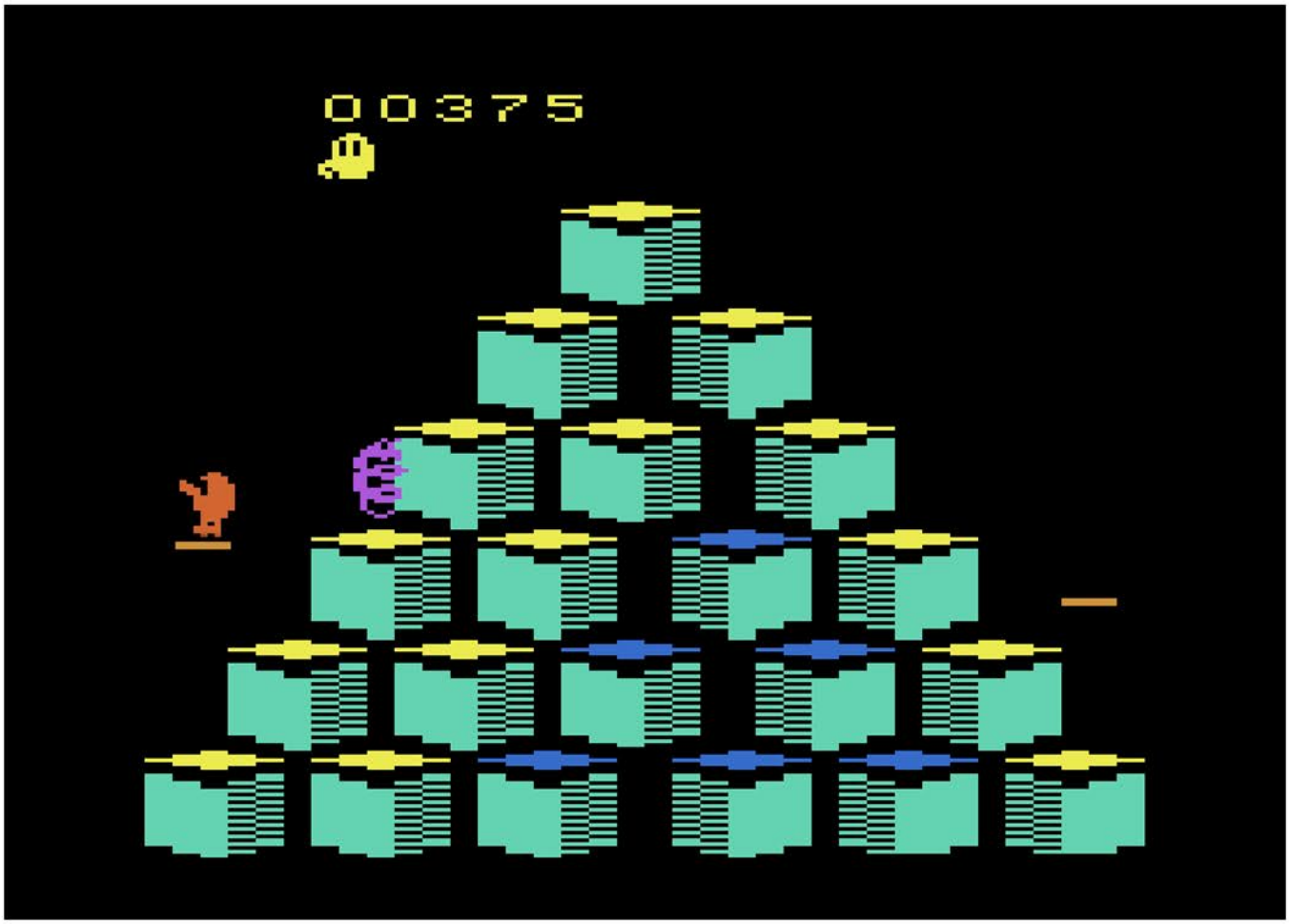
This is a scaled down but very solid port of the arcade classic.



You are Q*bert, the long nosed foul mouthed hero who only wants one thing, to hop around a pyramid changing all the cubes to a different color. Unfortunately there is a small army of creatures that don't want this to happen, so be ready for a game of cat and mouse taking place on top of a floating pyramid in the sky.

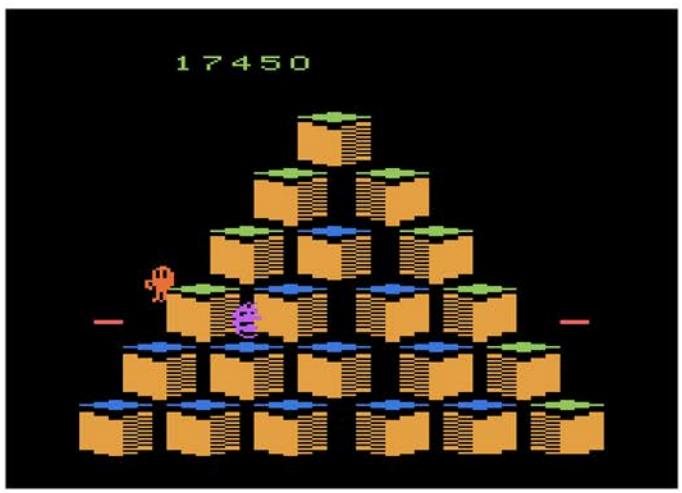
The game begins with you standing atop a structure with twenty-one squares, all in need of a color change. As soon as you gain control, enemies begin to appear just below you and start moving south in order to be hatched into something much more deadly. Q*bert doesn't have any offensive capabilities, however he can trick his enemies into committing suicide by luring them to the edge and hoping on a flying disc that will move him safely back to the top while leaving a huge void for his enemies to leap into.

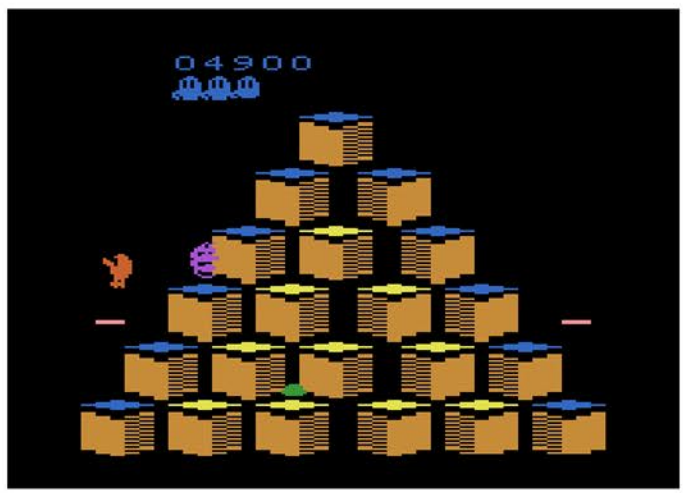


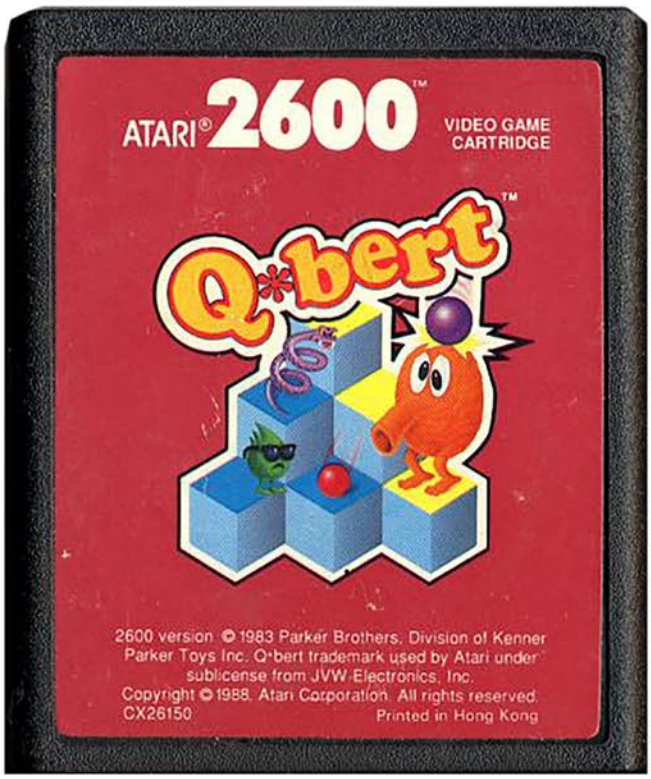
The stages all play out in pretty much the same way, with our hero hopping diagonally from square to square to change the color from one to another. When this is accomplished the screen flashes and you're taken to a fresh pyramid where the same task must be completed. There are certain levels where the squares will require two jumps in order to get them to the desired color, which forces you to rethink your strategy.

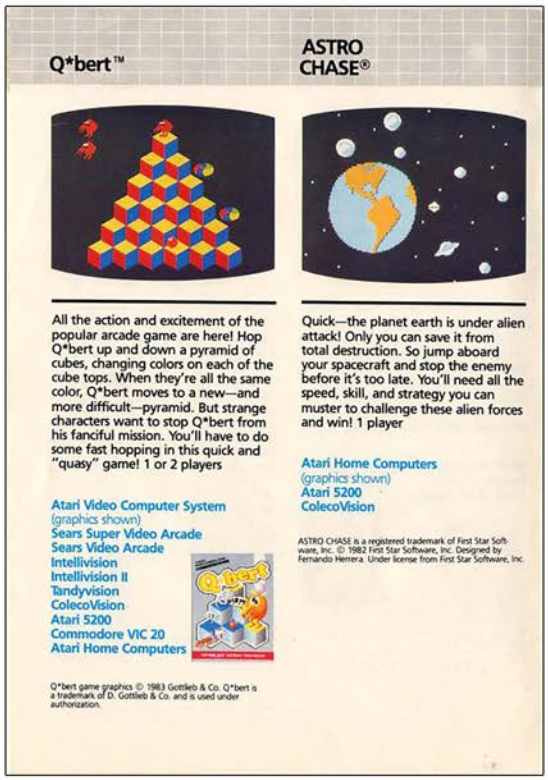
There are several enemies to face off with. The red and purple ball will crush Q*bert if they come into contact with him, but when they reach the bottom they become Coily, a bouncing snake that will pursue our hopping hero. The other big nemesis you'll face off with is Sam, who can't kill you but can change the cube's color back to the original one, forcing you to retrace your steps.

The controls do take a little bit of getting used to, as moving diagonally all the time is somewhat unorthodox. Once you master it though this is going to feel pretty close to the arcade game. The graphics are scaled down a good bit, which is to be expected, but everything is very recognizable. If you are looking for solid arcade style action, this is a great way to go.

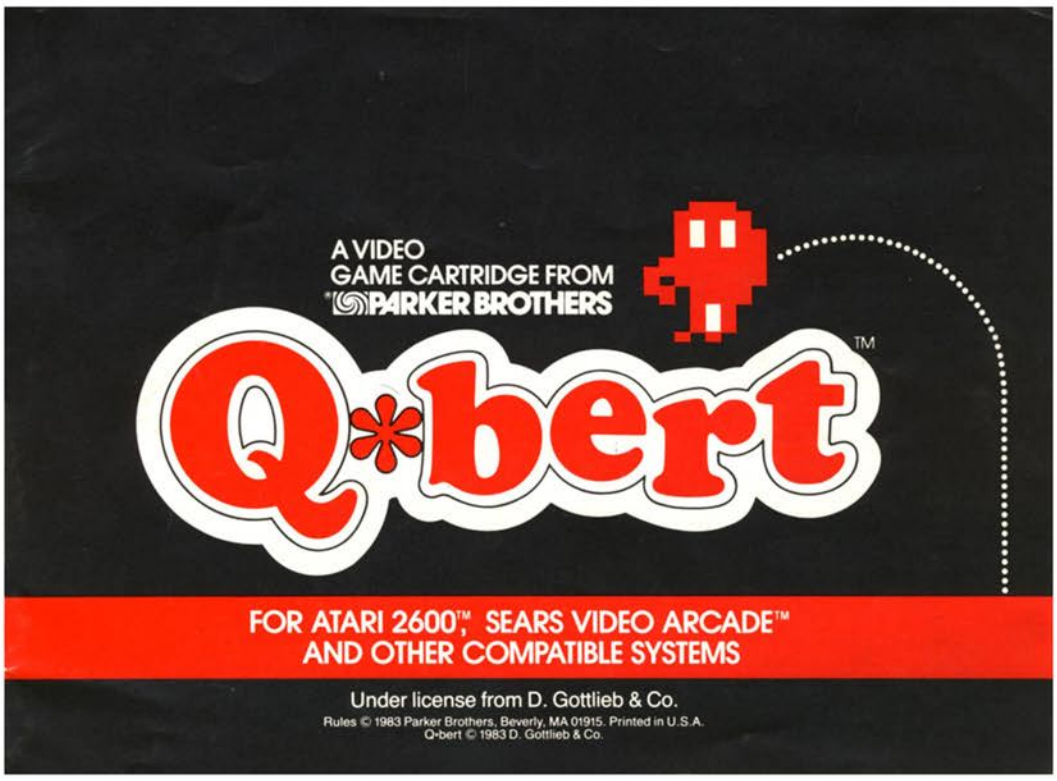





Top Left: Atari Release Cartridge
Top Right: Catalog Sample
Below: Manual Cover

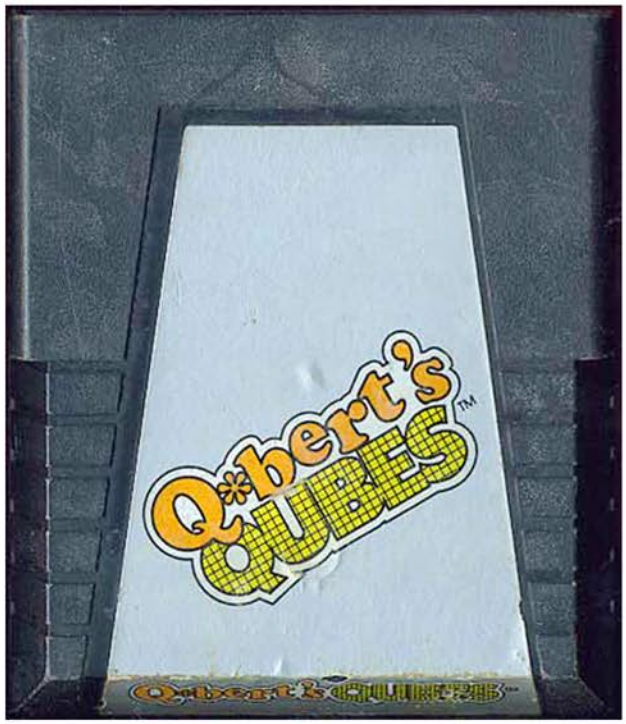


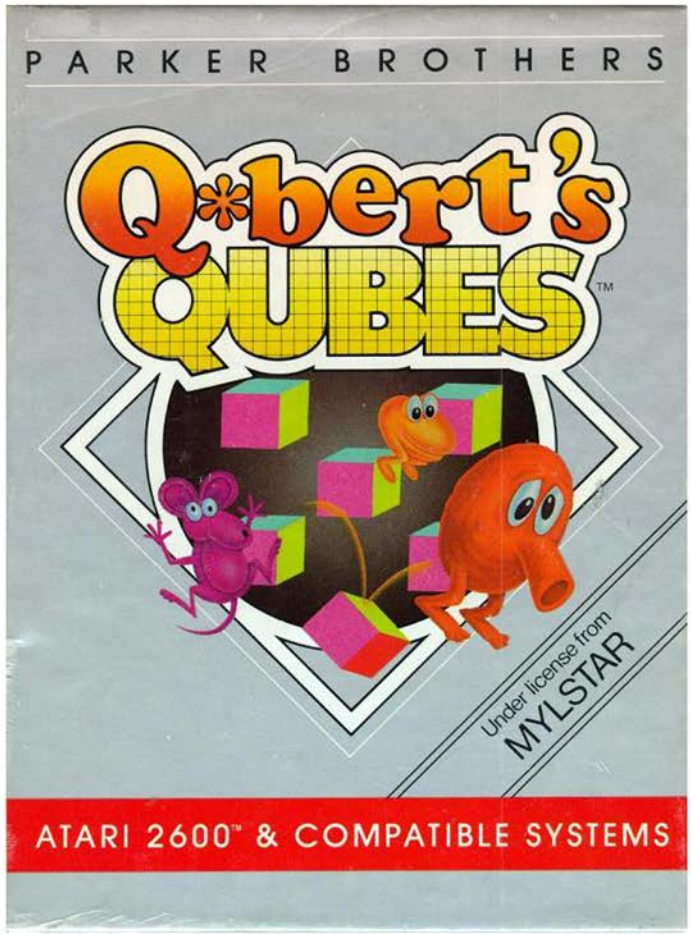
# Q*BERT'S QUBES

Release Date: 1984
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: PB5550
Rarity: 9
Programmer: Todd Marshall

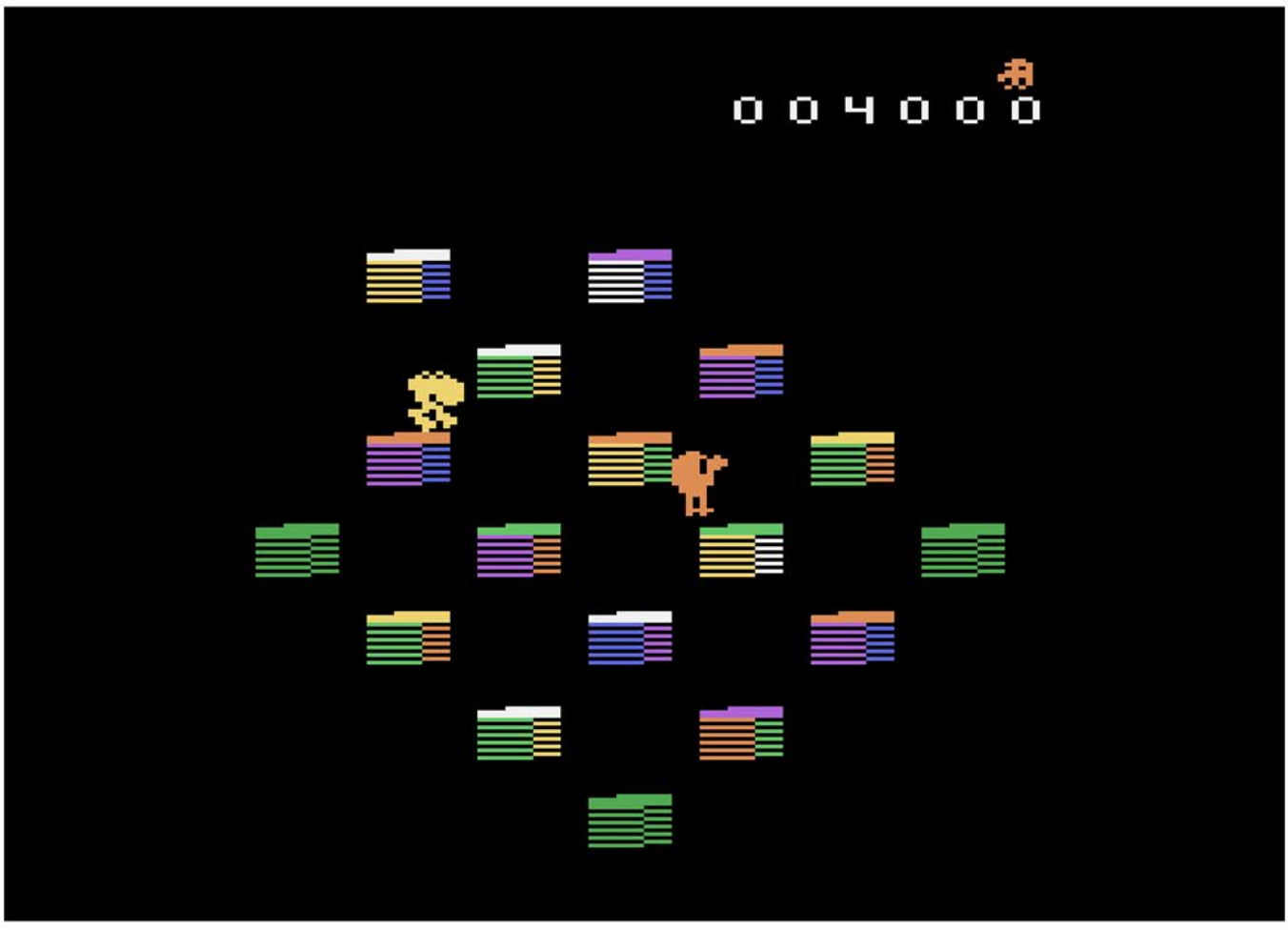
This sequel to the arcade classic tries something new but fails miserably at it.

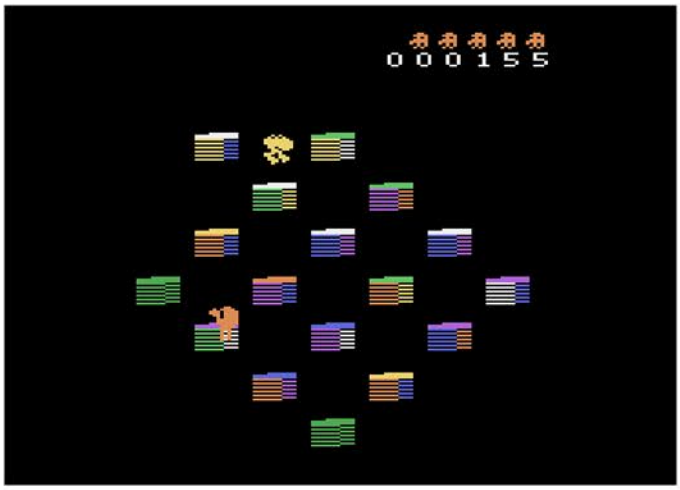


Once again everyone's favorite foul mouthed video game hero is hopping around cubes in an attempt to change them to what he wants. This time around things have become a lot more complicated, not just with the task at hand but with the flood of enemies wanting to do him harm.

When the game begins Q*bert finds himself standing on a four by four grid of cubes that each have a different color. In the top left corner is another cube that will randomly change to a particular pattern with three sides being visible (front, top and right). Before he can move the rest of the cubes on the board shuffle their pattern, making them all random. Q*bert must hop from cube to cube and rotate them so that they match the one in the top corner, which is a lot easier said than done as the cube will rotate in the direction he jumps. The goal is to make a row of four in a row, which will allow him passage to the next level.

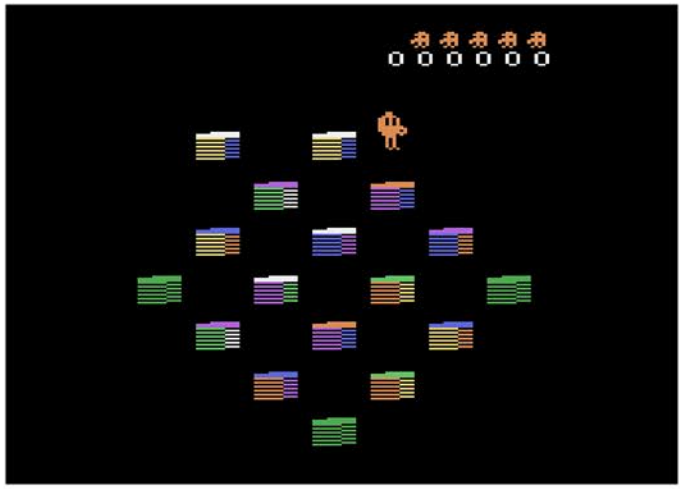


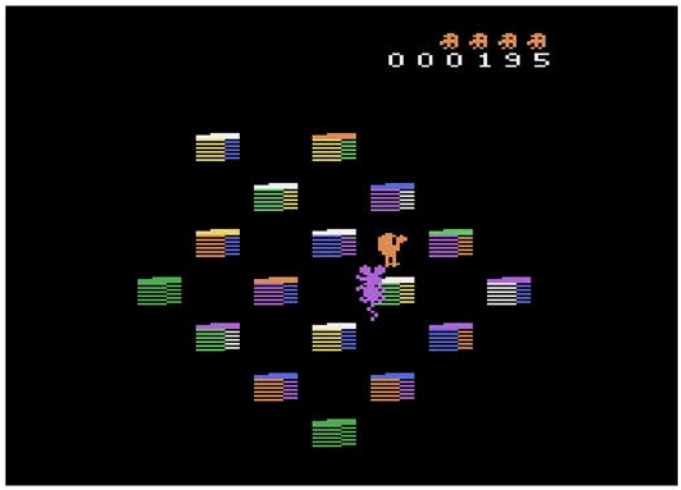


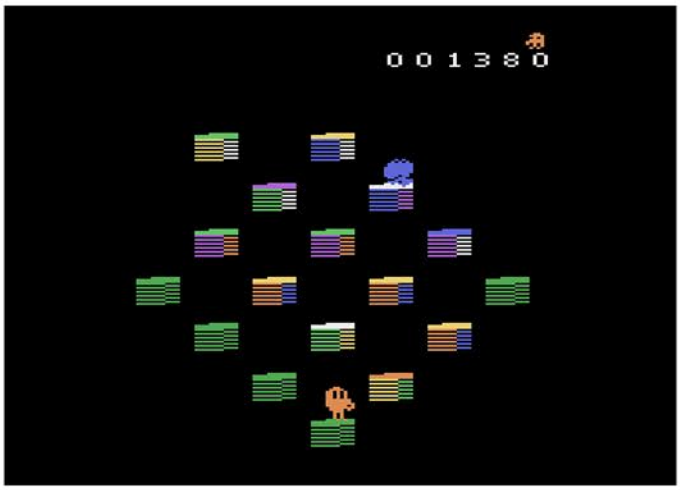
If this had been made as a pure puzzle game it could have been quite fun, however the designers wanted some sense of danger so they added in some enemies. Well, they added in a lot of enemies that not only move quickly but are constantly showing up. They appear so often that if you begin your game by hopping to the right, you'll have a great chance of immediately dying as one will jump right on your head. On a larger game board having a few enemies pursue you wouldn't be a huge deal, but on a four by four grid that doesn't have an escape hatch like the original game, there are just far too many unavoidable deaths.

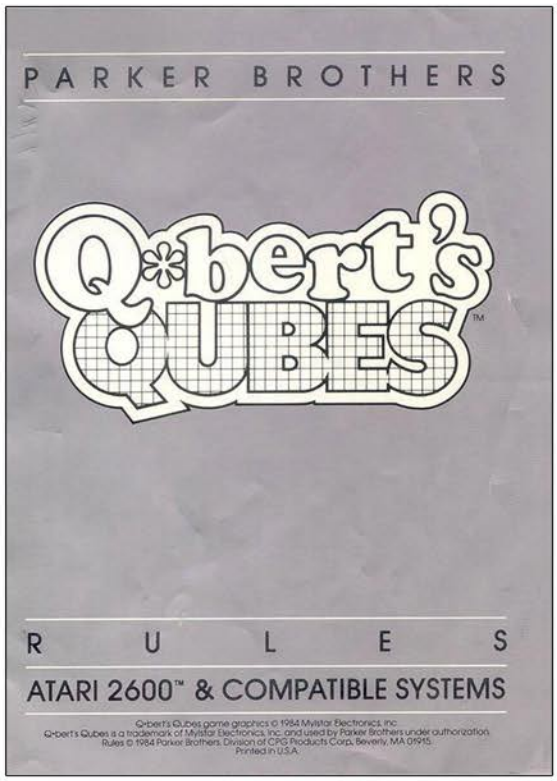
The difficulty here is off the charts unless you have a Rain Man level of pattern recognition. Trying to figure out what direction the cubes need to be rotated in while constantly running for your life is not a great recipe for success. The only help the game gives you is when you have a match the cube will turn a solid color, which can be removed if you happen to jump on the cube again.

With some minor tweaks such as limiting the enemies or having a clearer idea of what direction the cubes needed to be rotated, this could have been a great sequel. Instead all that's left is concentrated frustration contained within a cartridge.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

**Meltniks**
Meltniks derive their name from an uncanny ability to sink and disappear into qubes that match the color of their complexions. Although a Meltnik may look harmless, he or she can put an end to Q•bert if he runs into one. (Warning: Although Q•bert can stop other green characters, he can't stop a green Meltnik!)

**Purple Ball**
Q•bert mustn't ever play catch with Purple Ball because Purple Ball will squash him on contact! Also, be warned that when Purple Ball reaches the bottom qubes, it hatches Rat-a-tat-tat!

**Rat-a-tat-tat**
A dirty rat if ever there was one. This rat follows Q•bert like Monday follows Sunday and will finish Q•bert off if Q•bert's not quick. There is, however, a trick to getting rid of the rodent. You see, Rat-a-tat-tat has a terrible sense of balance. When he jumps onto a qube that's changing colors, he loses his balance and falls. Change the colors at just the right moment, and Rat-a-tat-tat is off Q•bert's trail!

**Sheldon the turtle**
Sheldon is an influential turtle. When Sheldon and Q•bert collide, everyone (except Q•bert) slows down a bit and new characters are introduced at c slower rate.

**Green Ball**
Green Ball poses no danger for Q•bert when the two collide. In fact, there is good reason for doing so: When Q•bert and Green Ball collide, all characters except Q•bert freeze for a moment. During this time, Q•bert may hop about freely until the action resumes.

**Shoobops**
Some Shoobops wear shades while others do not. In the long run they're all the same. They're green and they're mean! Green because Q•bert can make them disappear on contact and mean because they can change the colors of qubes–even ones that have already matched the target! So... see a Shoobop... shoo it away!

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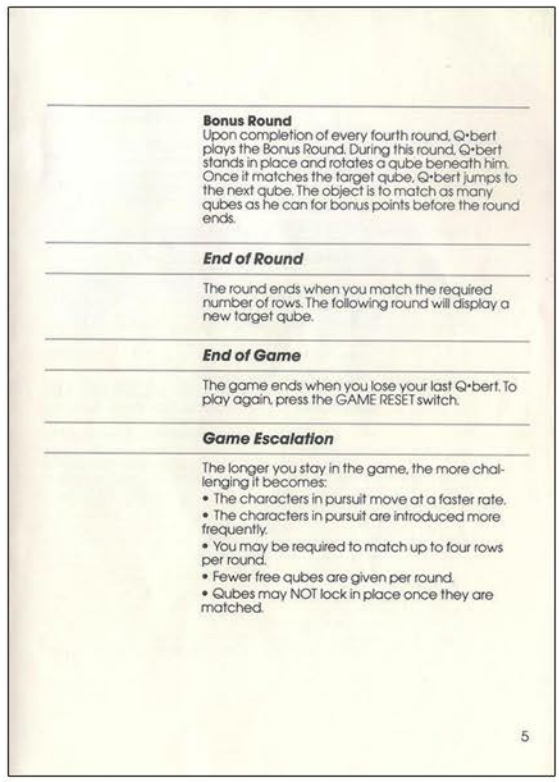


**Bonus Round**
Upon completion of every fourth round, Q•bert plays the Bonus Round. During this round, Q•bert stands in place and rotates a qube beneath him. Once it matches the target qube, Q•bert jumps to the next qube. The object is to match as many qubes as he can for bonus points before the round ends.

***End of Round***

The round ends when you match the required number of rows. The following round will display a new target qube.

***End of Game***

The game ends when you lose your last Q•bert. To play again, press the GAME RESET switch.

***Game Escalation***

The longer you stay in the game, the more challenging it becomes:

- The characters in pursuit move at a faster rate.
- The characters in pursuit are introduced more frequently.
- You may be required to match up to four rows per round.
- Fewer free qubes are given per round.
- Qubes may NOT lock in place once they are matched.

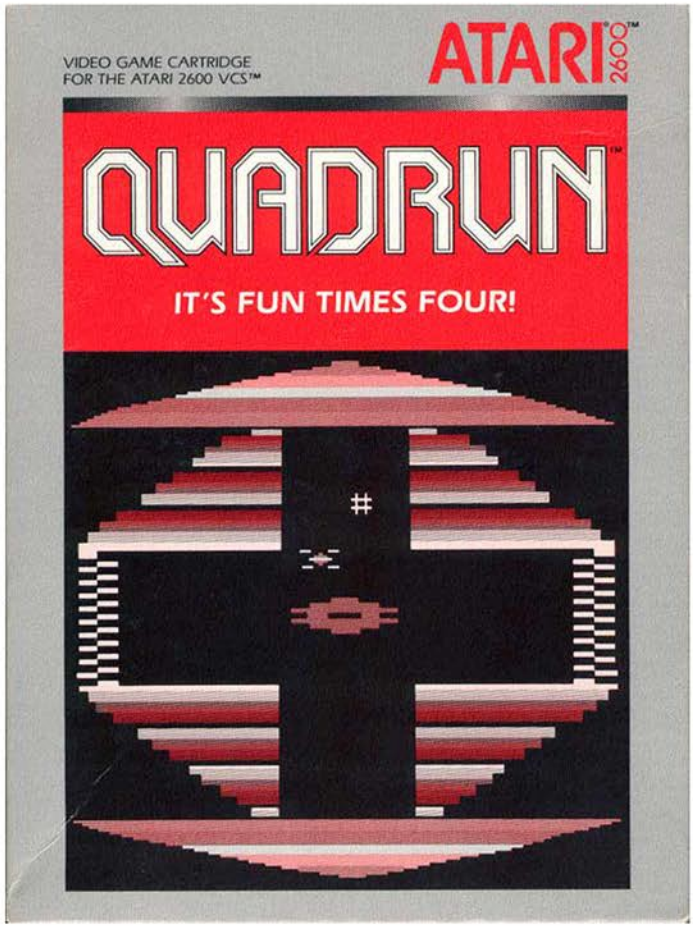
5

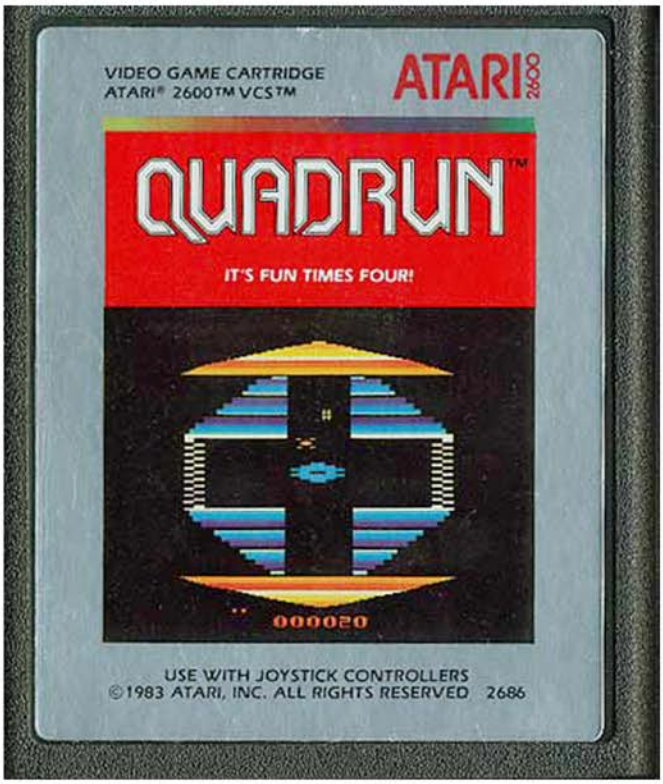
# QUADRUN

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2686
Rarity: 9
Programmer: Steve Woita

This is arguably the most poorly conceived game in the 2600 library.

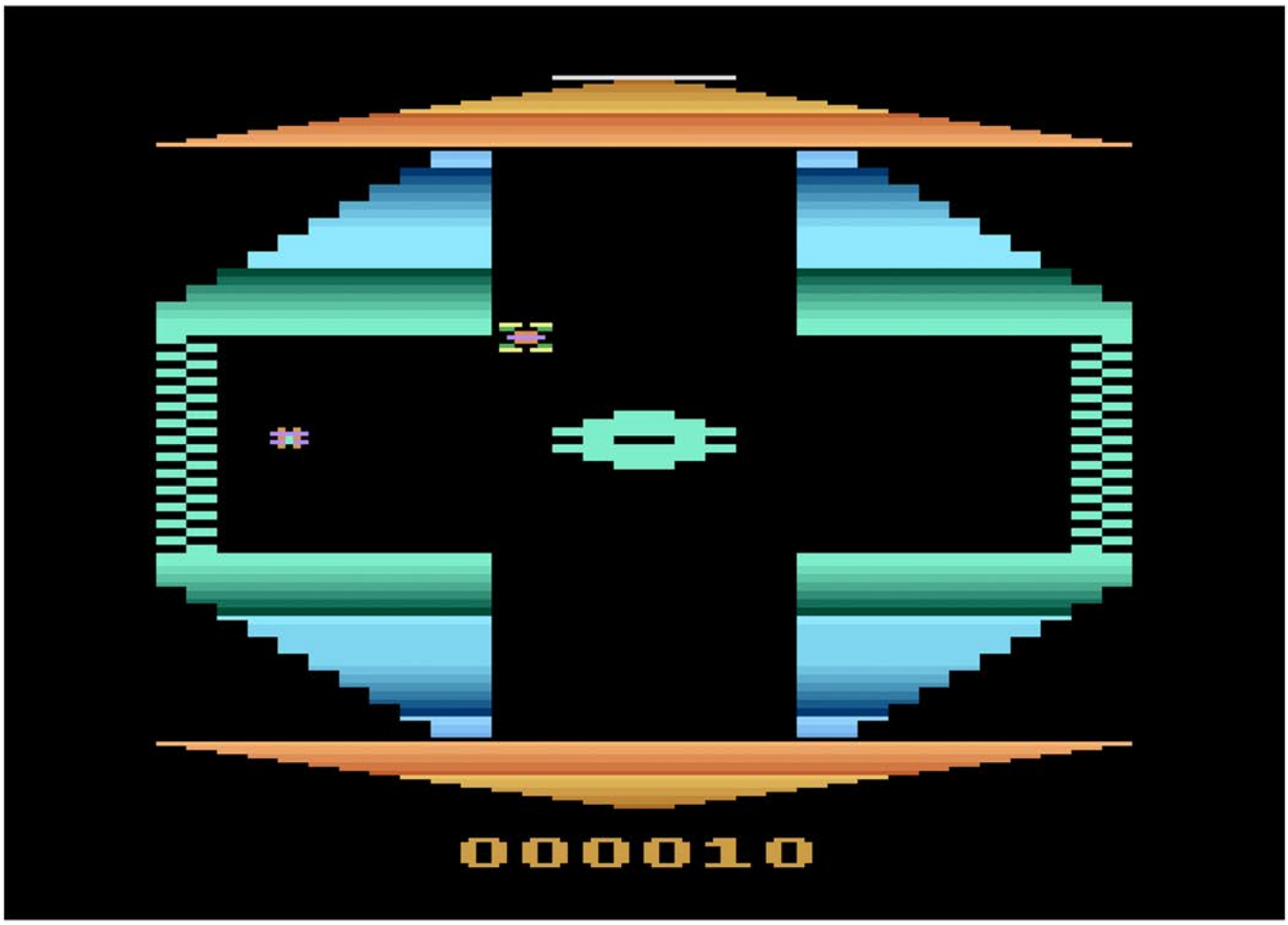


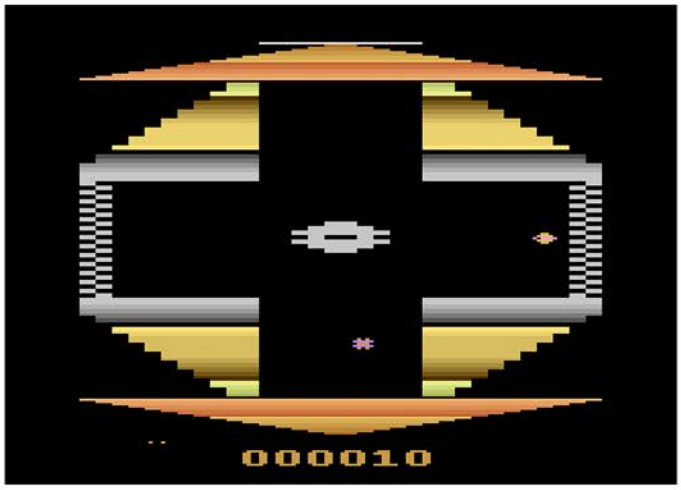



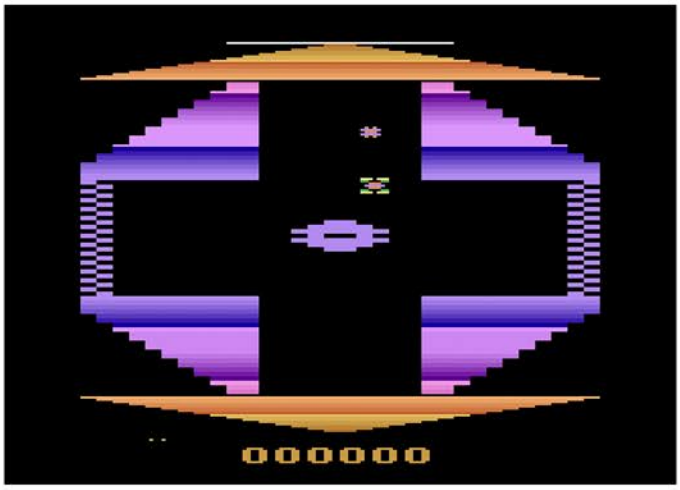
You are a daring warrior armed with a trio of phaser balls who has come to the Quad on a rescue mission. The Captors have kidnapped and imprisoned local creatures called Runts, and it's up to you to destroy the enemy and save the innocent. Standing in your way is your own ineptitude rather than enemy threats.

The game begins with you at the top of the Quad, awaiting the first enemy to appear. Soon one begins flying up the screen directly at you. Fire a shot and watch it vaporize the enemy, which will often times free a captive Runt. When this happens you have to hop over to the horizontal sections and wait for them to get up the courage to run over to you. Touch them and save their lives, allow them to touch the electrified fences and they're a goner. Kill five enemy Captors and you'll be off to the next level.

While this may sound like a solid setup, the fact you only have three phaser balls for the entire game quashes any fun that might be had. When you shoot a phaser ball, you have to quickly rush to the other side to catch it. Miss and you lose it permanently, and lose all three and it's game over. Not lose three ships, lose three shots. This limits the gameplay in pretty much every conceivable way.



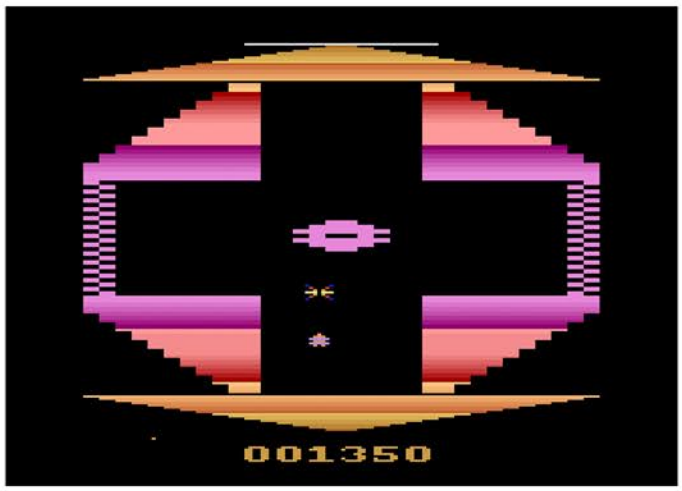


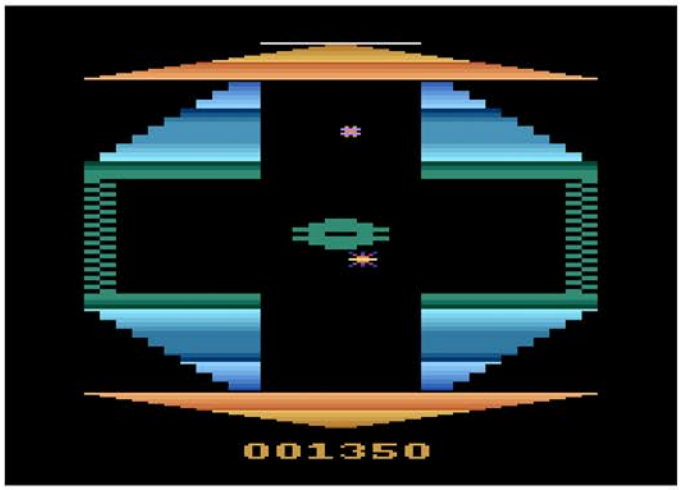



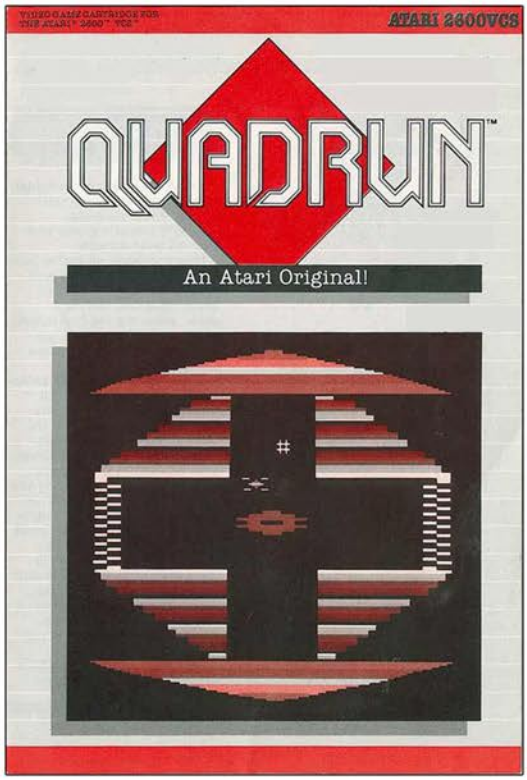

Enemies will appear from the top and bottom of the screen, regardless of which side you are on. However due to the stupidity of having to catch every one of your shots, you can only fire when they are coming at you since the shots aren't quick enough to catch them. Also, if you miss an enemy the counter at the top of the screen ticks down a notch, which is further complicated since some enemies "open up" their ship, making them invulnerable for most of the time they are on screen.

The only high point of this game is that between every level a digitized voice yells out "quadrun quadrun quadrun". This marks the first time on the 2600 where voice is heard, and even though it's short it's pretty incredible to hear.

If you are looking for fast paced shooter action, this is most definitely not the title for you. If however you are looking to play one of the rarest games in the 2600 catalog, this certainly qualifies as it was only available as a mail order for Atari Video Club members






Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

## SAVE THE RUNTS!

Long ago, the peaceful Land of Quad was invaded by cruel Captors who rounded up all the helpless inhabitants and imprisoned them in cages. The Captors called their prisoners "Runts." And the name has stuck. Now you've come to Quad to rescue the Runts and destroy their Captors with your special weapon: phaser balls.

### PHASER CONTROL

Insert the Quadrun cartridge as explained in your ATARI 2600™ Video Computer System™ owner's guide, and turn on your console.

Plug a joystick controller into the LEFT CONTROLLER jack. Press the red fire button to begin the game. During a game, press the red fire button to shoot phaser balls. Press GAME RESET during a game to start the game over.

**Your weapon: phaser balls** —Shoot the Captors with a phaser ball, then run to the opposite sector and catch the phaser ball so that you can reuse it. Be quick and accurate: you have only three phaser balls with which to destroy the Captors. The game ends when you lose all three phaser balls.

**Running around the quad** —The Quad consists of four sectors, with a Runt cage in the center. You can run to any sector on the screen. But to switch from a vertical sector to a horizontal sector, or vice versa, you must touch one of the side walls.

**The bad guys: the captors** —There are five Captors per wave. Each wave begins with the QUADRUN voice, and each wave features a different type of Captor. Captors patrol the quad vertically. You can shoot at Captors only while you're in the vertical sectors. If a Captor crashes into you, you lose a phaser ball.

**The good guys: the Runts** —Runts escape from the center cage and race madly left or right toward their doom: an electrified toaster grid. Catch each Runt before it runs into the grid or it will fry. You can catch Runts only while you're in the horizontal sectors.

**Don't let the critter counter disappear!** —The white line located at the top of the screen is the Critter Counter. Every time you fail to destroy a Captor or fail to catch a Runt, the Critter Counter decreases in length. When it disappears, the game ends.

**Crazy Crazed Wave** — After you complete five waves, you begin the CRAZED WAVE. At the start of the CRAZED WAVE, the Critter Counter returns to its full length and you receive bonus points for all remaining phaser balls. During the CRAZED WAVE, you face constant attacks from a random assortment of the five types of Captors.

### A QUADRUPLET OF TIPS

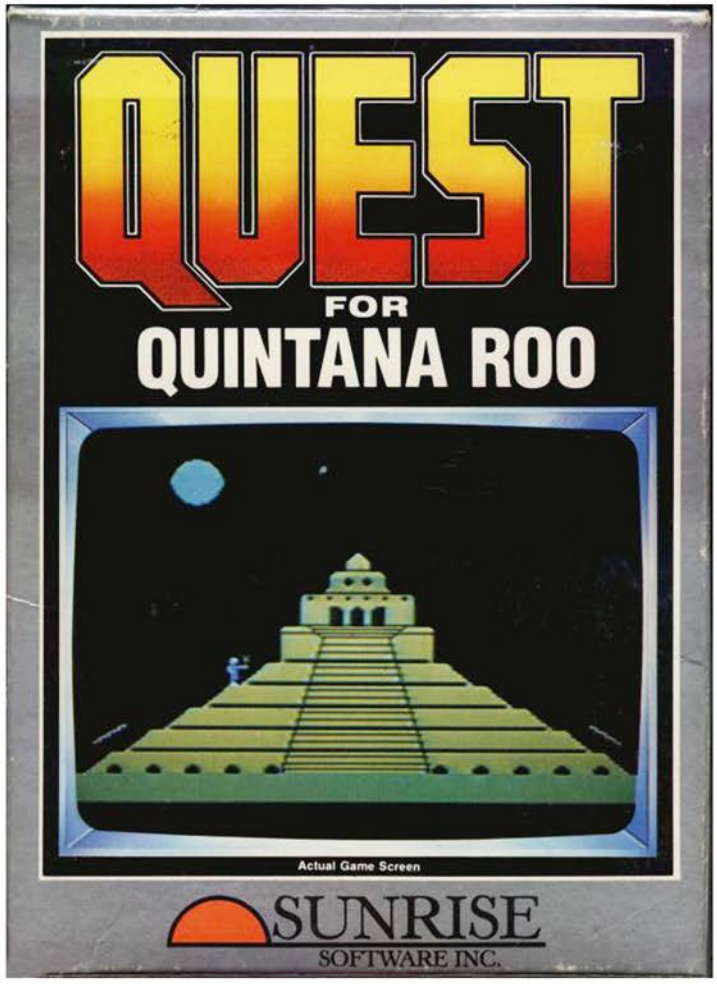
- When a Brat Captor attacks, run to the opposite side of the screen and "lead it on" in order to destroy it.
- When a Yo-Yo rushes out, go to the spot where it first appeared and wait for it to return—like a yo-yo, it always comes back to where it started. Then hit it with your phaser ball.
- If you're not in a horizontal sector when a Runt escapes from its cage, hit the closest wall in order to move quickly into the horizontal channel and catch the Runt.
- If you have only one phaser ball left and a Captor is about to crash into you, fire the phaser ball (then go catch it!) so that you won't automatically lose it.

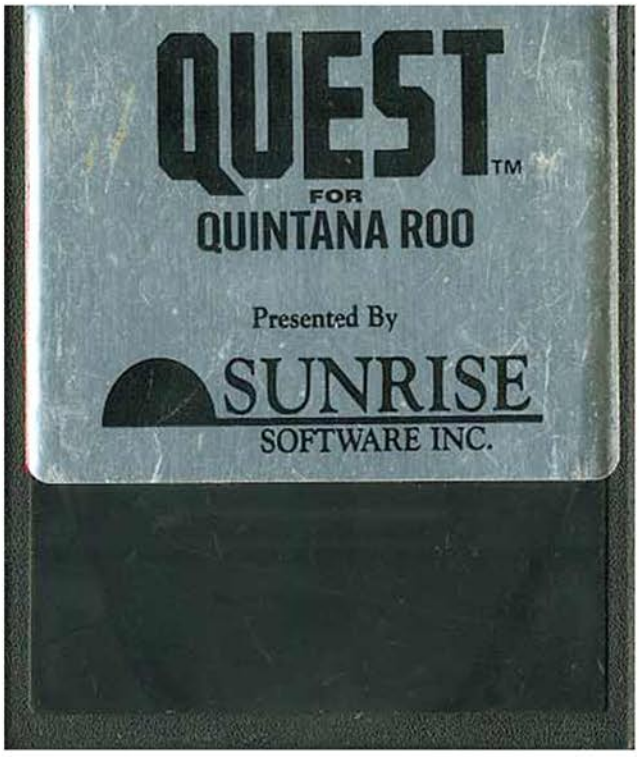
# Quest for Quintana Roo

Release Date: 1984
Publisher: Sunrise
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 1603
Rarity: 8
Programmer: N/A

This is a quest most adventurers will happily bypass.

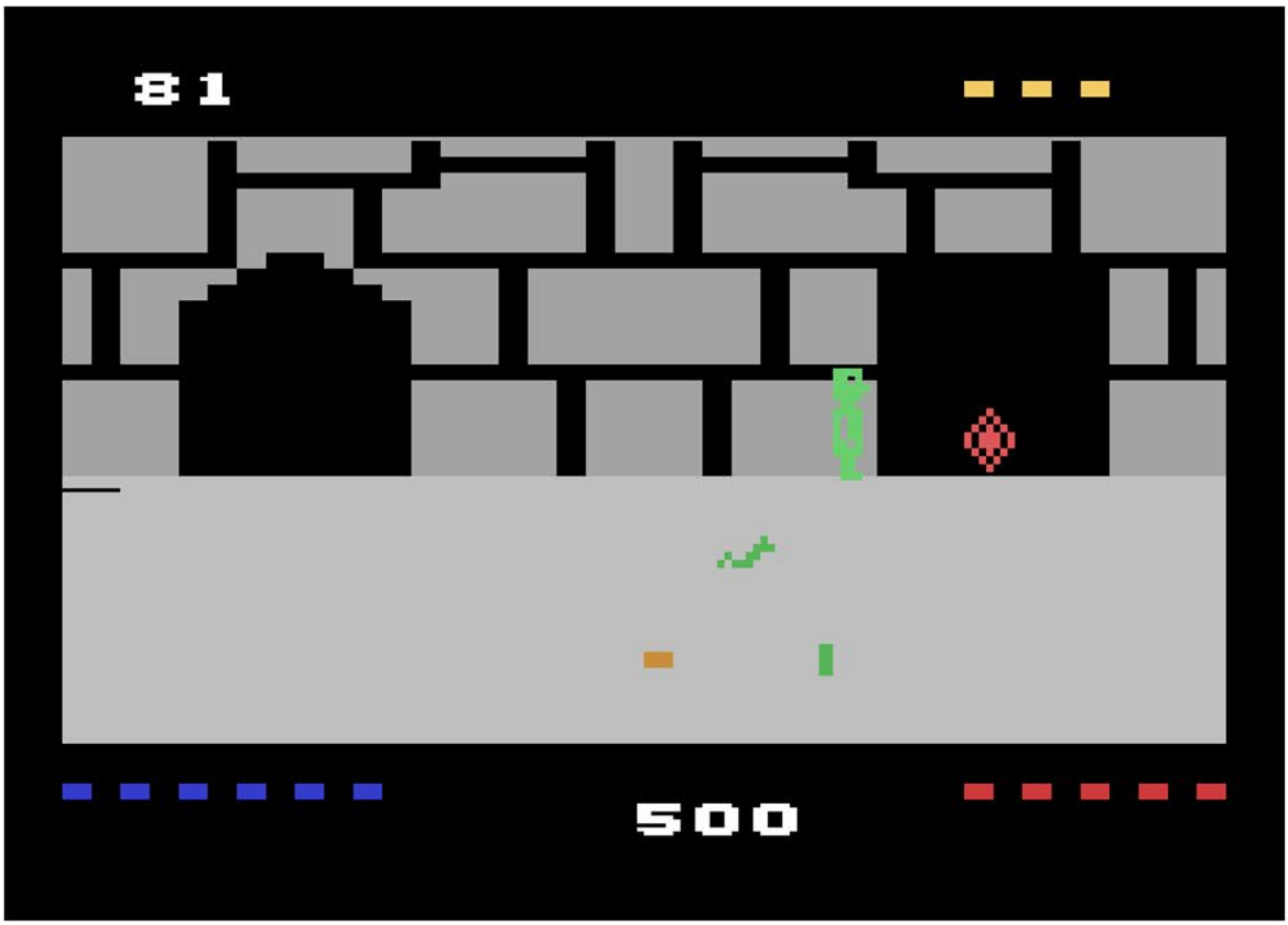


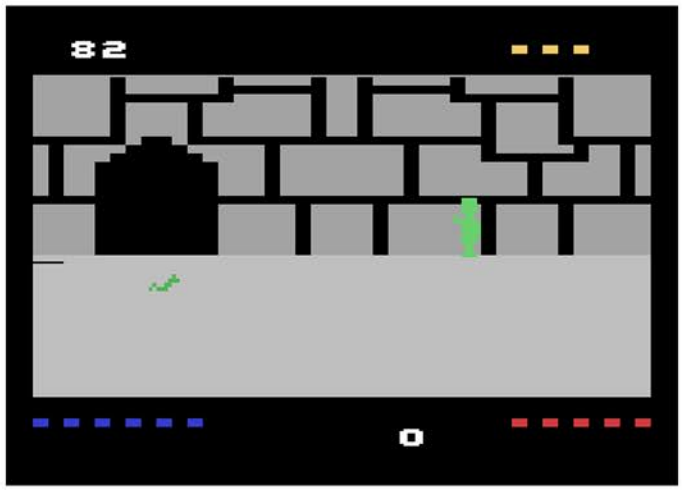



You are Yucatan Sam who is on a journey to the temples of Quintana Roo. His goal is to find the keys to open the ceremonial vault and loot every bit of treasure from it.

The game begins with our intrepid hero at the base of the temple. Poisonous snakes roam the area, but are easily avoidable. In order to enter the temple Sam must climb up the stairs and position himself next to the wall and hit the button, which will take him to the first room in that level. He has to be careful when attempting to climb to the top however, as the vengeful moon god will send down his wrath and knock Sam to the bottom of the screen.

Once inside the temple it's time to do some exploring. By using the game select trigger, you can cycle through what items he has. Sam has a gun he can use to shoot snakes, as well as acid bombs that will melt mummies, however it's his chisel that will be the most useful.

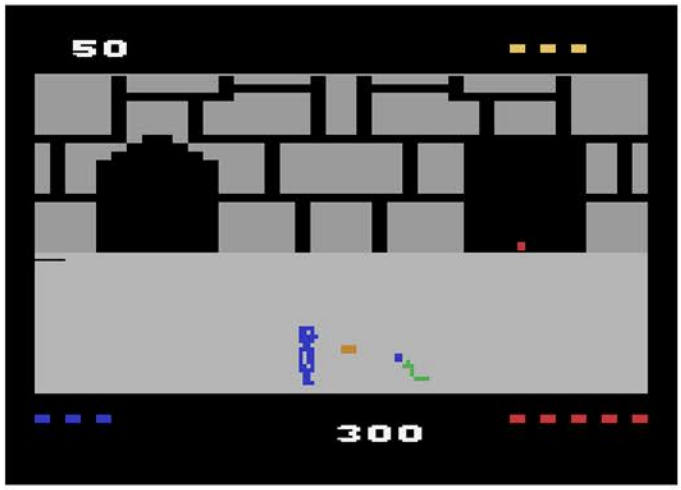


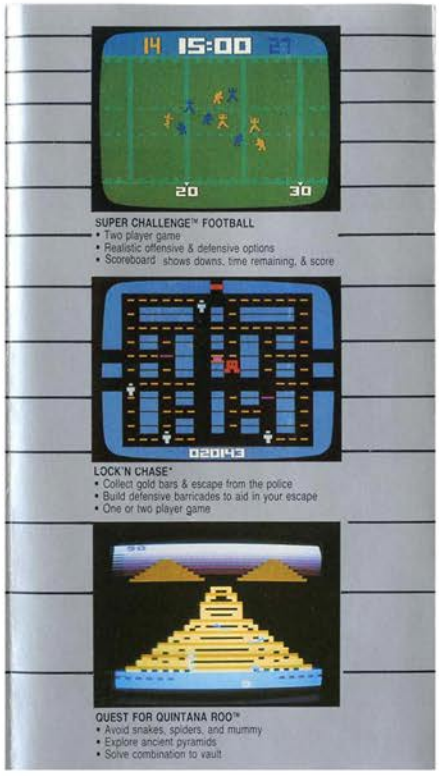



In every room he must knock on the back wall of the room, which will open up a secret chamber. There can be a variety of items in here, from acid, treasures, or the coveted map rocks. These heavy stones will be used to open the vault, however that requires you to find all five of them and insert them in the correct order into the map room vault.

There are a couple of ways Sam can perish, neither of which are particularly good. If a snake bites him, he'll become poisoned and slowly wilt away. He will have sixty seconds to scramble about and find some hidden magic herbs that will cure him. The other way to die is to stay in the temple too long. The air inside is no good, so he can only hold his breath for ninety seconds.

The biggest problem with the game is the tedium. Instead of a thrilling temple raiding adventure, you are stuck with a wall knocking simulator. If you are looking for an action packed arcade style title, this one can be passed over.






Top Left: Telegames Cartridge
Top Right: Catalog Sample
Below: Manual Page Samples

QUEST™
QUINTANA ROO

**OBJECT OF THE GAME:**
Yucatan Sam explores the temples of Quintana Roo searching for the keys to open the ceremonial vault and acquire the riches inside.

**START THE GAME:**
Insert the game cartridge. Push the POWER switch to the on position. Depress the GAME RESET switch or press the firebutton to start the game. The number of game lives is shown in yellow at the top right of the screen.

**OUTSIDE TEMPLE SCREEN:**
On this screen Sam must evade the poisonous snakes while climbing the outside of the temple to reach the portals to the rooms inside. Beware of the moon god's wrath reflecting from the eyes of the temple. Push the joystick to the right or left to walk to either side of the temple. Stand next to the first step at the side of the temple. Push the joystick away from you to walk up the steps at the side of the temple. Pull the joystick toward you to walk down the steps at the side of the temple. Stand next to the temple on any of the five levels that are paved with red flagstones and depress the firebutton to enter the first room on that level.

**INSIDE A TEMPLE SCREEN:**
On this screen Sam can move around the floor using the various tools and weapons. Press the joystick in any of the eight directions to move Sam.
Depress the GAME SELECT switch to choose a tool or weapon. Sam's color changes according to your selection.
When Sam is WHITE he has nothing in his hand. Pressing the firebutton will allow Sam to pick up treasures, supplies, herbs, and map rocks. When Sam picks up a map rock he turns YELLOW. Sam must drop the map rock to pick up another object or use a tool or weapon. Pressing the firebutton when Sam is WHITE or YELLOW will cause him to exit a room if he is standing in the black doorway.
When Sam is BLUE he has drawn his gun. Pressing the firebutton will shoot the gun. The number of bullets remaining is shown in blue at the bottom left of the screen.
When Sam is RED he has grasped a flask of acid. Pressing the firebutton will cause Sam to throw the acid. The number of flasks remaining is shown in red at the bottom right of the screen.
When Sam is GREEN he has grasped his chisel. Pressing the firebutton will cause Sam to use his chisel.
Depress the GAME RESET switch to immediately drop whatever Sam is carrying (thus turning WHITE in color again). Pressing the firebutton causes Sam to pick up objects if he has nothing in his hand. This will allow Sam to exit a room if he is standing in the doorway.

**ADVERSARIES:**
Inside the temple Sam will encounter the following enemies:

| | |
|---|---|
| snakes - | destroyed by shooting |
| mummies - | destroyed by acid |

**TREASURES:**
Inside the vaults Sam will find the following objects:

| | |
|---|---|
| map rocks | - used to open vault |
| treasures | - used to score points |
| acid | - restocks Sam's supply |

- OVER -

**MAGIC HERBS**
If Sam is bitten by a snake or spider he has 60 seconds to find the magic green herbs and pick them up thereby curing himself. The amount of time Sam has left before he dies is shown in red at the top center of the screen.

**TEMPLE AIR:**
The air in the temple is very stale. When Sam enters the temple he has only 90 seconds of breathable air. He must exit the temple before this time is gone or he will die. The time remaining is shown in white at the top left of the screen.

**MAP VAULT:**
In order to open the map vault Sam must grasp a map rock and place it in the proper map rock hole. This is done by positioning Sam under the desired hole and pressing the firebutton. If the rock is the proper one the hole will disappear, if it is incorrect the map rock will be relocated somewhere in the temple.

**OPENING VAULT:**
There are two ways to open a vault door. The first is using the chisel. If Sam strikes the secret rock with the chisel the vault will open. In order to hit the secret rock Sam must be standing as near to the wall as possible. The second method uses the acid. If Sam stands as near to the wall as possible and throws the acid onto the wall, the vault door will be opened.

**SCORING:**

| | |
|---|---|
| Killing enemies | 100 points |
| Opening vault | 100 points |
| Picking up treasure | 1000 points |
| Inserting map rock | 1000 points |
| Opening map vault | 5000 points |

An extra man is awarded for collecting 20 treasures without dying.

**HELPFUL HINTS:**
- Bring all five map rocks to the map vault room before inserting them. This will make it easier to remember which ones you have tried.
- Save one flask of acid as a defense against the mummy.
- Leave one cache of acid flasks in an exposed vault room as an emergency supply.
- Sam can only carry five flasks of acid at a time. If you pick up more you will lose the excess.
- When you are exploring the long columns of rooms keep an eye on your air timer. Only explore half of the rooms at a time.
- Remember where the magic herbs are.
- Position Sam's nose under the hole you wish to try when attempting to insert map rocks.
- Remember, Sam can only exit a room if he is WHITE or YELLOW.
- To pause the game select the B-W TV type. To restart the game select the Color TV type.

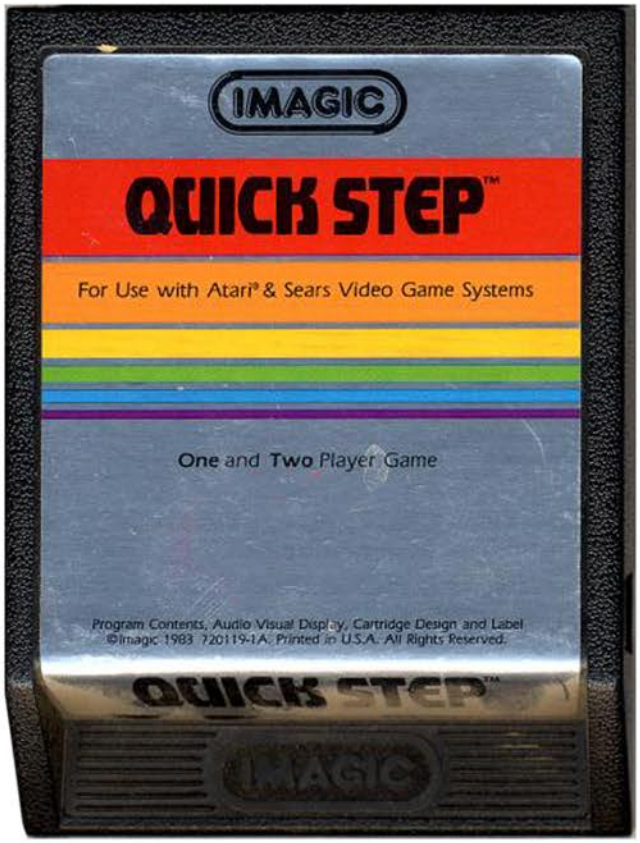
# Quest for Quintana Roo

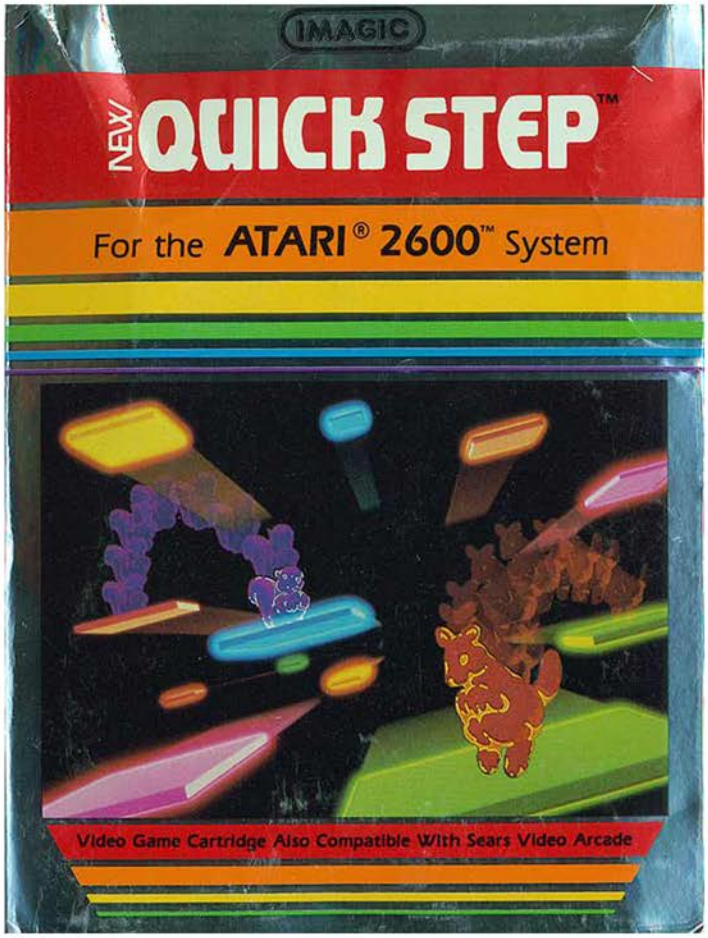
# Quick Step

Release Date: 1983
Publisher: Imagic
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 03211
Rarity: 5
Programmer: Dave Johnson

This simple Q*bert inspired game is one of the fastest moving games of the era.

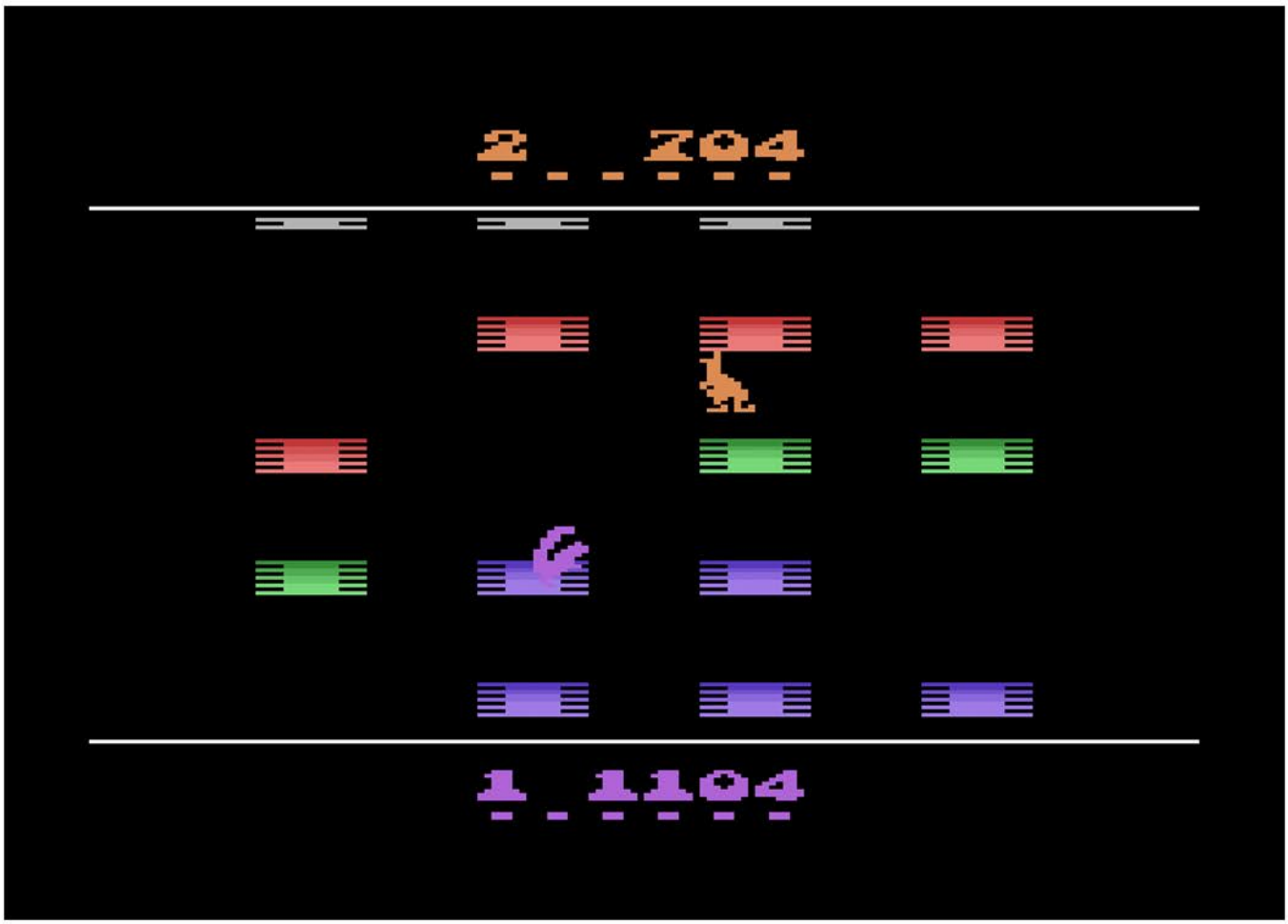


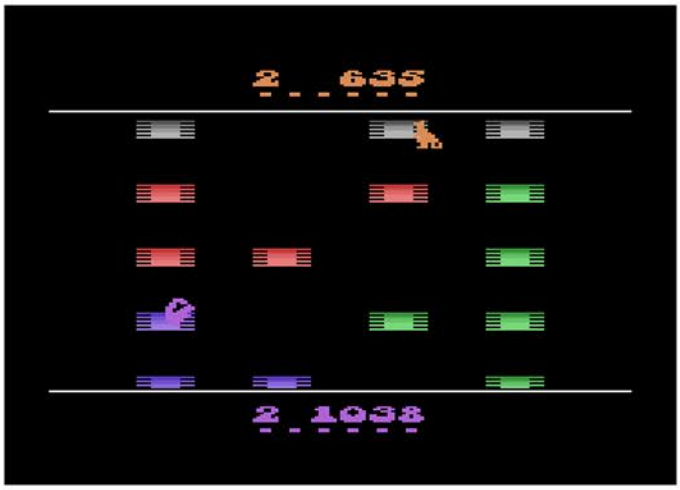



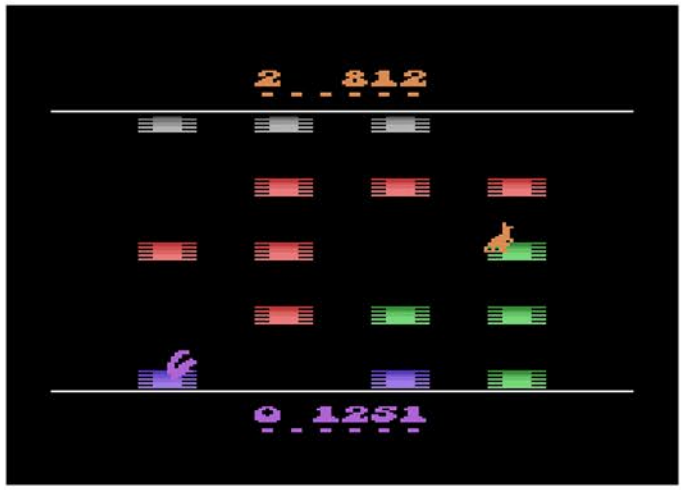
Throughout history there have been incredible rivalries that have dominated the landscape. Yankees vs Red Sox, Tarheels vs Blue Devils, and now, Kangaroo vs Squirrel. Instead of a field or a court, this battle is taking place on a constantly streaming field of trampolines.

At the start of the game there are four rows of trampolines, with four in each row, that begins scrolling as soon as your animals appear (in a one player game you are the kangaroo). The goal is to jump on the pink platforms and turn them to your color, and to keep jumping on them to make sure they are your color as they go off screen for double the points. This is a constant challenge as the squirrel apparently did an eight ball of coke before the competition because he is constantly moving at top speed.

In order to defeat him you're going to have to take some risks and hover on the bottom platforms, changing them back to your color just before they leave the screen. More often than not he's going to be right there with you, so it's a constant struggle. There are several ways you can get the upper hand however, the first of which are the white trampolines.



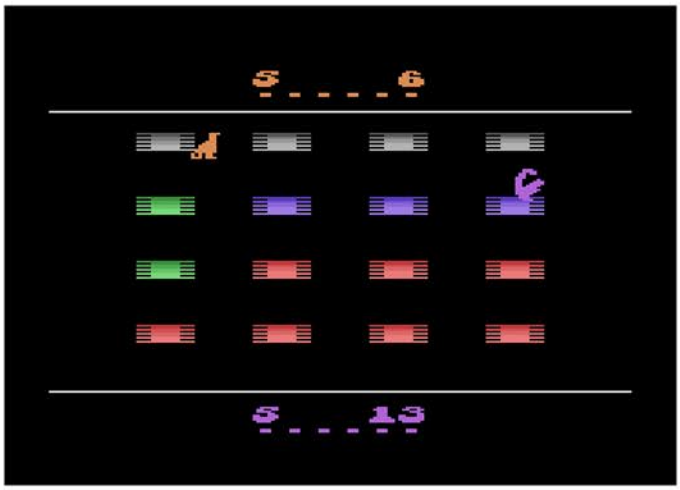


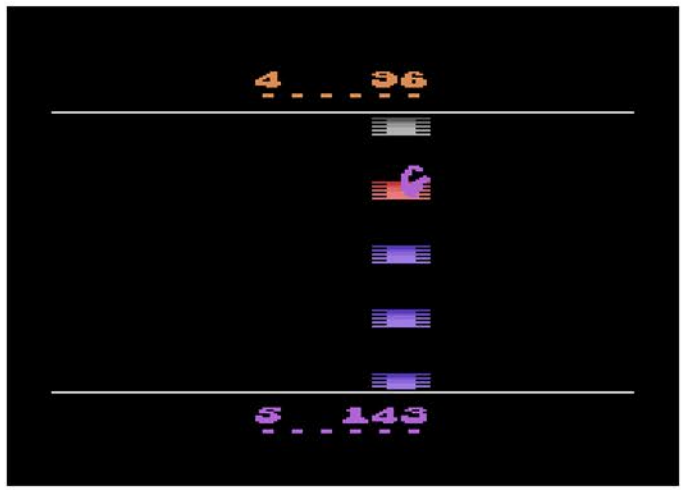



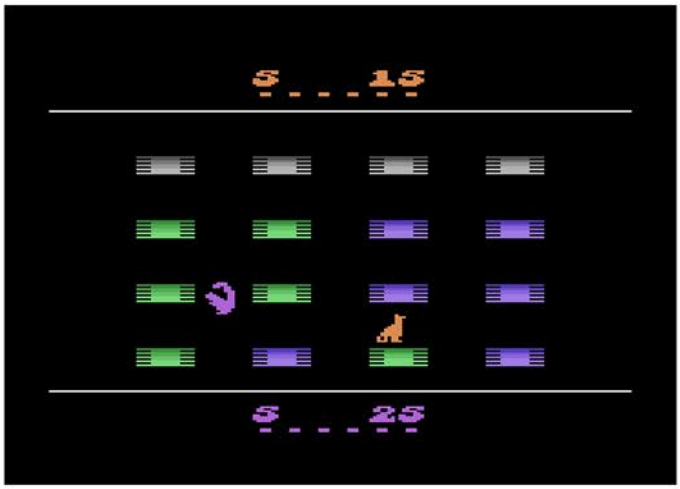

When these appear if you are the first one to jump on it you begin to flash, and if you catch your nemesis they will remain frozen in place for a couple of seconds. Catch them near the bottom and they'll be pulled offscreen, giving you several moments of solo play to rack up the points. The other way is more luck than skill, as occasionally a warning bell will go off signaling that the board is about to speed up considerably, with only a single row of platforms present to move up.

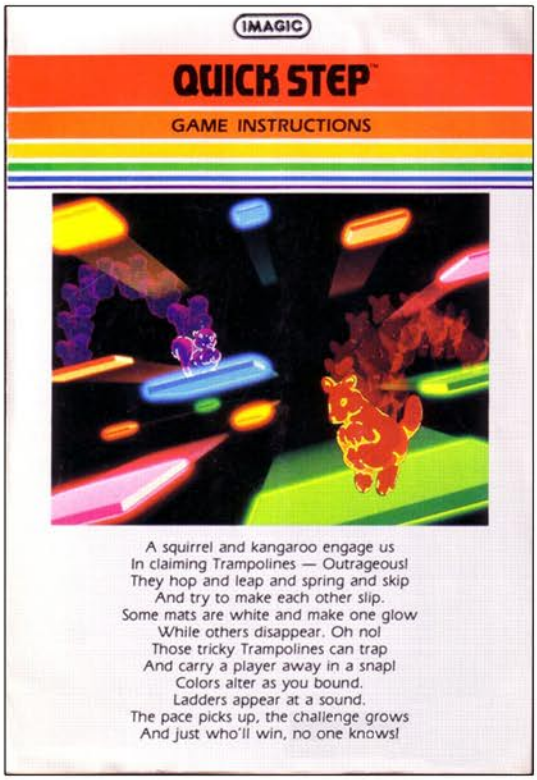
As the game progresses, gaps in the rows will begin to appear, meaning you will have to carefully plan your route. Not only can you get a lot of points if you choose wisely and your opponent doesn't, but some routes are dead ends meaning you will lose a life if you go the wrong way. The game continues until one player loses all of their lives, at which time bonus points are handed out based on remaining lives, and whoever has the high score wins. So it's entirely possible to die, yet still come out on top.

While the gameplay is simple, the action is fast and frantic. Battling against the computer is challenging, but this would be an incredible game to compete with your friends. Definitely worth checking out.

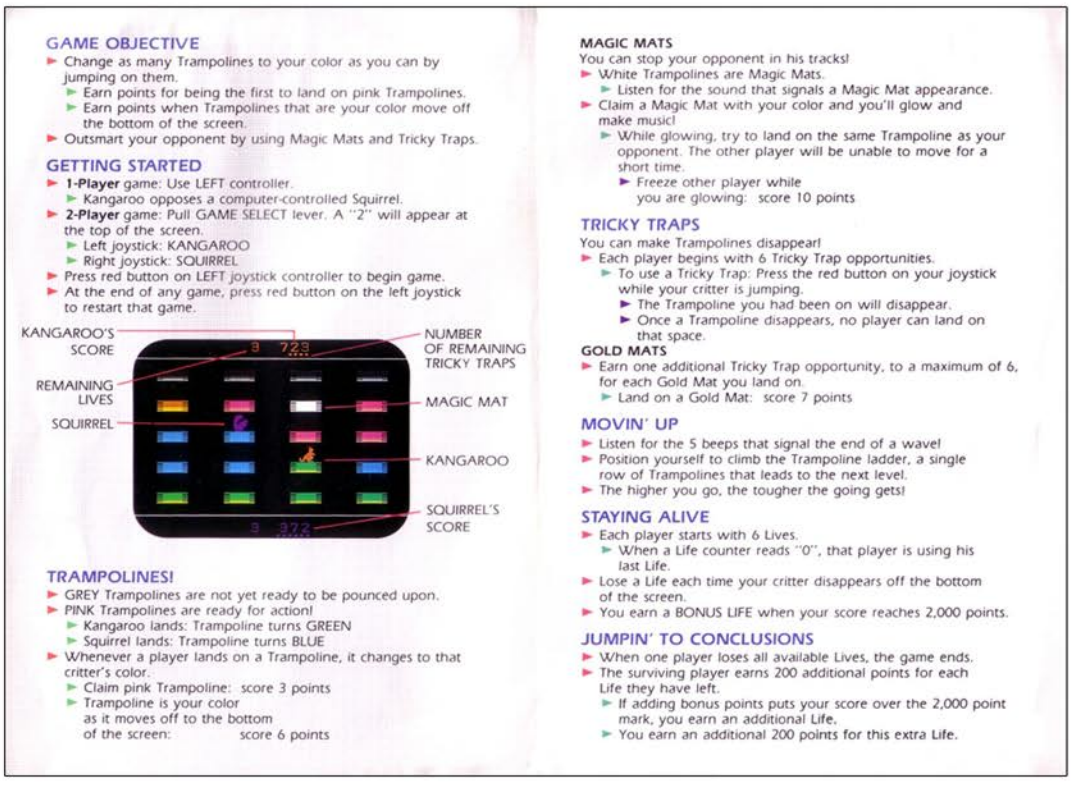







Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Sample



## GAME OBJECTIVE

- Change as many Trampolines to your color as you can by jumping on them.
  - Earn points for being the first to land on pink Trampolines.
  - Earn points when Trampolines that are your color move off the bottom of the screen.
- Outsmart your opponent by using Magic Mats and Tricky Traps.

## GETTING STARTED

- **1-Player** game: Use LEFT controller.
  - Kangaroo opposes a computer-controlled Squirrel.
- **2-Player** game: Pull GAME SELECT lever. A "2" will appear at the top of the screen.
  - Left joystick: KANGAROO
  - Right joystick: SQUIRREL
- Press red button on LEFT joystick controller to begin game.
- At the end of any game, press red button on the left joystick to restart that game.

KANGAROO'S SCORE
NUMBER OF REMAINING TRICKY TRAPS
REMAINING LIVES
MAGIC MAT
SQUIRREL
KANGAROO
SQUIRREL'S SCORE

## TRAMPOLINES!

- GREY Trampolines are not yet ready to be pounced upon.
- PINK Trampolines are ready for action!
  - Kangaroo lands: Trampoline turns GREEN
  - Squirrel lands: Trampoline turns BLUE
- Whenever a player lands on a Trampoline, it changes to that critter's color.
  - Claim pink Trampoline: score 3 points
  - Trampoline is your color as it moves off to the bottom of the screen: score 6 points

## MAGIC MATS

You can stop your opponent in his tracks!

- White Trampolines are Magic Mats.
  - Listen for the sound that signals a Magic Mat appearance.
- Claim a Magic Mat with your color and you'll glow and make music!
  - While glowing, try to land on the same Trampoline as your opponent. The other player will be unable to move for a short time.
    - Freeze other player while you are glowing: score 10 points

## TRICKY TRAPS

You can make Trampolines disappear!

- Each player begins with 6 Tricky Trap opportunities.
  - To use a Tricky Trap: Press the red button on your joystick while your critter is jumping.
    - The Trampoline you had been on will disappear.
    - Once a Trampoline disappears, no player can land on that space.

## GOLD MATS

- Earn one additional Tricky Trap opportunity, to a maximum of 6, for each Gold Mat you land on.
  - Land on a Gold Mat: score 7 points

## MOVIN' UP

- Listen for the 5 beeps that signal the end of a wave!
- Position yourself to climb the Trampoline ladder, a single row of Trampolines that leads to the next level.
- The higher you go, the tougher the going gets!

## STAYING ALIVE

- Each player starts with 6 Lives.
  - When a Life counter reads "0", that player is using his last Life.
- Lose a Life each time your critter disappears off the bottom of the screen.
- You earn a BONUS LIFE when your score reaches 2,000 points.

## JUMPIN' TO CONCLUSIONS

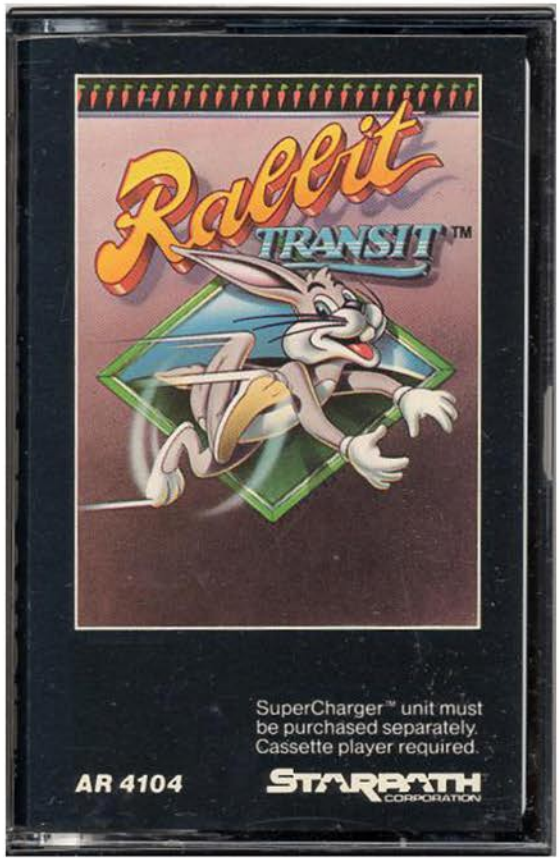
- When one player loses all available Lives, the game ends.
- The surviving player earns 200 additional points for each Life they have left.
  - If adding bonus points puts your score over the 2,000 point mark, you earn an additional Life.
  - You earn an additional 200 points for this extra Life.

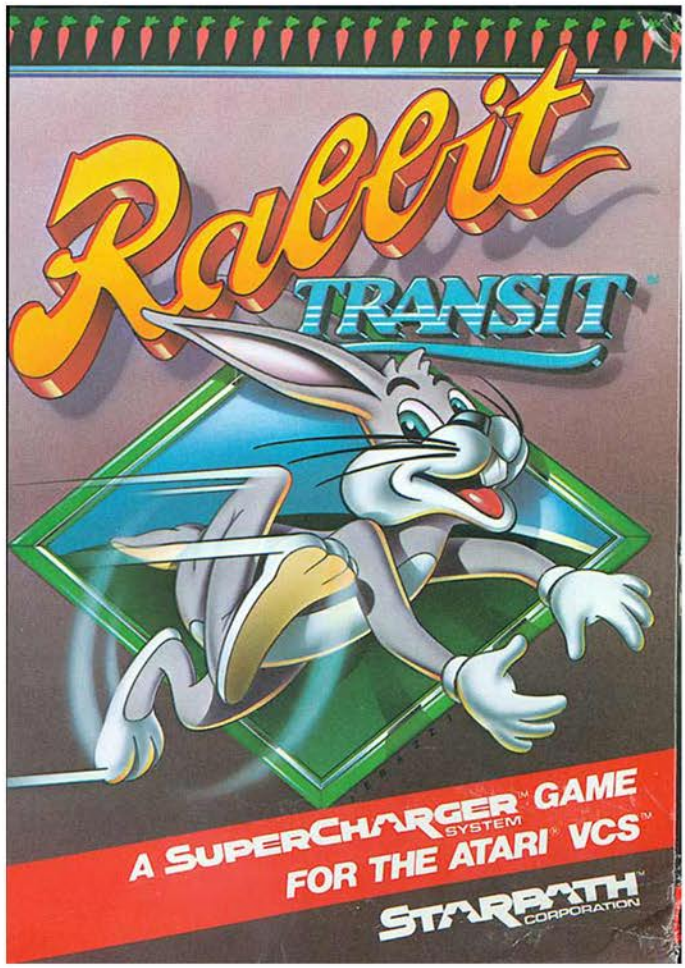
# Rabbit Transit

Release Date: 1983
Publisher: Starpath
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: AR4104
Rarity: 6
Programmer: Brian McGhie

This is an overly simplistic Frogger and Q*Bert clone that doesn't approach either of those two all time greats.



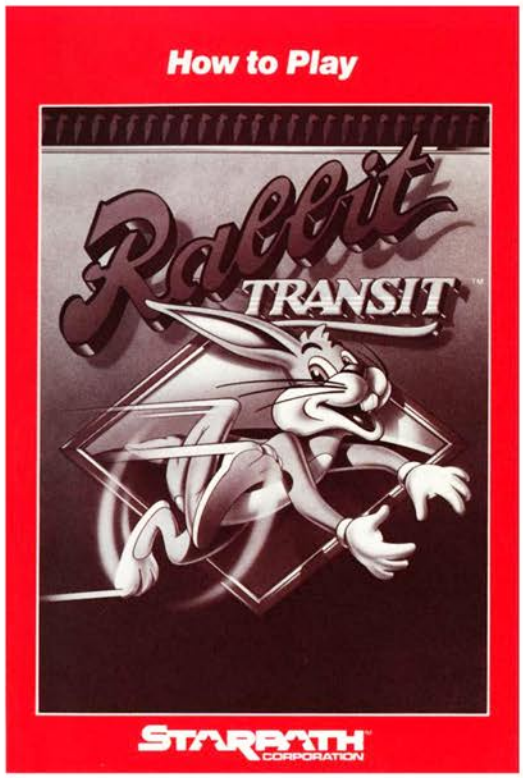
You are in control of a hot to trot bunny rabbit, who only has one thing in mind and is willing to risk his life to get it. He needs to get to the Bunny Bushes in order to find the love of his life and do what rabbits do best, which is…umm…start a family.

The game is broken up into two levels. The Mysterious Meadow plays like a dumbed down version of Frogger, where your goal is to navigate several layers of obstacles to reach the turtle below. Your rabbit can only jump diagonally so you'll have to jump up and down, working your way across the screen until you reach a hole in the fence. The journey will be filled with enemies such as snakes and butterflies who will kill you in one touch, however they are fairly easy to avoid since it only takes a handful of jumps to reach your goal.

If you survive the meadow then you'll be off to the Land of Ledges, which plays like Q*Bert and is definitely the stronger of the two screens. There are seven levels of platforms with four or five landings on each that must be jumped on to swap their color. Roaming above is an angry man armed with a never ending supply of rocks that he drops on you. The rocks fall straight down, so as long as you have an escape route planned it's not too difficult to avoid. As you progress in levels, there will be several platforms that will change back to their original color after several seconds, forcing you to hit them all at the last second.

The final screen is a cutscene taking place in the Bunny Bushes. You and your lovely lady scamper across an open field with your tiny bunny children in tow. Once you two have had your fill of frolicking, it's back to the Mysterious Meadow to begin another journey.

It does take several play throughs before the game approaches anything resembling difficult. The hardest thing about this game is the music, which plays London Bridges in a high pitched tone repeatedly. If you don't find the mute button chances are you won't get very far in the game because that noise is maddening. If you enjoy Frogger and Q*Bert style gameplay, you will be better off playing the originals instead of the slimmed down versions here.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

## Rabbit Transit™

**The Object:** You are a rabbit trying to get through the Mysterious Meadow and the Land of Ledges to start a family and make it grow.

**The Situation:** Meadow meanies are trying to prevent you from getting to your friend, the turtle, who will carry you down the river to the Land of Ledges.

Sneaky snakes, bothersome butterflies, chattering choppers and other meanies will send you back to the top of the Meadow or take away one of your chances.

If you avoid all these obstacles and leap atop the turtle, you will go to the Land of Ledges.

Here, you will hop from ledge to ledge, attempting to turn them all into one magic color. But beware of a heartless man who will interfere by dropping rocks and undoing all your hopping efforts.

If you do succeed in changing all the ledges into the magic color, you will go to the Bunny Bushes and start your family.

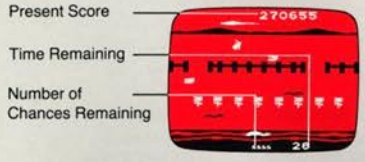
Each level of play consists of three screens:

- Screen 1: The Mysterious Meadow
- Screen 2: The Land of Ledges
- Screen 3: The Bunny Bushes

### The Mysterious Meadow

Race as fast as you can through the Mysterious Meadow, down to the river and atop the turtle's back. Your friend will carry you to the Land of Ledges.

On your way to the river, you will face a variety of meanies—snakes, butterflies, choppers and others. The butterflies will send you back to the top of the Meadow. Other meanies will take away one of your chances.




There may be fences in the meadow. You must go through the fence gate to continue your progress. You can only make diagonal jumps in your journey to the river.

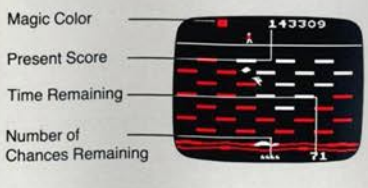
Once you have reached the river and jumped on the turtle's back, he will transport you to the Land of Ledges.

You will lose a chance if the clock runs out before you hop onto the turtle's back. When you return to the Meadow, it will be different and more difficult.

### The Land of Ledges

Now your task is to jump from ledge to ledge and change each one to the magic color indicated at the top left of the screen. Be careful of the nasty man throwing rocks at you. If a rock hits you, you'll lose one of your chances.

As the game progresses, the man will start undoing your magic by reversing the colors of ledges

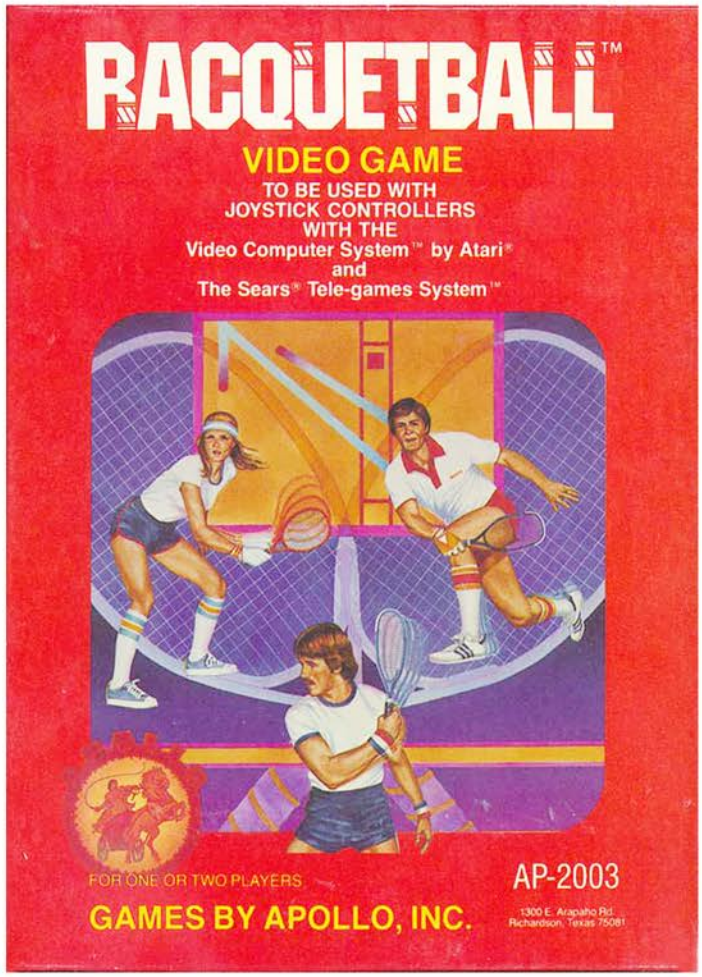


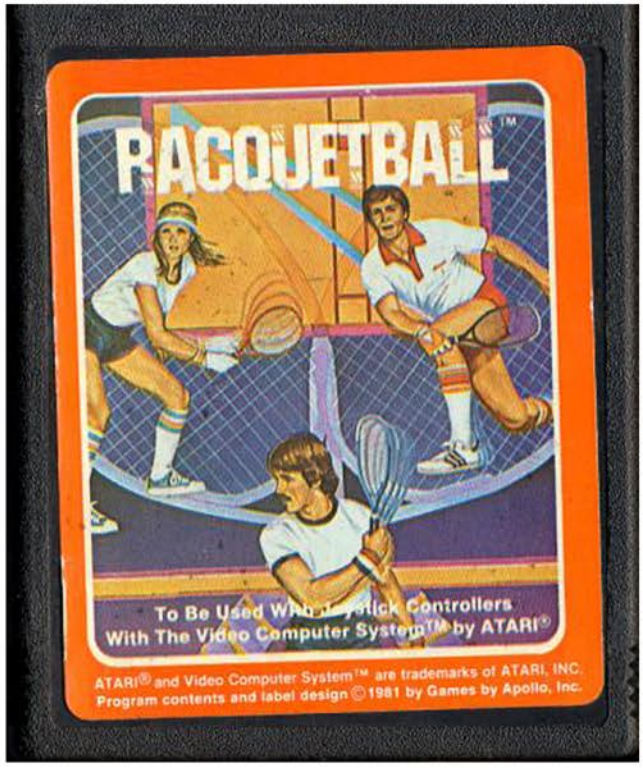
# RACQUETBALL

Release Date: 1981
Publisher: Apollo
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: AP2003
Rarity: 4
Programmer: Ed Salvo

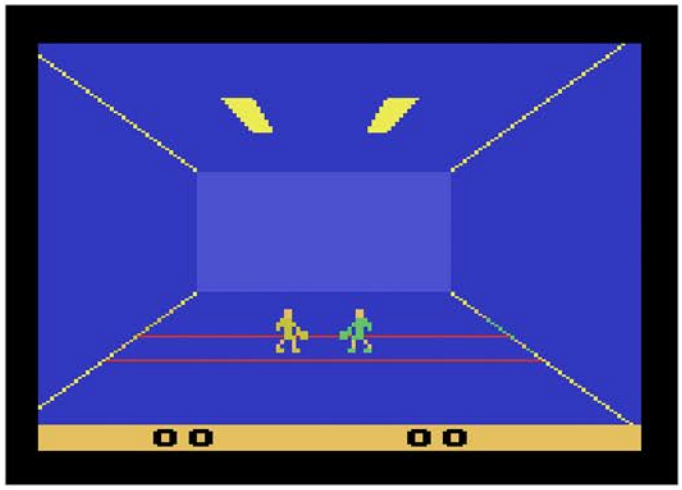
This overly ambitious attempt at bringing the sport to the 2600 is all but unplayable.



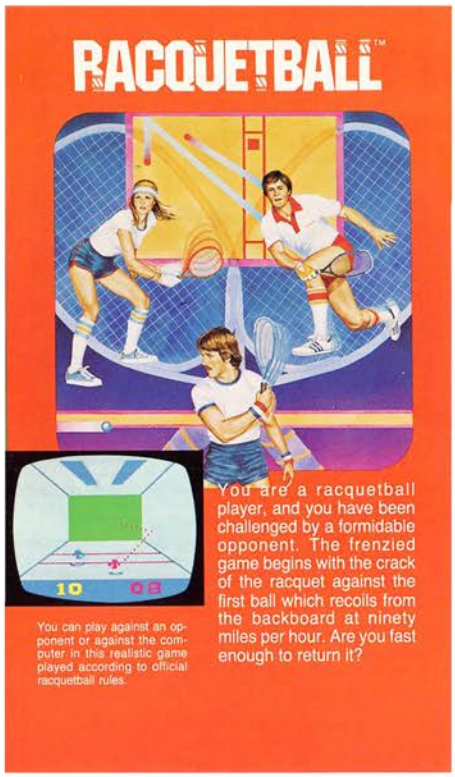
Ah racquetball, the sport of upper middle class people for decades is finally available to the masses in the form of a home video game version. Step into the giant walled arena, grab your racquet and prepare to smash a blue rubber ball as hard as humanly possible, sending it ricocheting around the room.

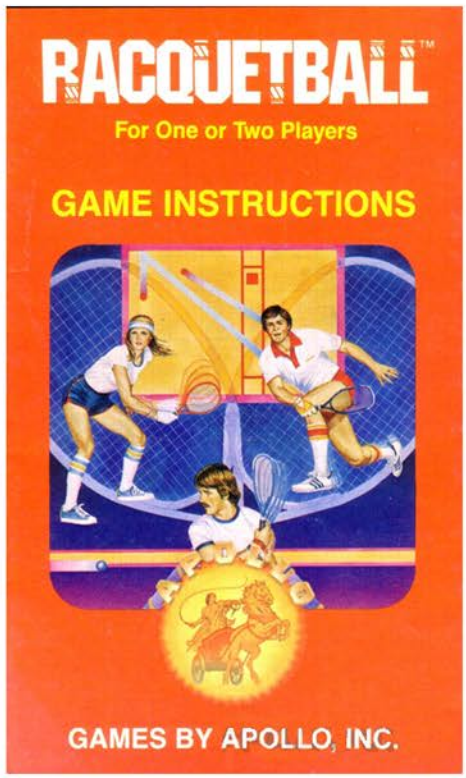
The rules for racquetball are pretty simple. When you serve you must hit the back wall first, then your opponent must hit it before the ball bounces twice, then after it hits the back wall it's your turn to return. On the return it can hit the side walls, the far or the top wall as long as it makes it to the back wall before bouncing twice. Once it hits twice, the round is over. If you were serving when you win the round, you get a point, and if you weren't then it's your turn to serve. This back and forth continues until someone has twenty-one points.



Sounds pretty straightforward, right? If the designers had stuck to keeping things simple, then this could have been an incredibly fast paced sports game that would have kept people entertained for hours. Unfortunately they decided to get fancy and include the ball's shadow on the floor and walls, only they made the mistake of making it the same color as the ball. This means at any given time there are three or four identical looking objects flying around the screen, making it nearly impossible to hone in on your target.

Due to the designer wanting to impress their boss, the game is reduced to simply running around like a chicken missing its head in the hope that you hit the ball with enough force to reach the back wall. Or really just hit the ball at all. The good news is, the computer apparently has the same problem we do, since it will routinely get a bad hit, or just outright miss the ball. As a result, even the most devoted fan of the sport will lose all interest within a few points.




Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

## RACQUETBALL™

You are a racquetball player, and you have accepted the challenge of a formidable opponent. Both combatants enter the arena through the opening in the wall, and the frenzied game begins with the crack of the racquet against the first ball. The pace is fast and furious as the ball recoils from the backboard at ninety miles per hour. Are you fast enough to react in time to return the ball? Can you endure the fast pace and vanquish the opponent? If you are willing to try, it will leave you as breathless as a real game on a real court. WARNING: Don't let your opponent ace you ...

## THE SET-UP

Racquetball™ is played with one or two players using the Joystick Controller. Be sure the power is off when you insert or remove Racquetball™ from your video game system.

## THE DIFFICULTY SWITCH

Placing the difficulty switch in the "B" position will allow the player to more easily control his shots, while accuracy is more difficult in the "A" mode.

You may vary the positions of the Difficulty Switches to provide a handicap advantage for a less experienced player in a two player game. Simply place the switch in position B for the inexperienced player, and position A for the veteran.

## THE JOYSTICK CONTROLLER

Hold your Joystick Controller so that the red "FIRE" button is in the upper lefthand corner. Use your joystick to move your player across the floor of the court. He can move in any of eight different directions as illustrated above. In one-player games, the computer controls the right player/joystick.

## RACQUET STROKES

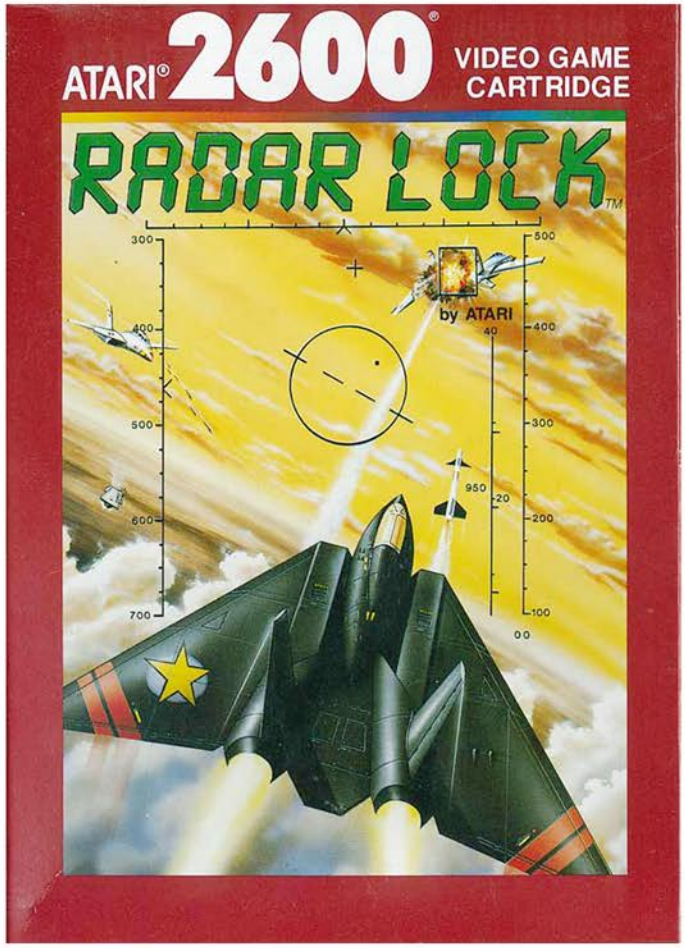
Start your serve by pressing the red button. To hit the ball, move your player to make contact between his racquet and the ball. NOTE: You will know that you have moved your player into range to hit the ball when the ball's shadow is at about the same level as the player's feet. The racquet will swing automatically when the player is moved into range to hit the ball.

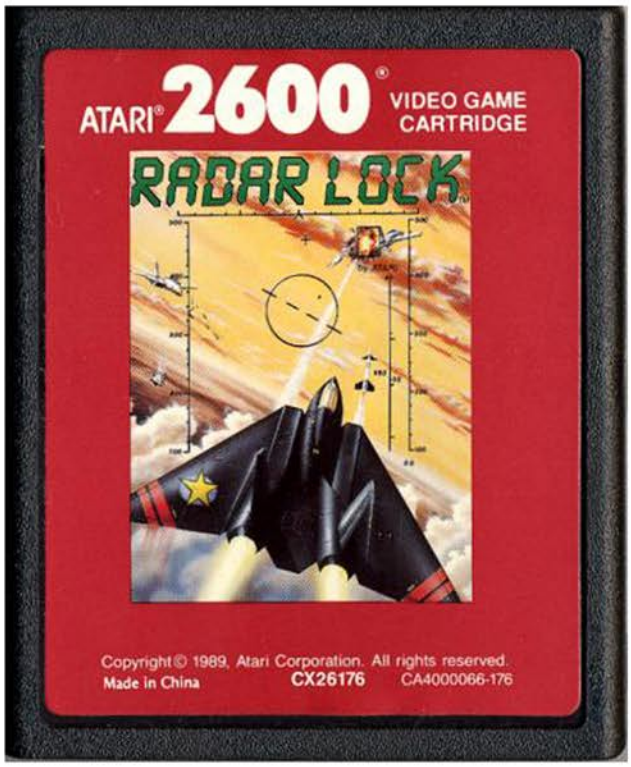
# Radar Lock

Release Date: 1989
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX26176
Rarity: 4
Programmer: Doug Newbauer

This fast paced shooter is one of the finest on the 2600.



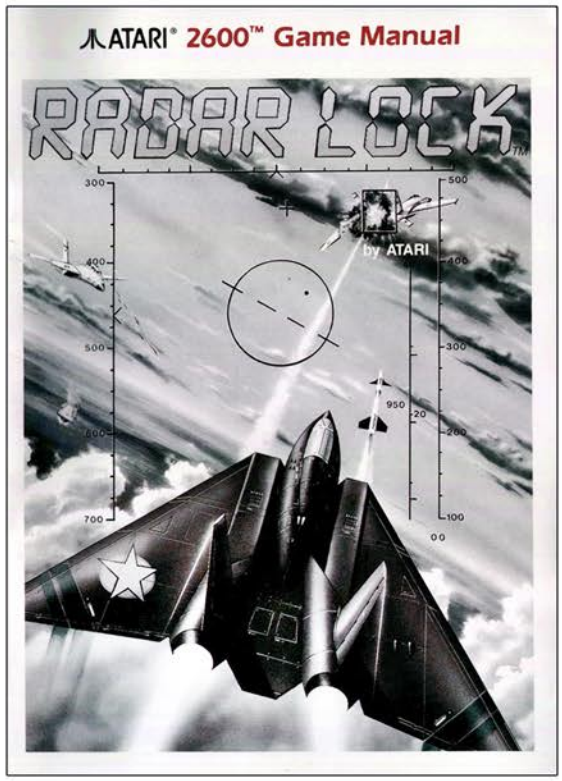
You are in control of a delta-wing fighter who is all alone in the sky against a fleet of enemy warships. You are well armed however, having a wide variety of ways to blow them out of the sky.

The game begins with an impressive takeoff screen, giving you a chance to watch your ship take off to the skies above. When you gain control of your plane you'll most likely be reminded of the arcade classic Afterburner, as your entire vessel is visible and you have similar movement to in all four directions. As you fly enemy jets will buzz by you, just begging to be shot down by your advanced weaponry.

You have three ways to cause damage. Your machine gun is pretty straightforward, as you'll have 2550 rounds to fill the sky with lead. Guided missiles are also available to you from the start, which lets you send a heat seeker towards enemies who think they can get away from you. And finally there is the proximity missile, which doesn't open up until mission three. Having this much variety is fantastic, if it wasn't for the weapon select method.

Due to the controller limitations, the only way they could implement this was to utilize the second controller. This means if you want to switch from your machine gun to guided missiles, you're going to have to have another controller plugged in and within reach, as the swapping is done with a direction press. There is a two player option however that puts player one in control of the flying, and player two in charge of the killing. If you have a friend you work well with together, it's worth a shot.

Outside of the control scheme, the biggest problem with the game is that it came out far too late in the 2600 lifespan to really matter. By 1989 the NES and Genesis were out, not to mention several ports of Afterburner had been released and were far more polished than this. Still, it's worth a look to see just how far the hardware could be pushed.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

3. Switch on your television. Then push the console's **[Power]** switch to the ON position. The Radar Lock title screen appears.

4. Press **[Select]**, or move your controller left or right, to choose a one-player or two-player game.

5. Press **[Reset]** or the left fire button to begin the game.

6. During play, press **[Reset]** to restart the game.

7. To pause during a game, move the TV-type switch on the Atari 2600 to B/W; to resume play, move the switch to COLOR. On an Atari 7800, press and hold **[Pause]** to pause the game.

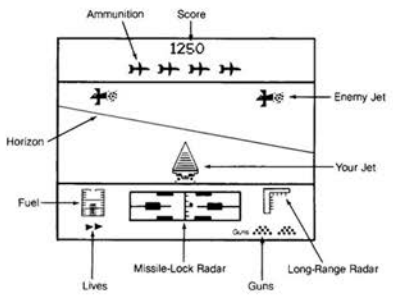
## PLAYING THE GAME

The object of the game is to use your state-of-the-art delta-wing fighter to defeat the enemy fleet in air combat. Your fighter plane is equipped with guided missiles, proximity missiles, and rapid-fire machine guns. The game consists of five missions of increasing difficulty.

When the game begins, your jet starts up, increases speed, and takes off from the air field. The scene then switches to the combat screen.

At the end of each mission, you must refuel in flight. Use the left controller's fire button to control your speed during the in-flight refueling sequence. Hold down the button to accelerate, and release the button to return to normal flying speed. Using the long-range radar and missile lock, fly to the fuel tanker. When you are close to it, the tanker will lower its fuel hose. Once the nose of your jet is locked into the fuel hose, your mission is complete. You receive bonus points for your remaining fuel and weapons and then advance to your next mission.

**Combat Screen**




### Controlling Your Fighter

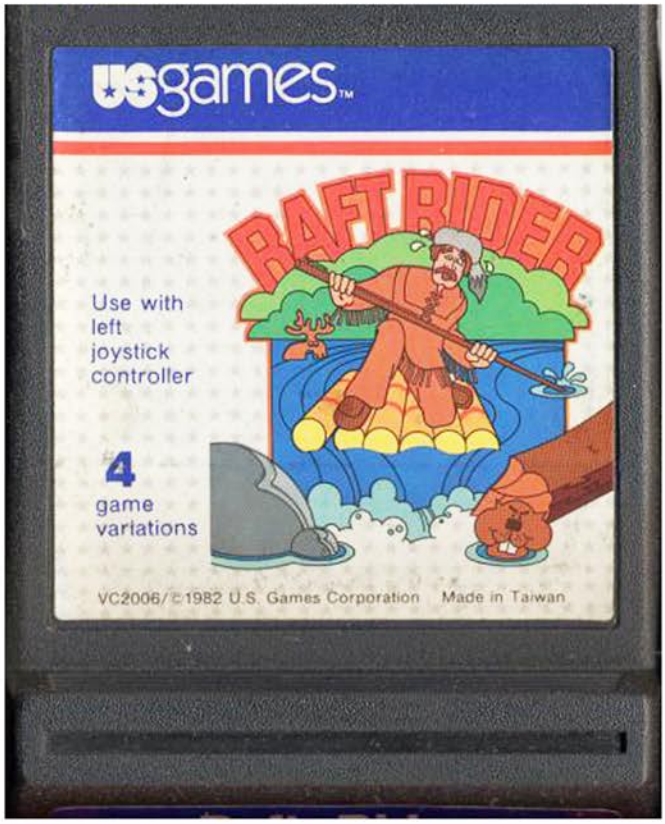
Use the controllers to operate your delta-wing fighter. Move the left controller to maneuver your jet in flight. Move the right controller to select the weapons you wish to use.

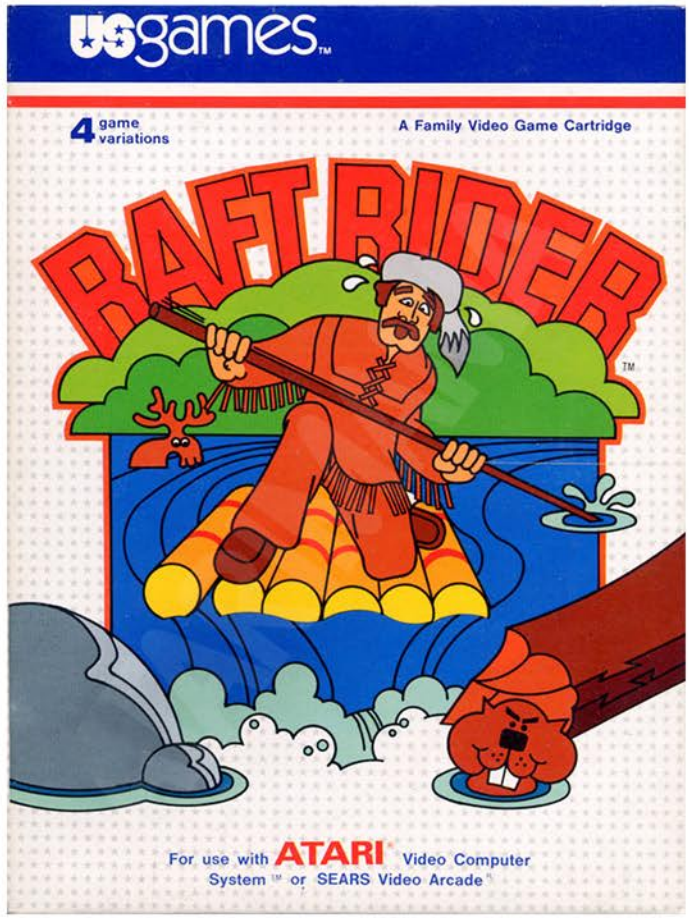
# Raft Rider

Release Date: 1982
Publisher: U.S. Games
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: VC2006
Rarity: 5
Programmer: Dave Hampton

A great concept ruined by some of the most horrific controls known to man.



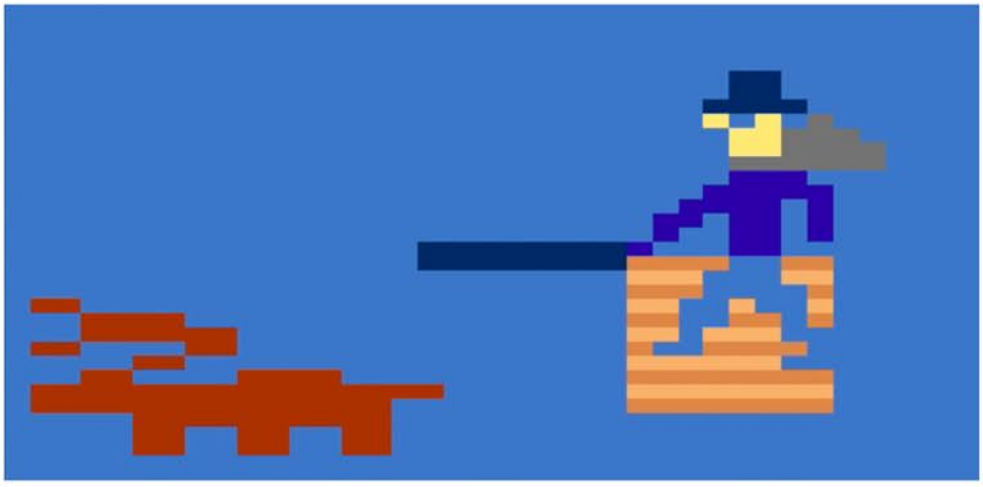
You are a coon skin cap wearing old timey adventure seeker who has built himself a wooden craft and decided to do some white water rafting. During his time on the water he must avoid all manner of obstacles such as fallen trees, rocks, and the occasional feisty moose. The danger is worth it however as there are shiny golden nuggets that populate the waterway, free for the taking. At least they would be if it wasn't for the controls.

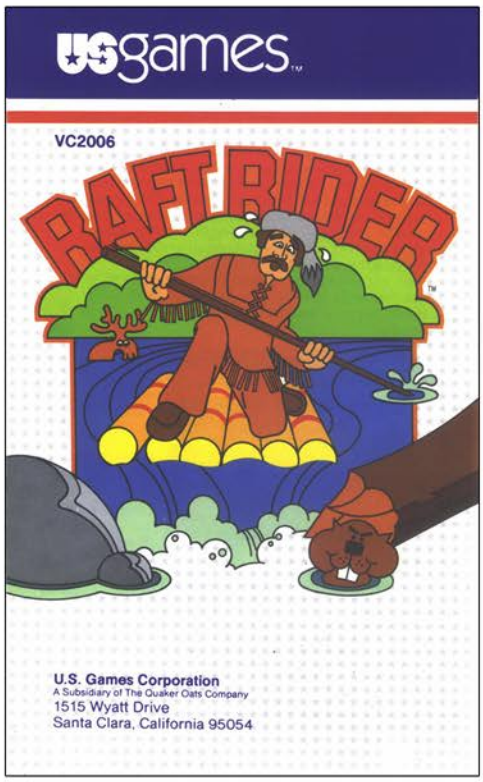
With tightly packed obstacles that come out in random groupings, it's vital to have sharp responsive controls so that you can carefully navigate them. This is especially true when you survive for longer than two minutes and the game speeds up, as it does here. In an attempt to be as realistic as possible, the designer has opted to make movement delayed and cumbersome, just like it would be on the water.

If you want to move up, your frontiersman maneuvers his paddle in the water, which causes the raft to list slowly upwards. This takes about the same amount of time for you to move a quarter of the way across the screen. If you want to avoid something you better hope that you only need to move up or down one level, because you won't have enough time to go a second time.

To say this kills any enjoyment of the game would be an understatement. Once you get to the fast water portion of the game, which happens pretty quickly, the only way to get a high score is to rely purely on luck. It's like watching a poorly rendered recreation of river travel circa 1880. Even without the woefully bad controls, there isn't a lot here. The graphics are pretty pitiful even by 2600 standards, although I will say that the rocks look like rocks. The moose on the other hand look like an abomination straight off the island of Dr. Moreau.

There are without a doubt many superior titles with similar gameplay on the Atari. That said it should be checked out even for just a minute to experience the controls so you can wonder what in the world they were thinking.





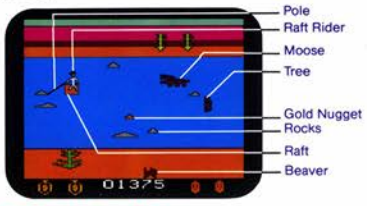

Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## Raft Rider

Raft Rider is a single player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade®

White water everywhere! And hidden in the strong current are any number of dangers lying in wait to capsize your log raft. Your mission is to make your way downstream as far as possible, avoiding treacherous rocks, feisty moose, and sections of tree which have been cut down by a pesky beaver. Skillful maneuvering is not without rewards, however, because there are also gold nuggets appearing in the river, which, when touched, can be accumulated to extend your trek into the wilderness.

So, put on your coonskin cap, get on your raft, and ride that white water to glorious high scores! Go ahead, get your feet wet; just try to keep the rest of you dry!




### Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following manufacturer's instructions.
2. Install left joystick controller.
3. Insert the cartridge—making sure the power is **OFF**.
4. Move the POWER switch to **ON**.
5. Select difficulty level:
   LEFT DIFFICULTY SWITCH:
   Position A—for faster increase in river current and advancement of Raft Rider downstream (to right of screen), which cuts down available reaction time.
   Position B—for slower river current.
   RIGHT DIFFICULTY SWITCH:
   Position A—causes moose to move upstream quickly.
   Position B—moose is standing still in river.
6. Push game RESET switch to start game.

### Controls:

- Move joystick up or down to cause raft to move back and forth across river. After moving the pole up or down, you must release the joystick to allow the poling acting to take place. If you wish to move only slightly to one side, quickly tap the joystick to the left during the raft's arc so the pole is to the back. This will stop the turning and head the raft downstream again.
- The fire button is not used in Raft Rider.
- To collect gold nuggets, position your raft in front of the rock's pathway as early as possible. Make the fine tuned adjustments in position as described above so that your pole, when extended forward, is in line to touch the rock. If successful, a money bag will appear at the bottom left of your screen. Three bags will buy you a new raft.

### Scoring:

Each segment of river traveled earns you 125 points. The score (bottom center) will continue to increase as long as you continue down the river.

The game starts with three chances available (one Raft Rider on the river, and two rafts at lower right). When a raft is lost, it is automatically replaced by reserves—if available.

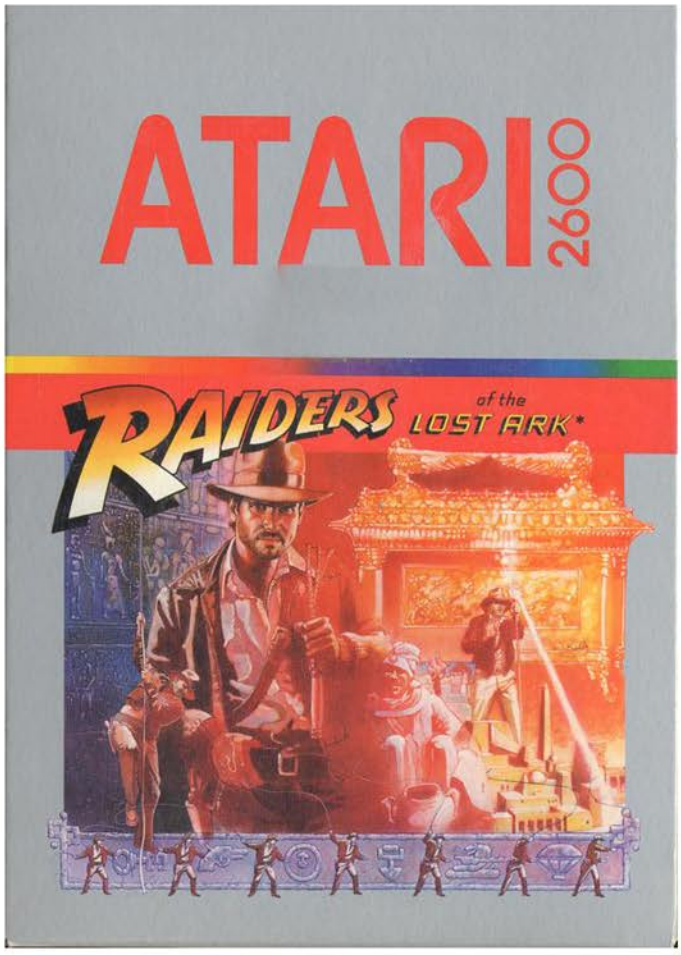
Collecting three gold nuggets (illustrated as money bags in lower left of the screen), will buy you an extra chance to go on once you have lost all your rafts. The maximum number of chances available at any one time is four: one represented by the Raft Rider on the river, and the other three represented by the three rafts at the bottom right of the screen.

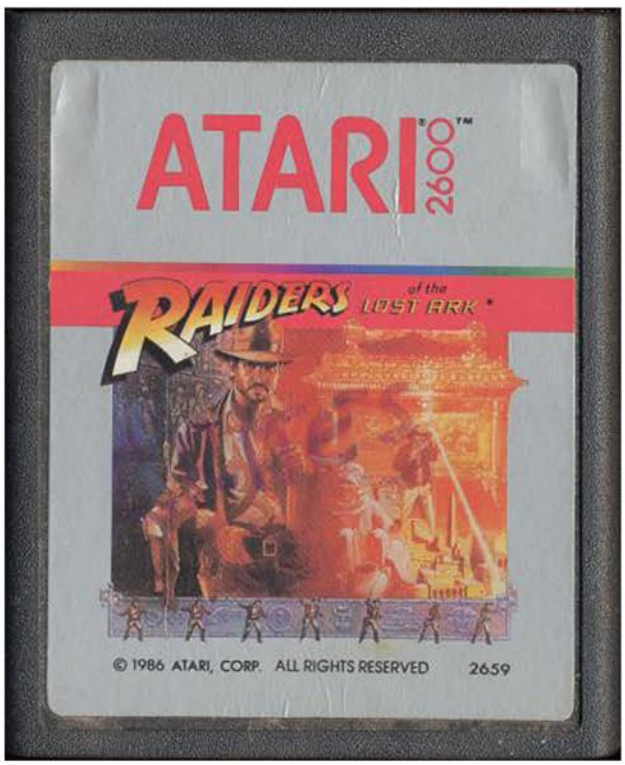
# Raiders of the Lost Ark

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Adventure

Alternate Title: N/A
Model #: CX2659
Rarity: 2
Programmer: Howard Scott Warshaw

Based on the legendary film, this game leaves a lot to be desired.



You are Indiana Jones, the greatest archeologist in the history of the profession. This time his adventure takes him to Egypt in search of the Ark of the Covenant, which was believed to carry the stone tablets inscribed with the Ten Commandments.

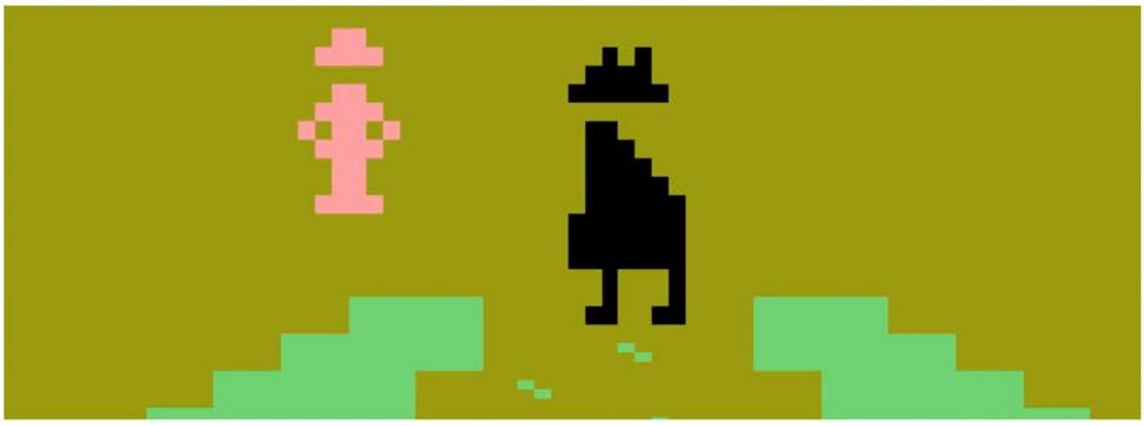
At the start of the game Indy finds himself standing in a snake infested field with a lone rock and a whip. Upon collecting this weapon he's off to the black market, where he will find other vital items like a revolver, grenade and timepiece. From here if you haven't read the manual it makes sense to keep going south, which will lead to Indy plummeting to his death and essentially ending the game because he respawns in an area he can't escape and isn't equipped to handle.

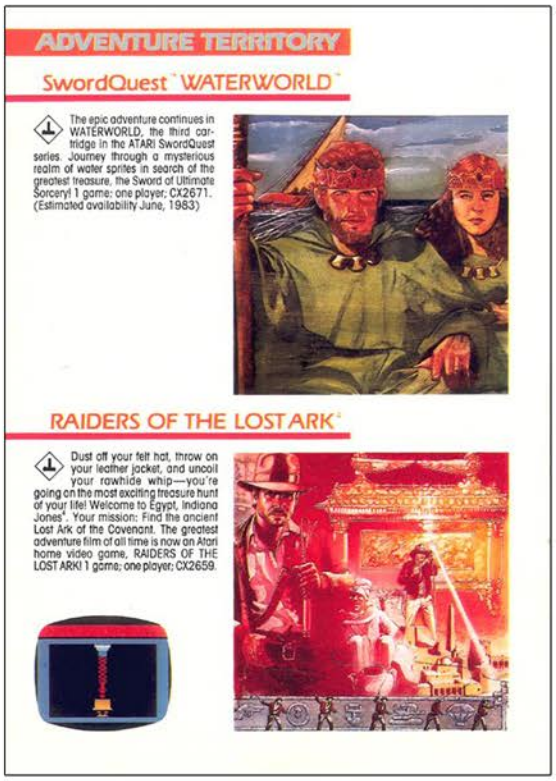
On your second playthrough attempt you'll head back north and use the grenade to blow a hole in the wall to continue your journey. From here there are lots of rooms to explore, like the temple entrance, the treasure room, and the room of shining light, among others. There are plenty of items to find as well, like coins, the head to the Staff of Ra, and the parachute, all of which will help you complete your quest provided you have the official solution sheet. Which is where this game really falls apart.

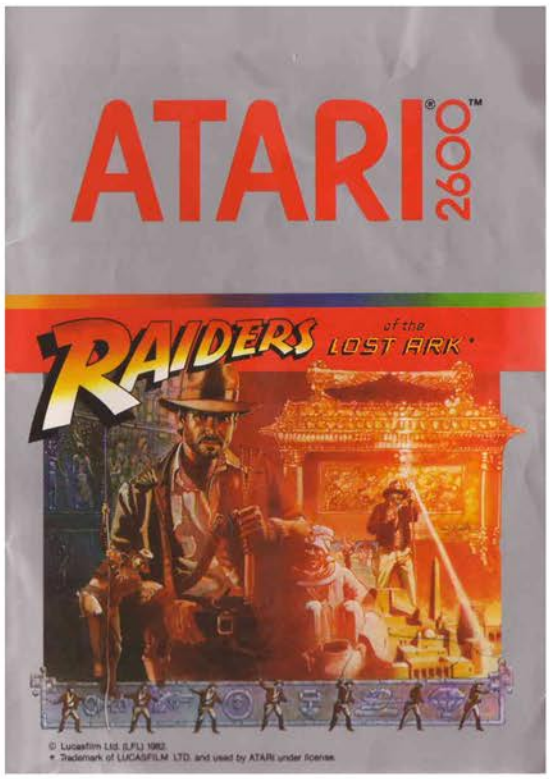
There is only one real path to completing the game, and the only way you'll ever know it is to read the manual or the step by step solution sheet, there is virtually no chance someone will figure out what to do as there are no onscreen clues. While it is possible to get a bit through the game via trial and error, completing it without the guide isn't the easiest thing in the world.

If you do know the way however there is a lot of adventure to be had. While there aren't many enemies to fight other than snakes, there are plenty of challenges that need to be overcome. One of which is the Mesa Side parachute slide, which is arguably the most infuriating moment of any game on the 2600. In order to complete the game you must perform a perfect parachute jump that involves you soaring in at just the right angle, sneaking in under a tree branch. If you mess it up, not only do you die but it's a reset moment because you can't recover from it. To pour salt in the wound, this is one of the final tasks you must do to win the game.

While it was admirable that the designer went for something complex in an attempt to capture the spirit of the film, the hardware just wasn't up to the task. Still, if you are a fan of the movie it's worth checking out for the 2600 version of the theme song.






Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

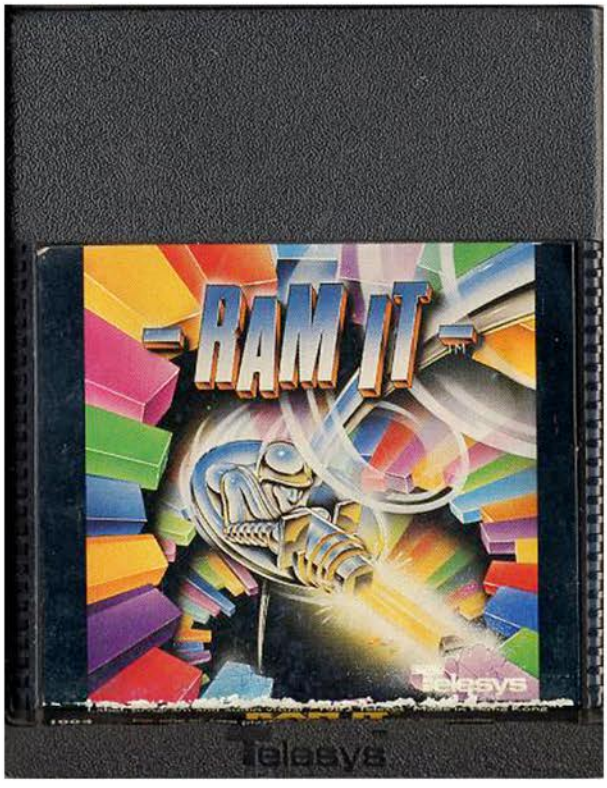
# Raiders of the Lost Ark

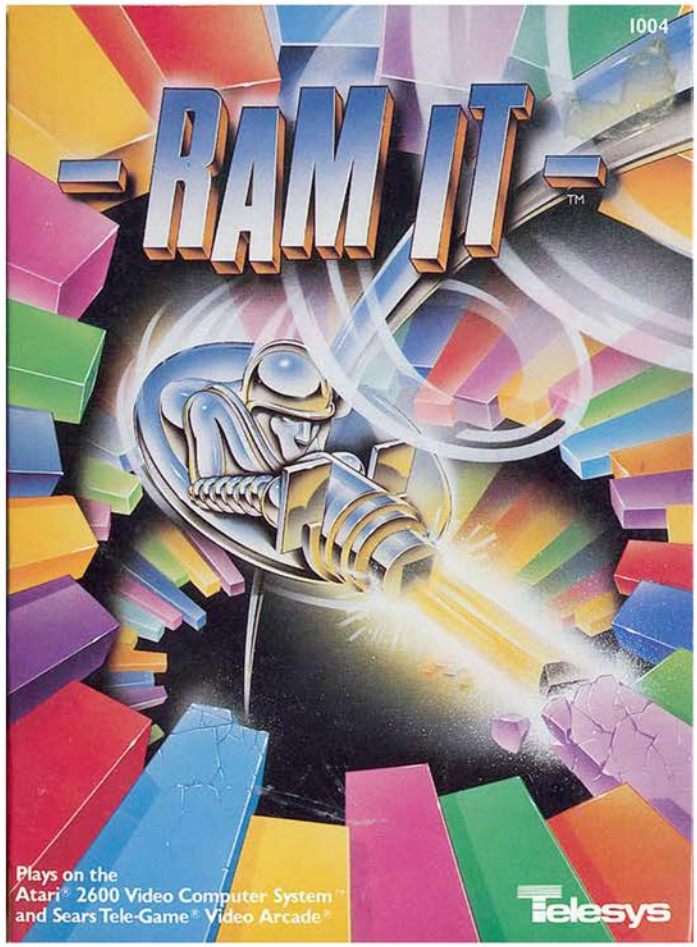
# Ram It

Release Date: 1982
Publisher: Telesys
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 1004
Rarity: 7
Programmer: Jim Rupp

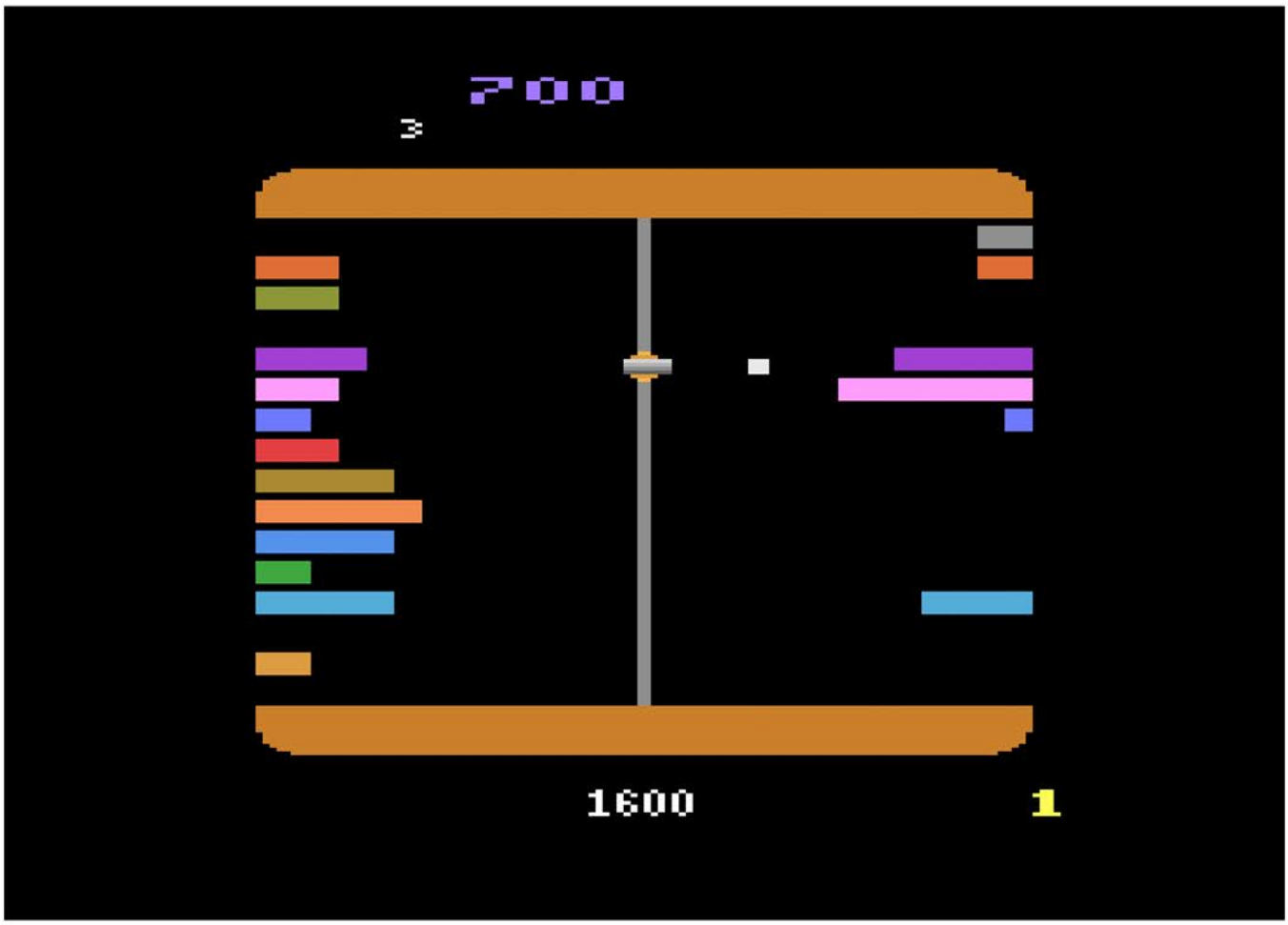
This is a simple, well executed, claustrophobic shooter.

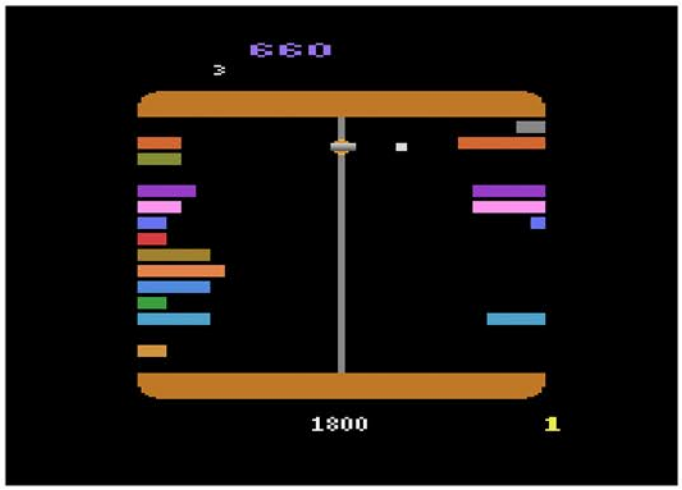


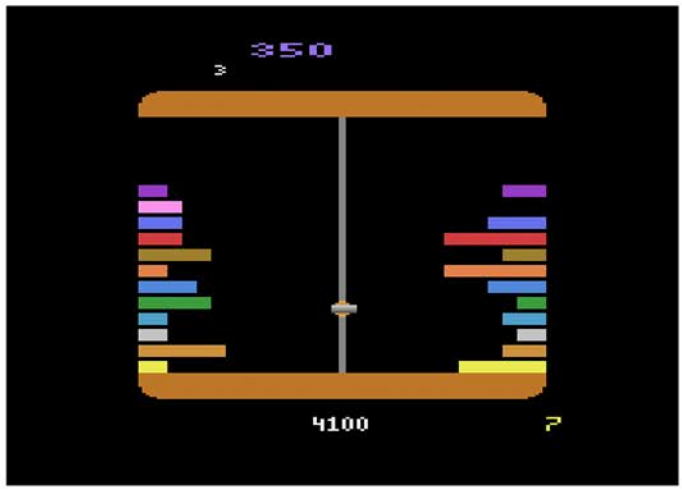



You are the Ramroid, proving that this game came out in a much more innocent time because there is no way it would be taken seriously today. Anyway, the Ramroid is armed with a large cannon with unlimited ammo, but is trapped in the middle of a tall room that is filled with ever growing colorful blocks. In order to survive and overcome his extreme claustrophobia, he must destroy all sixteen lines of blocks before they become long enough and trap him forever.

The game begins with you in the center of the room, having the ability to move straight up or down to get into firing position. When you are ready, you pull the trigger then begin firing as quickly as you can, which means you hold down the button and let it do its thing. With two quick shots you can eliminate one row, or two simultaneously if you line your shot up just right. Immediately turn to the other side and repeat the process before moving to the next set of blocks and repeating the process. Depending on the skill level (one of four ranging from Children to the standard Slow/Medium/Fast) you might be able to take out half the board before going into panic mode as the rows begin growing faster and faster. If you still have several lines remaining as the counter gets under a thousand, expect to see them expanding faster than you can handle.



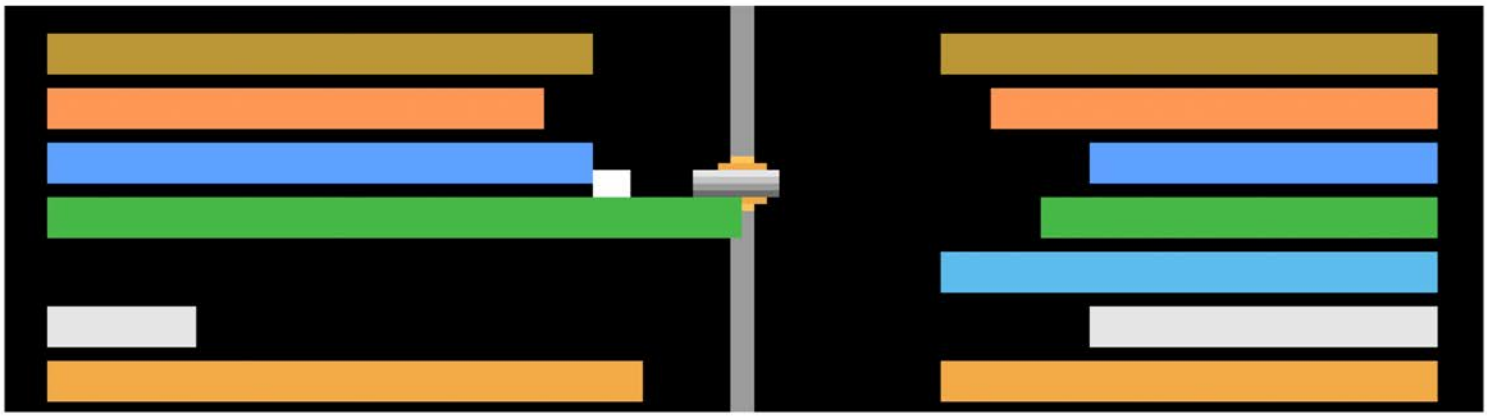


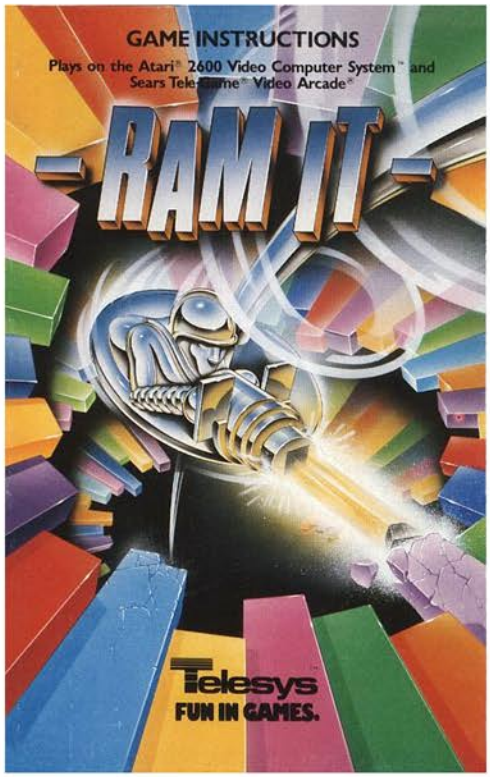




There is a 5,000 count timer at the bottom of the screen that ticks off in units of a hundred, which acts as both your bonus meter or the countdown to your demise. If you are able to eliminate every trace of the colorful blocks, whatever is left goes into your point total. However if there are still any blocks present when the timer hits zero, you lose a life and the level resets. You also lose a life if you become trapped by the blocks, you get squished between them, or if the remaining blocks on the screen are all connected.

On the higher difficulties it can be all but impossible to clear the screen using the basic firing techniques due to the speed of your cannon not being up to par (even if you are able to line it up and hit two lines at the same time). Luckily every now and then one of the rows will start flickering, giving you the opportunity to take it out in a single blow, thereby giving you a fighting chance at survival.

There isn't much depth to be found here, but if you enjoy a fast paced simple shooter, or just want to be in control of something called a Ramroid, this is worth a look.






Top Left: Title Screen
Top Right: Manual Cover
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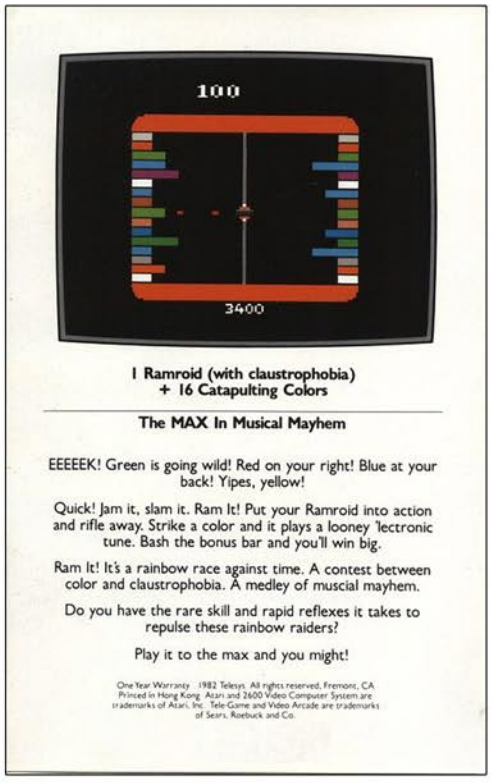
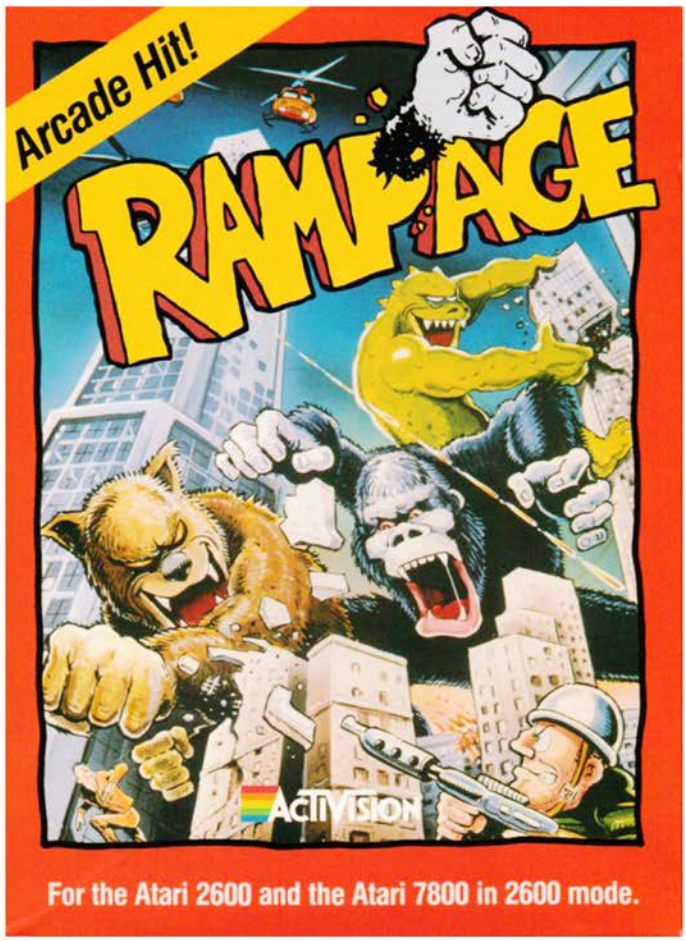


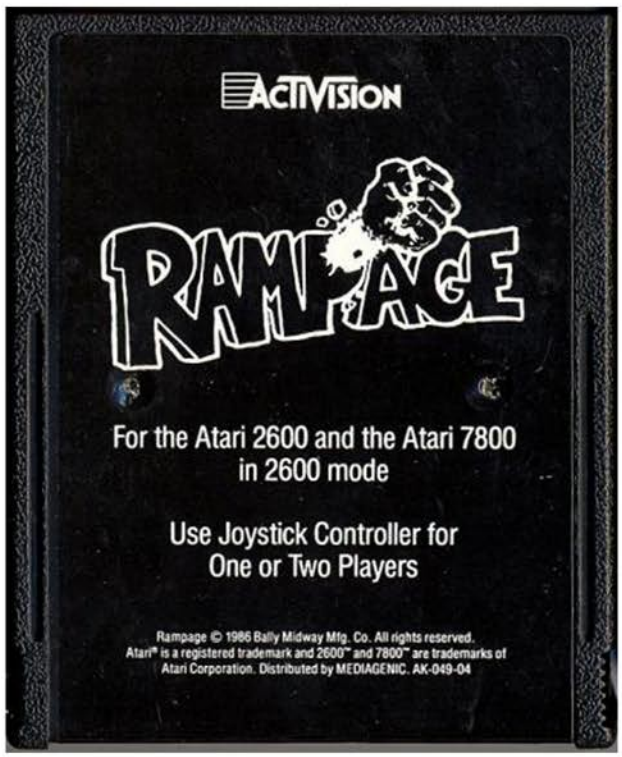
# RAMPAGE

Release Date: 1989
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: AG-049
Rarity: 5
Programmer: Bob Polaro

This arcade port captures the spirit of the original, albeit it crudely.



Who doesn't love a giant monster destroying a quiet little town? Pick your favorite from George the Ape, Lizzie the Lizard and Ralph the Wolf and get set loose on eighty-five different cities around the United States.

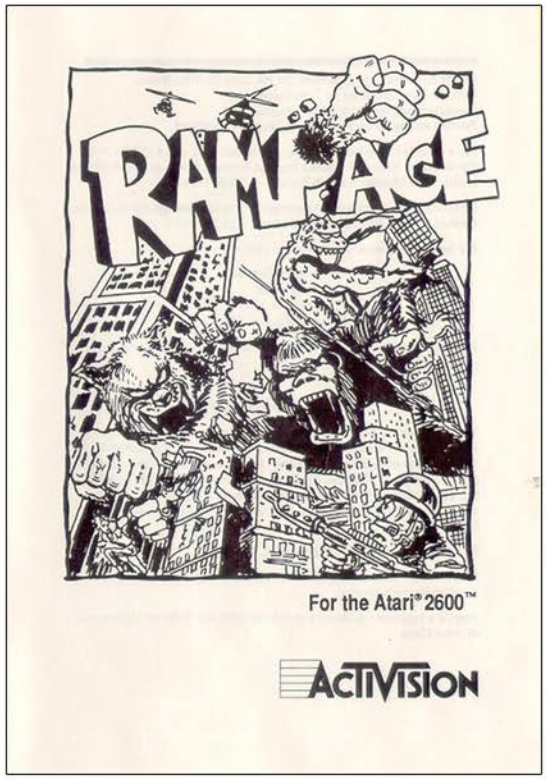
The game begins with your character hitching a ride on a blimp and being dropped into the middle of town. From there your goal is simple, punch down every single building while eating people and destroying military equipment before moving on to the next city to do the same. This is accomplished by climbing up the side of a building and punching every section of it on both sides before the structural integrity gives way and it collapses. Repeat on every building on screen and you're off to the next city.

Building demolition won't be the only thing to keep you busy, as this is a living city after all. People will be begging for help from windows, and you can earn a few points by eating them. There will also be trucks, boats and trolleys moving across the bottom of the screen that can be attacked. And finally there will be armed forces attempting to stop you from destroying everything.

Helicopters will shoot at you from the sky, tanks and police cars will attempt drive by shootings, and the occasional brave soldier will try and snipe you from high rise windows. Most of the time these shots will be unavoidable, but thankfully your health bar is pretty long.

While the controls and gameplay are pretty spot on, the graphics are pretty horrendous for a game being released this late in the 2600 life cycle. All three characters look similar except for a color pallet swap, and the buildings are little more than just simple blocks. The character select screen and the news intro to each city is pretty good though, even if they are just there briefly.

Problems aside, this is a decent port of the arcade classic. The building destruction is there, and if you have a friend the two of you can lay waste to cities together. Unfortunately by the time this game was released in 1989, far superior ports had already been released on both the NES and Sega Master System.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples



Each player begins the game with three lives.

### Trashing Cities

You can destroy as many as 85 North American cities. Your goal is to demolish every building in each city while trying to avoid enemy fire.

As you CLIMB a building, you'll PUNCH holes in the walls and GRAB and CHOMP people and other delectables. Keep an eye out for helicopters, trolleys, boats, police cars, and tanks. A good PUNCH will lay 'em out cold.

### Stalking Through the City

To WALK right or left, move the joystick in the direction you want to move.

### Scaling Skyscrapers

To CLIMB a building, move RIGHT or LEFT to approach it, then move the joystick UP to climb.

### Punching

To PUNCH, hold the joystick in the direction you want to punch, then press the joystick button.

### Chomping

Whenever you PUNCH certain enemies or innocent bystanders, you'll automatically GOBBLE them up. *Keep in mind that soldiers and civilians that appear inside buildings can be eaten only if they're a different color from that of your monster.*

### Jumping

To JUMP, simply press the joystick button with the joystick centered.



### Your Energy Level

The DAMAGE BAR directly under your score lets you know how you're doing.

If you run out of energy completely, you'll automatically turn into a measly human and lose one of your lives. If you have any lives remaining, the RAMPAGE Blimp will deliver your backup monster.

### Keeping Score

| Action Item | Points Awarded |
|---|---|
| Punching a Building | 50 |
| Eating a Pedestrian or Soldier | 50 |
| Punching Another Monster | 250 |
| Punching a Tank | 250 |
| Punching a Police Car | 250 |
| Punching a Pickup Truck | 250 |
| Punching a Trolley or Boat | 250 |
| Eating a TV (when it's turned off) | 500 |
| Grabbing Money | 500 |
| Eating Flowers | 500 |
| Punching a Helicopter | 750 |
| Punching a Sign | 1000 |
| Eating a Transformed Monster | 1000 |

**You earn an extra life for every 100,000 points you score.**

# REACTOR

Release Date: 1982
Publisher: Parker Brothers
Controller: Joystick
Players: 1 - 2
Genre: Arcade

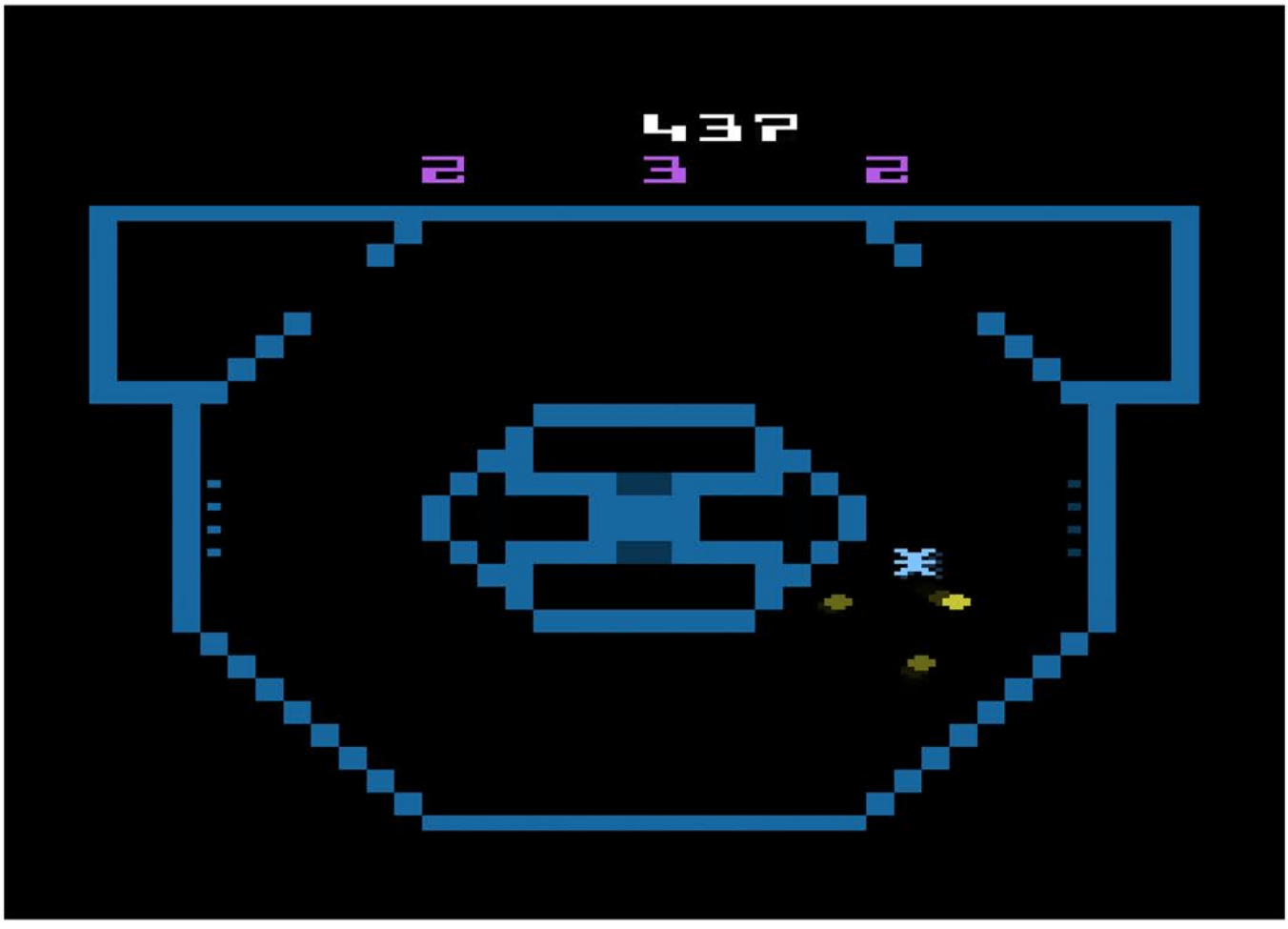
Alternate Title: N/A
Model #: PB5330
Rarity: 2
Programmer: Charlie Heath

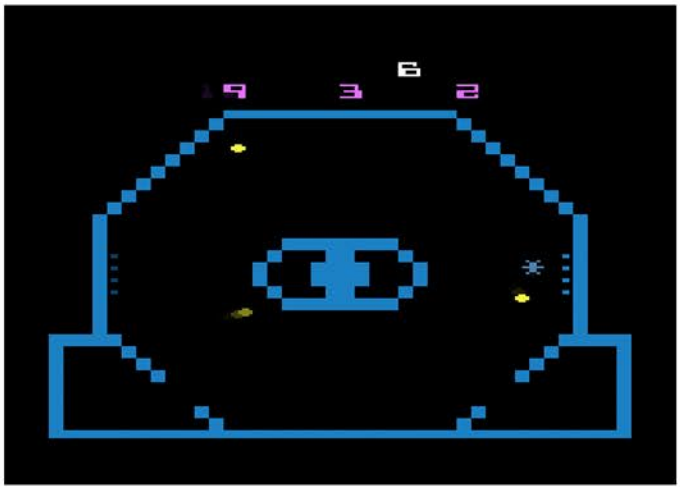
This nuclear powered arcade port is nothing short of a melt-down.

Your ship's nuclear reactor is going haywire, and an abundance of positrons, neutrinos and photos are flooding the room. If you want any chance at surviving a full blown nuclear melt-down, you must use your ship to destroy the rogue particles before they kill everyone on board. Unfortunately your ship is ill-equipped to handle such a task.

When you begin the reactor in the center of the screen and is relatively small in stature. This changes quickly as it will expand every few seconds, limiting the amount of space you can move about. Scattered about the room are the enemy particles, which you must hunt down and bump into the kill wall. That's right, no shooting, no grabbing, your only hope at survival is a dangerous game of bumper cars.

The outer wall isn't the only thing that you have to help you survive. There are sets of control rods on either side of the screen, and if you are able to take out all four of them by crashing an enemy into them you'll shrink the expanding reactor core a bit.



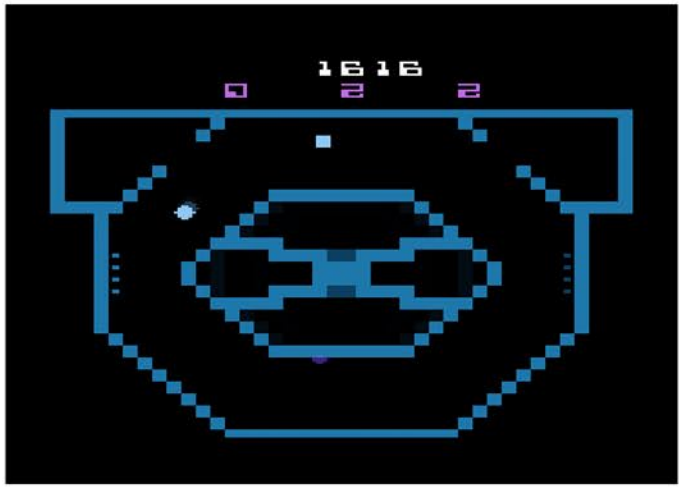


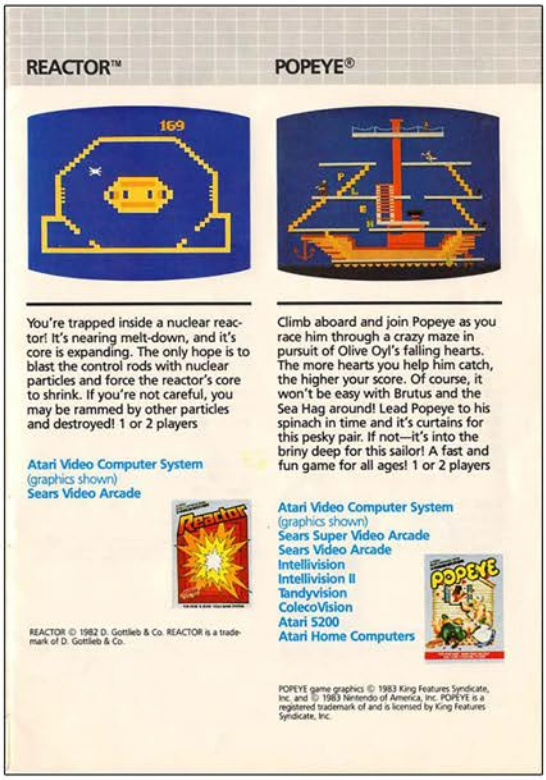
You also have decoys that you can deploy that will attract the particles and occupy their attention. If you are daring enough to drop one close to a wall, they'll do a good job of getting the particles to destroy themselves.

The danger increases with each level, with the number of nuclear elements increasing. This will take up more of your time as you try to clear the room before being consumed by the reactor. Every few levels however, the reactor will be replaced by the deadly Vortex Core. While you can touch the walls of the reactor, coming into contact with the vortex will end your life quickly.

While it's easy enough to move your ship around, the combat just doesn't hold up due to questionable collision detection. Instead of precise movement and knocking them into the walls, the best strategy is just to set up shop in one of the corners and hope that they bounce through you and into the walls themselves.

This does emulate the arcade experience pretty well, however it's just an odd concept for a game that isn't going to be appealing to the masses.





REACTOR™



You're trapped inside a nuclear reactor! It's nearing melt-down, and it's core is expanding. The only hope is to blast the control rods with nuclear particles and force the reactor's core to shrink. If you're not careful, you may be rammed by other particles and destroyed! 1 or 2 players

Atari Video Computer System
(graphics shown)
Sears Video Arcade



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POPEYE®



Climb aboard and join Popeye as you race him through a crazy maze in pursuit of Olive Oyl's falling hearts. The more hearts you help him catch, the higher your score. Of course, it won't be easy with Brutus and the Sea Hag around! Lead Popeye to his spinach in time and it's curtains for this pesky pair. If not—it's into the briny deep for this sailor! A fast and fun game for all ages! 1 or 2 players

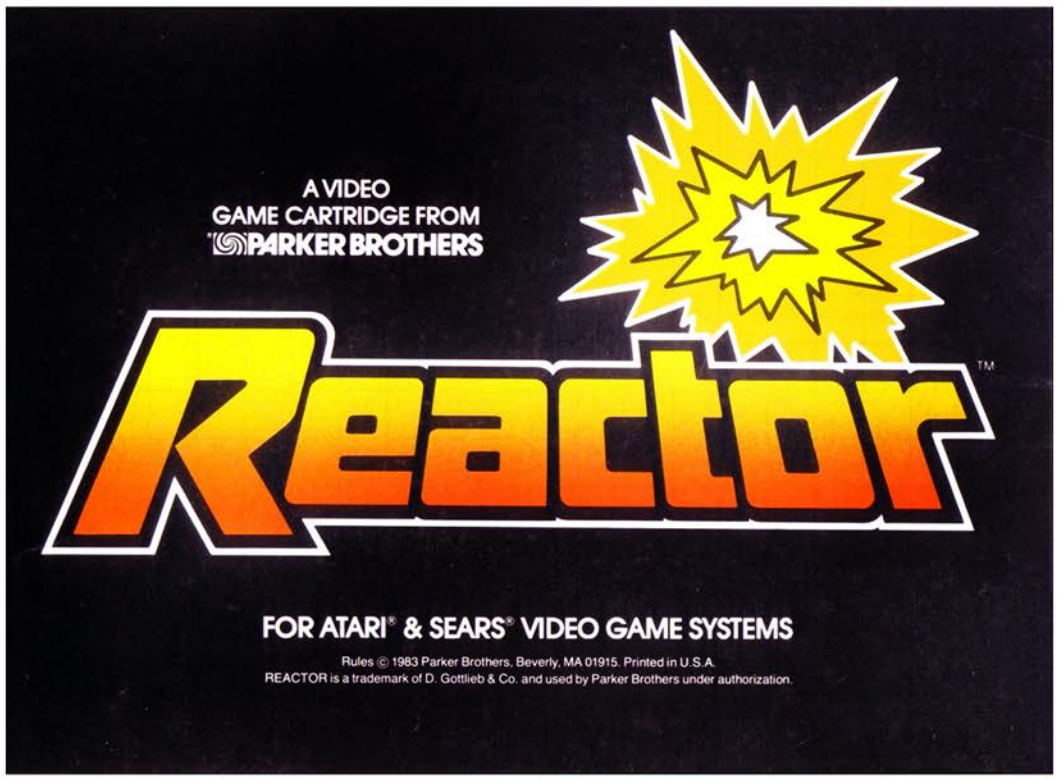
Atari Video Computer System
(graphics shown)
Sears Super Video Arcade
Sears Video Arcade
Intellivision
Intellivision II
Tandyvision
ColecoVision
Atari 5200
Atari Home Computers



POPEYE game graphics © 1983 King Features Syndicate, Inc. and © 1983 Nintendo of America, Inc. POPEYE is a registered trademark of and is licensed by King Features Syndicate, Inc.

Above: Catalog Samples

Below: Manual Cover

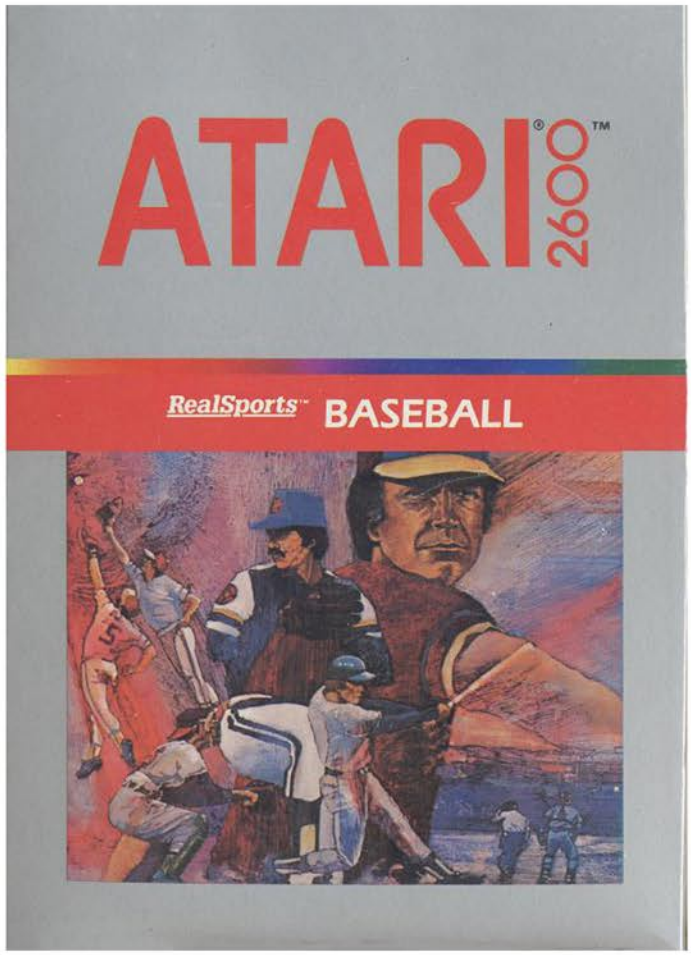


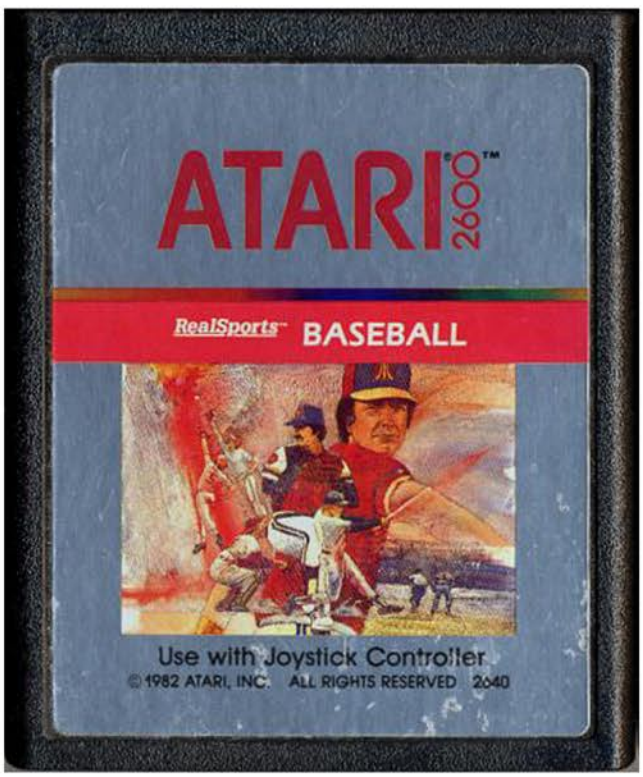
# Realsports Baseball

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: CX2640
Rarity: 2
Programmer: Joseph Tung

This may be the single worst baseball game in the history of video games.



Grab your glove, sprint out to the field and prepare to play nine innings of America's pastime.  Or if you value your sanity, chuck this game in the garbage and dig out the original Home Run Atari put out as it's a much better time.

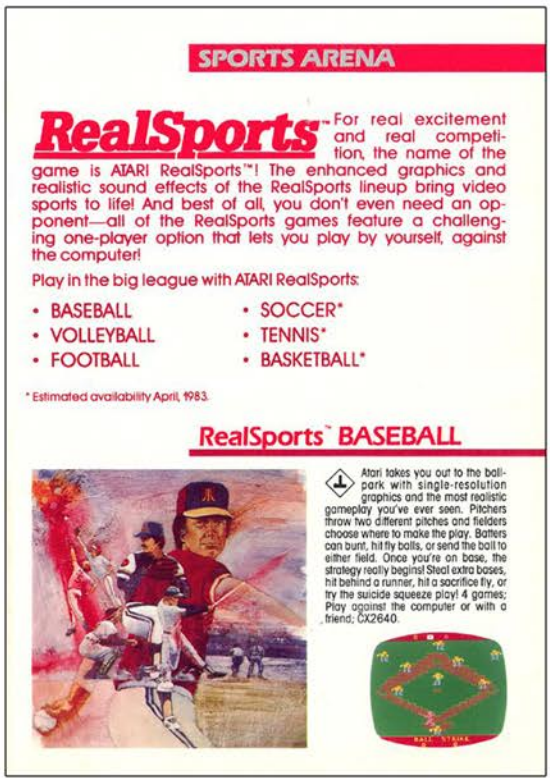
The first annoyance is that when you start the game and between every half inning, the players will run on and off the field one at a time. This takes a whole lot longer than it should, and it slows an already slow game down to a crawl.  If this were the worst offense that would be one thing, but it's the tip of the iceberg.

On defense you can expect there to be a bit of a learning curve.  In order to pitch properly you have to lock-in your pitch ahead of time (picking between a fastball, riser, sinker, or intentional ball).  Then you have to hold down the button and press down on the controller to deliver the pitch.  If you try and just pitch, like every other baseball game you've ever played, it will be an intentional ball.

If you mistime your button press you get to watch as the ball gets thrown everywhere on screen. Once you actually deliver a pitch and it's hit into the field of play, expect many safe runners because nobody covers the base, which means you have to deliver the throw in enough time so that your player can tag them out. If you somehow manage to get three outs (or pick game number four so you bat first) then it's time to go on offense.

Batting is a little less frustrating than being on defense, although not by much. You have to pick which direction you want to hit the ball in while pressing the button or else you won't swing. Hitting the ball into play for the first time will most likely result in an out because unless you check the manual then you won't know you have to make your batter run to first base. Even when you figure it out, there's still a time delay because you have to hit, reset the controller, hit the button then run. Far too often though you'll just strike out because you need near perfection with the swing just to make contact.

If you really have your heart set on baseball, try Super Baseball which is pretty much the same game only with some graphical and bug fixes.



SPORTS ARENA

**RealSports**™ For real excitement and real competition, the name of the game is ATARI RealSports™! The enhanced graphics and realistic sound effects of the RealSports lineup bring video sports to life! And best of all, you don't even need an opponent—all of the RealSports games feature a challenging one-player option that lets you play by yourself, against the computer!

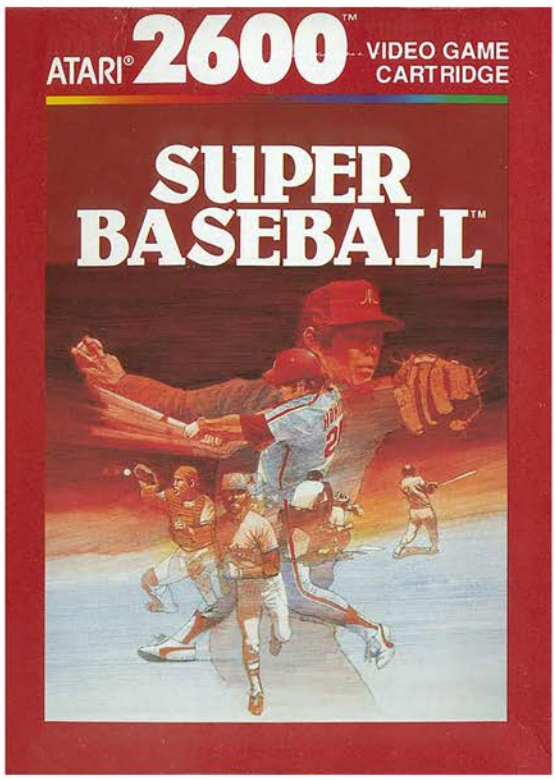
Play in the big league with ATARI RealSports:

- BASEBALL
- VOLLEYBALL
- FOOTBALL
- SOCCER*
- TENNIS*
- BASKETBALL*

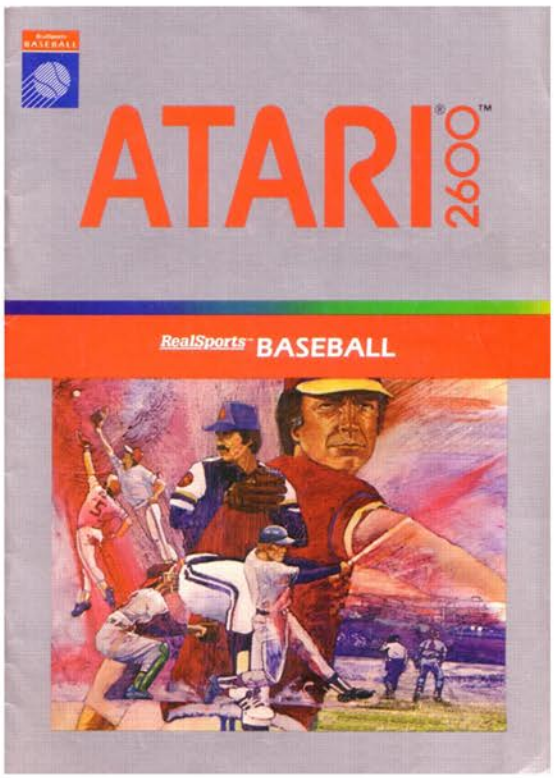
* Estimated availability April, 1983.

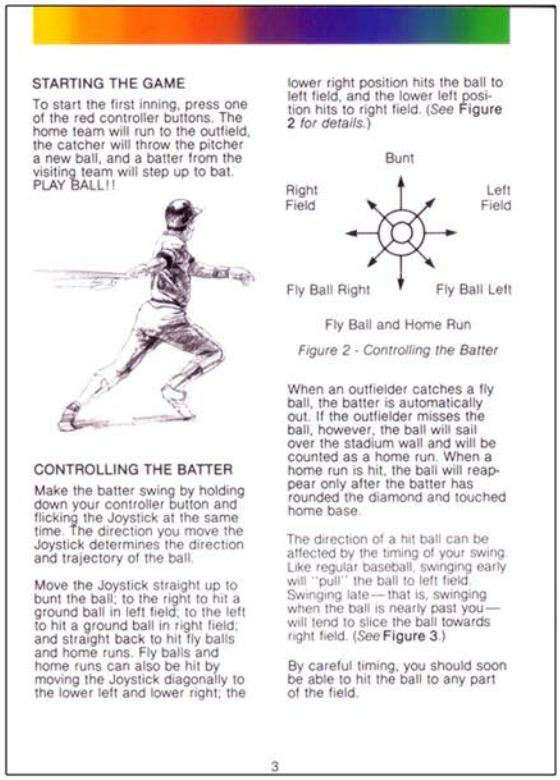
RealSports™ BASEBALL

Atari takes you out to the ballpark with single-resolution graphics and the most realistic gameplay you've ever seen. Pitchers throw two different pitches and fielders choose where to make the play. Batters can bunt, hit fly balls, or send the ball to either field. Once you're on base, the strategy really begins! Steal extra bases, hit behind a runner, hit a sacrifice fly, or try the suicide squeeze play! 4 games; Play against the computer or with a friend; CX2640.




Top Left: Catalog Sample
Top Right: Updated Release Box
Below: Manual Cover and Page Sample



STARTING THE GAME

To start the first inning, press one of the red controller buttons. The home team will run to the outfield, the catcher will throw the pitcher a new ball, and a batter from the visiting team will step up to bat. PLAY BALL!!



CONTROLLING THE BATTER

Make the batter swing by holding down your controller button and flicking the Joystick at the same time. The direction you move the Joystick determines the direction and trajectory of the ball.

Move the Joystick straight up to bunt the ball; to the right to hit a ground ball in left field; to the left to hit a ground ball in right field; and straight back to hit fly balls and home runs. Fly balls and home runs can also be hit by moving the Joystick diagonally to the lower left and lower right; the lower right position hits the ball to left field, and the lower left position hits to right field. (*See* **Figure 2** *for details.*)




Fly Ball and Home Run

*Figure 2 - Controlling the Batter*

When an outfielder catches a fly ball, the batter is automatically out. If the outfielder misses the ball, however, the ball will sail over the stadium wall and will be counted as a home run. When a home run is hit, the ball will reappear only after the batter has rounded the diamond and touched home base.

The direction of a hit ball can be affected by the timing of your swing. Like regular baseball, swinging early will "pull" the ball to left field. Swinging late—that is, swinging when the ball is nearly past you—will tend to slice the ball towards right field. (*See* **Figure 3**.)

By careful timing, you should soon be able to hit the ball to any part of the field.

3

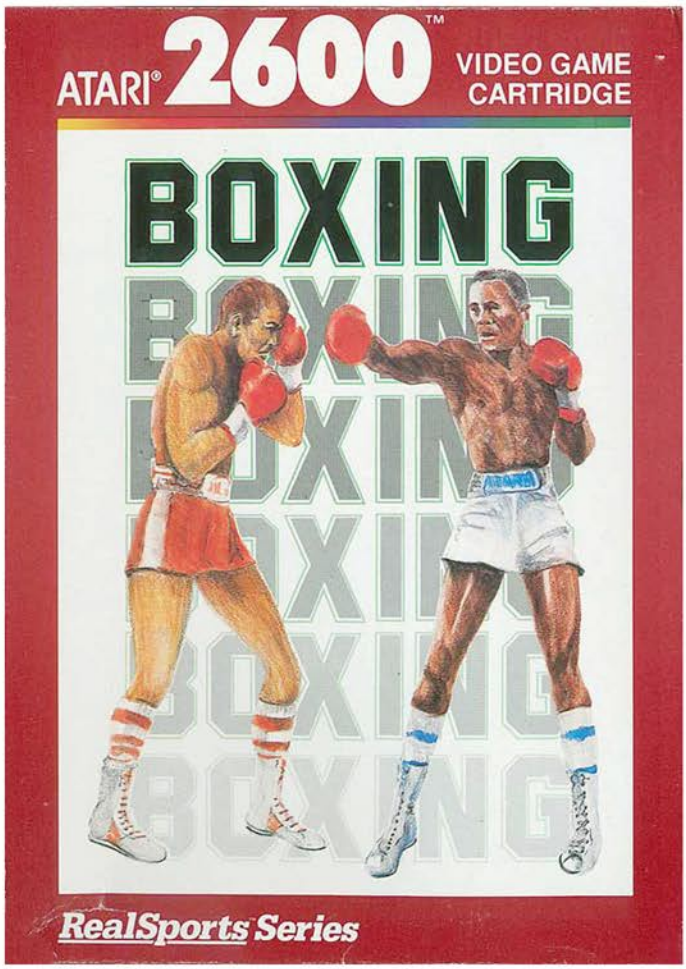
# REALSPORTS BASEBALL

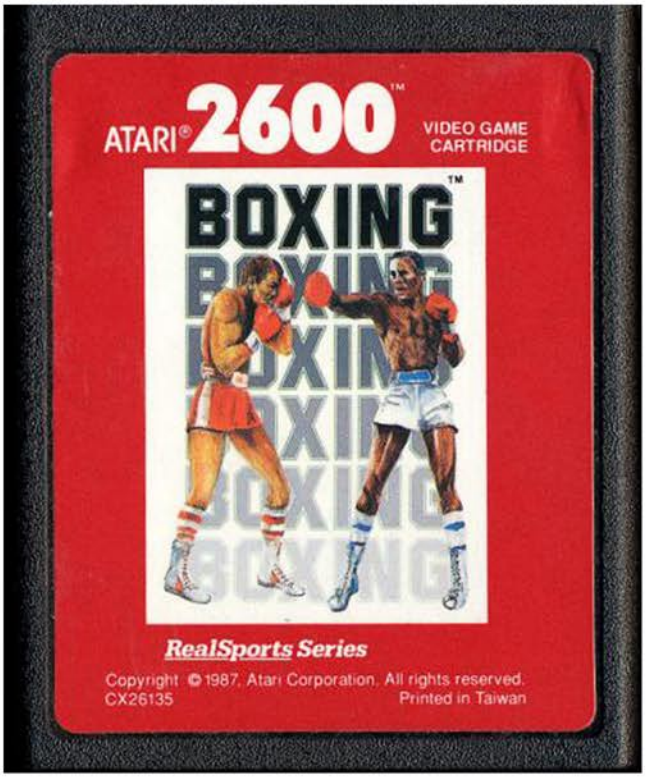
# REALSPORTS BOXING

Release Date: 1987
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: CX26135
Rarity: 3
Programmer: N/A

This is a graphically impressive, if completely shallow, boxing title.

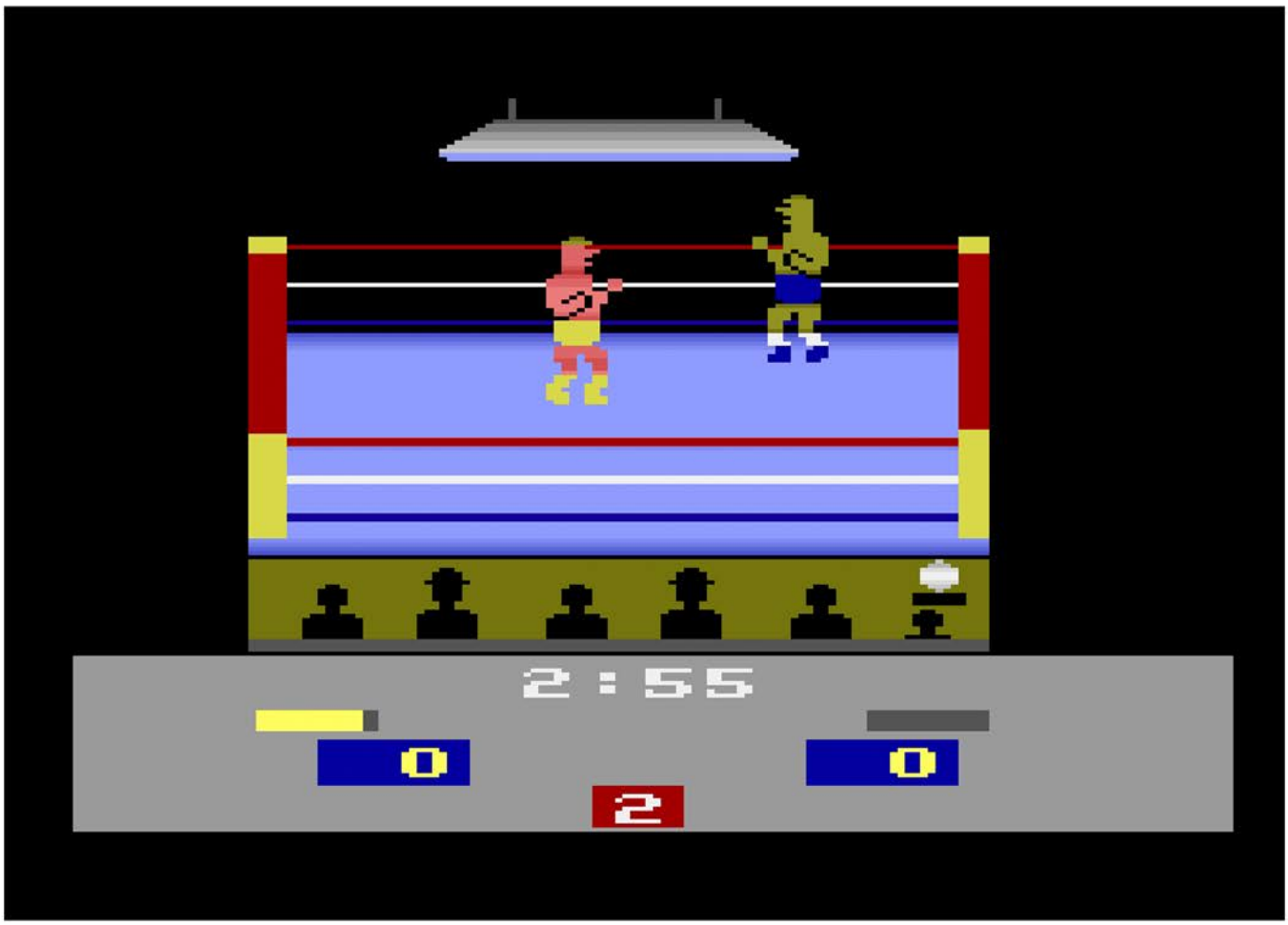


Strap on the gloves, step into the ring and prepare to engage in some one on one fisticuffs. Over the course of seven rounds you will exchange blows with your opponent, doing everything you can to send him into the real of unconsciousness and yourself onto victory.

At the start of the game you have your pick between four different fighters, each with his own weakness. Iron Fists has tender ribs. Jabbin' Jack has a glass jaw. Lefty O'Leary has a weak stomach. Last but not least, the Macho Man himself who is only vulnerable to a toe-to-toe payoff punch. All four boxers have similar builds and looks, with the only real difference being a color pallet swap, however it is nice to be able to choose your combatant.

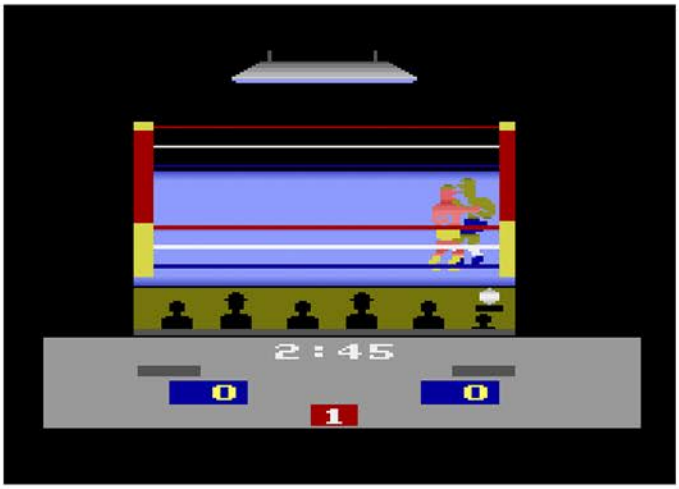
When the bell rings you have free range of motion in the ring, with the computer handling the turning duties so that you're always facing your opponent. While the manual states you have four options (cover up, jab, body blow, payoff punch) depending on the button and direction combination of the controller, the reality is it's just a button mashing crapshoot.

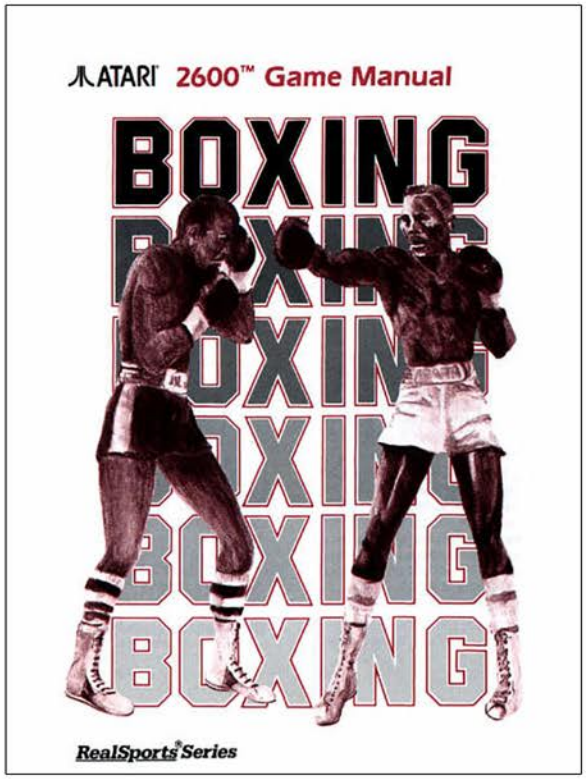


Trying to land a body blow while moving away from your opponent is all but impossible since you'll move slightly back before you throw the punch. Your best, and only real strategy, is to get as close as possible to the other man and pummel him as quickly as you can. As long as you are fast enough on the punch, you'll deliver more blows than you take.

There are three ways to win the bout. The first is by landing a T.K.O. (Technical Knock Out), which is done by landing twelve consecutive punches in a row without them hitting back, blocking or dodging it. The second is to just knock them completely out, which happens at random after delivering enough hits to them. The third is to score the most points at the end of seven rounds. Each punch you deliver scores you a point, of course if you are far enough ahead in that department chances are they'll be knocked out well before the end of the seventh round.

While this does look good for a 2600 game, with large animated sprites and a crowd cheering you on, it came far too late in the system's life cycle to really register with the public. By 1988 the NES had hit its stride and the Genesis was just around the corner. Even so, if you like boxing it's worth checking out.

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*You've got incredible heart and a live right lead. Show 'em your staying power! Punch Iron Fists around the ring for the total seven rounds. Or rain blows on Macho Man 'til you've got him up against the ropes. A flurry of payoff punches puts away Jabbin' Jack. And Lefty O'Leary goes down with a body blow inside and low.*

*It's a capacity crowd tonight — and you've got top billing! Take the Boxing title on a decision or go for the knock out. Duke it out!*

## Getting Started

1. Plug the RealSports Boxing cartridge into your Atari 2600 or 7800™. For one player, connect a joystick to the left controller jack. For two players, connect a second joystick to the right controller jack.
2. In one-player games, use the left difficulty switch on your console. Move the switch to the "A" or left position to fight an opponent who's strong and challenging. Move the switch to the "B" or right position for an opponent who's weaker and easier to beat.
3. Turn on your TV, then press **[Power]** to turn on your console. The game screen appears and shows a demonstration fight.
4. Press **[Select]** to view your game options. ONE PLAYER appears at the top of the screen. Press **[Select]** again if you want to change to a TWO PLAYER game. In a one-player game, you play against the computer; in a two-player game, players fight each other.
5. Move the joystick handle to make different boxers blink, and press the joystick button to select a blinking boxer as your player. (If you're using a 7800 Pro-Line joystick, press either button. They both work the same way.) The selected boxer disappears. Now select another boxer as your opponent. In a two-player game, player 1 selects a boxer first, then player 2 selects a boxer.
6. Once the boxers are selected, the game begins automatically. During a match, press **[Reset]** to start a new match, or press **[Select]** to return to the options screen.

## Duke It Out!

| Action | Joystick Control |
|---|---|
| Cover Up | Press button, move handle away from opponent |
| Jab | Press button, move handle towards opponent. |
| Body Blow | Press button, pull handle back. |
| Payoff Punch | Press button, push handle forward. |

## Playing the Game

At the bell the match begins. Move your boxer out of his corner and around the ring by moving your joystick handle forward, back, left, and right. (Player 1 controls the boxer in the left corner; the computer or player 2 controls the boxer in the right corner.) Move your joystick handle and press the button to make your boxer jab, cover, land body blows, and throw payoff punches.

Cover up to defend yourself. Blocking an opponent's punches scores points and minimizes your strength loss. When covering up, you're still in danger of a technical knock out if your opponent lands 12 successive punches before you can retaliate.

Jabs are quick punches thrown with the leading arm that score points and weaken your opponent. Jabs can be thrown in a rapid "flurry." A jab scores least of all the punches and weakens your opponent least, but a flurry accumulates points and damage done to the opponent faster than any other punch. Jabs use little of your own strength and you can throw three times as many jabs as payoff punches in the same amount of time.

Body blows are punches strategically placed to weaken your opponent. Though not as powerful as payoff punches, body blows can be flurried faster than payoffs. Landed body blows score higher than jabs and cost less strength than payoffs.

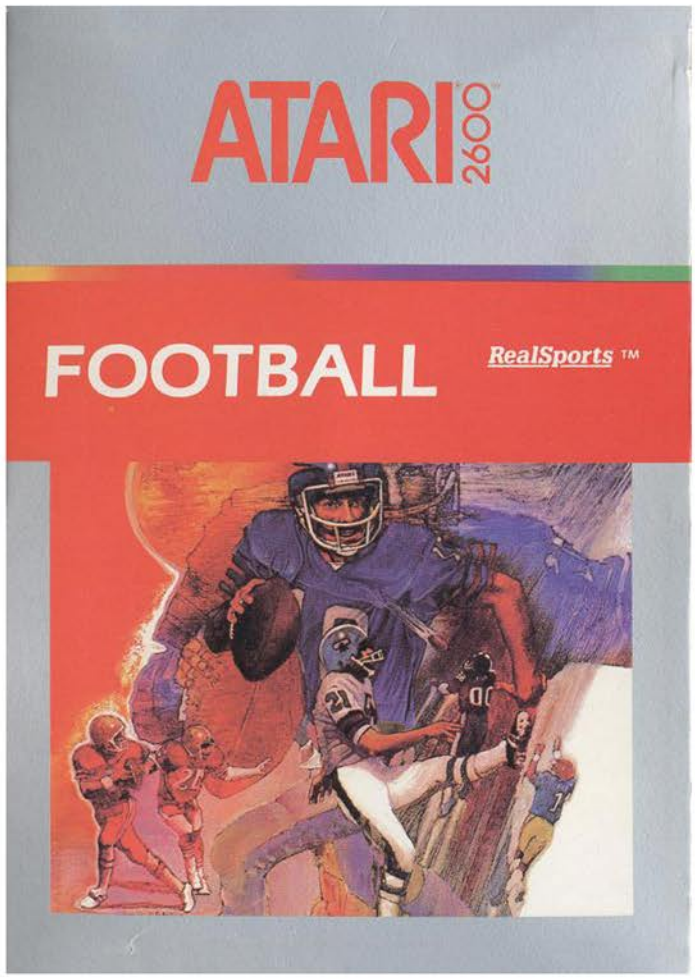
# REALSPORTS BOXING

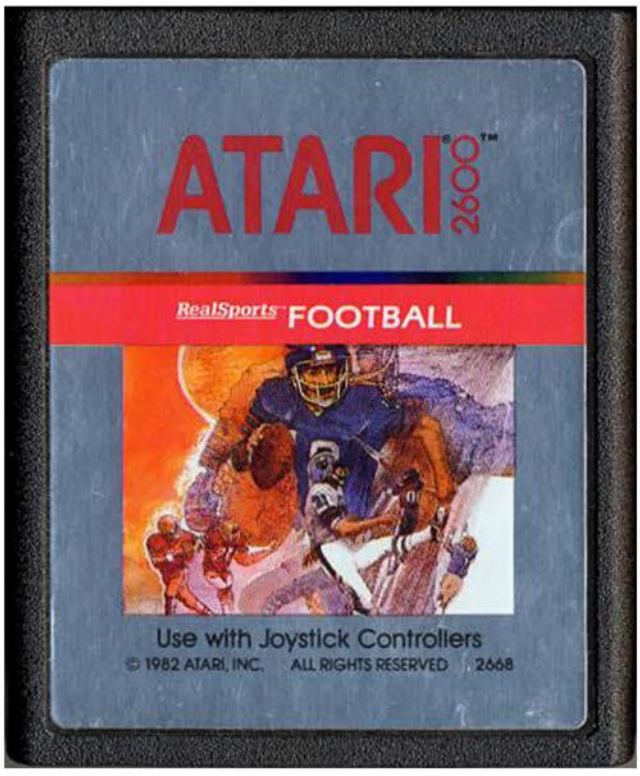
# Realsports Football

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: CX2668
Rarity: 2
Programmer: Robert Zdybel

This is a passable football title, provided you have a friend to play against.



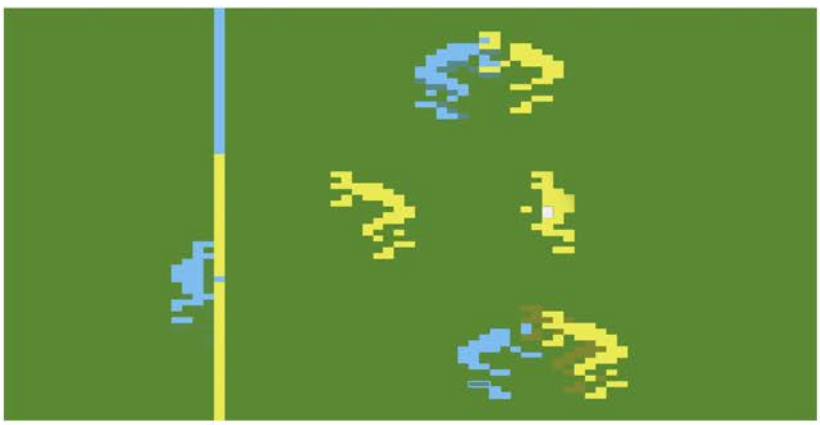
Football season is again upon us, so strap on your pads, toss on your helmet and hit the gridiron for some riveting five on five action. Well, you get one fifteen minute quarter of football action, which is just about enough time to rack up numerous touchdowns and field goals.

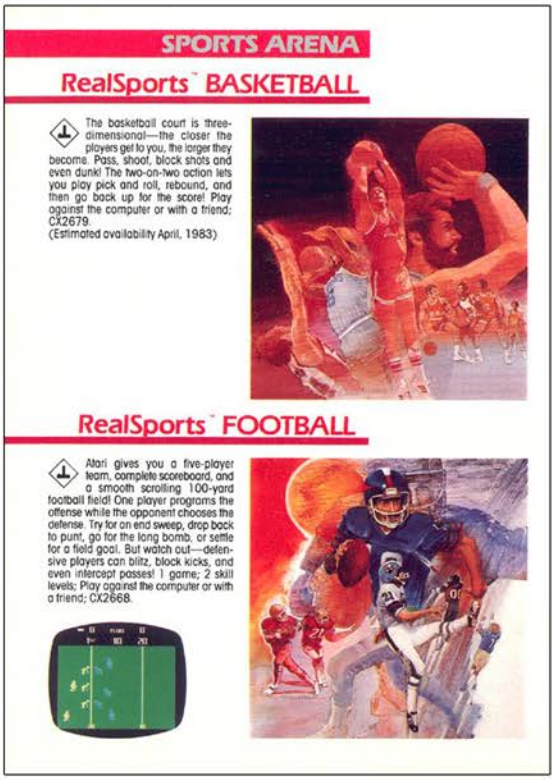
The game starts with your team on the twenty yard line, as there are no kickoffs here. Before hiking the ball you must select from six different plays (seven if you count kicking). The playbook is overly simplistic, with the options being long or short pass and run to either the left or right. Once selected the ball will soon hike and you'll be scrambling for your life from the rushing defense.

On the other side of the ball, you have five play options to pick from. You can blitz, have your safeties cover short passes to the left or right, or have your safeties cover the wide receivers regardless of where they go. If playing against the computer the best option is to just blitz every down since you'll often have a free path to the quarterback, giving you the opportunity to tackle him or force him into one of your teammates. If by some miracle they are able to break away from you, either by sneaking by the line on a run or completing a pass, don't worry because your defender runs a lot faster than they do. There are no breakaway touchdowns here, for either team.

The learning curve on offense isn't too steep, as you'll probably struggle to move the ball right out of the gate (or inadvertently punt the ball on second down because of a mistimed button press). After you figure out that all you have to do is roll out to the side of the field your receiver is on and toss him the ball, it's all over for the computer. It becomes far too easy to gain thirty or forty yards virtually every play, which makes the game very lopsided.

Despite the limited play calling, if you have a friend to compete against there is some fun to be had here. If you are playing solo and have any video game skill whatsoever, you'll be bored rather quickly as you run up the score.



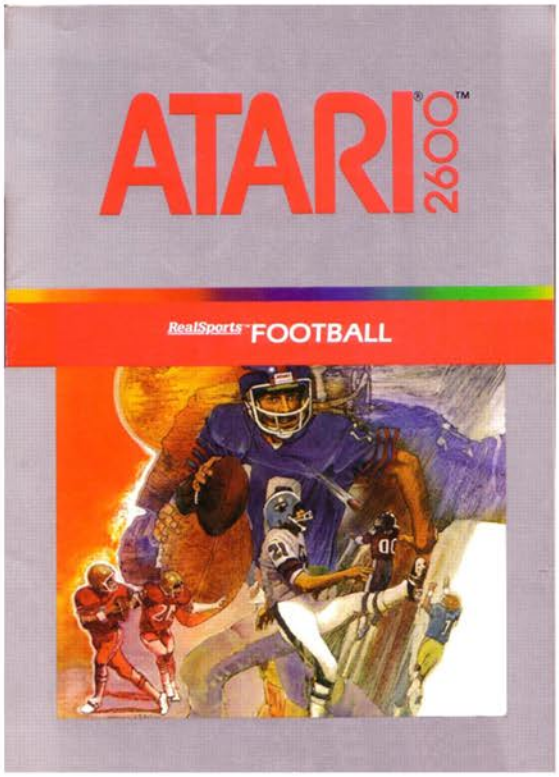

SPORTS ARENA

RealSports™ BASKETBALL

The basketball court is three-dimensional—the closer the players get to you, the larger they become. Pass, shoot, block shots and even dunk! The two-on-two action lets you play pick and roll, rebound, and then go back up for the score! Play against the computer or with a friend; CX2679.
(Estimated availability April, 1983)

RealSports™ FOOTBALL

Atari gives you a five-player team, complete scoreboard, and a smooth scrolling 100-yard football field! One player programs the offense while the opponent chooses the defense. Try for an end sweep, drop back to punt, go for the long bomb, or settle for a field goal. But watch out—defensive players can blitz, block kicks, and even intercept passes! 1 game; 2 skill levels; Play against the computer or with a friend; CX2668.

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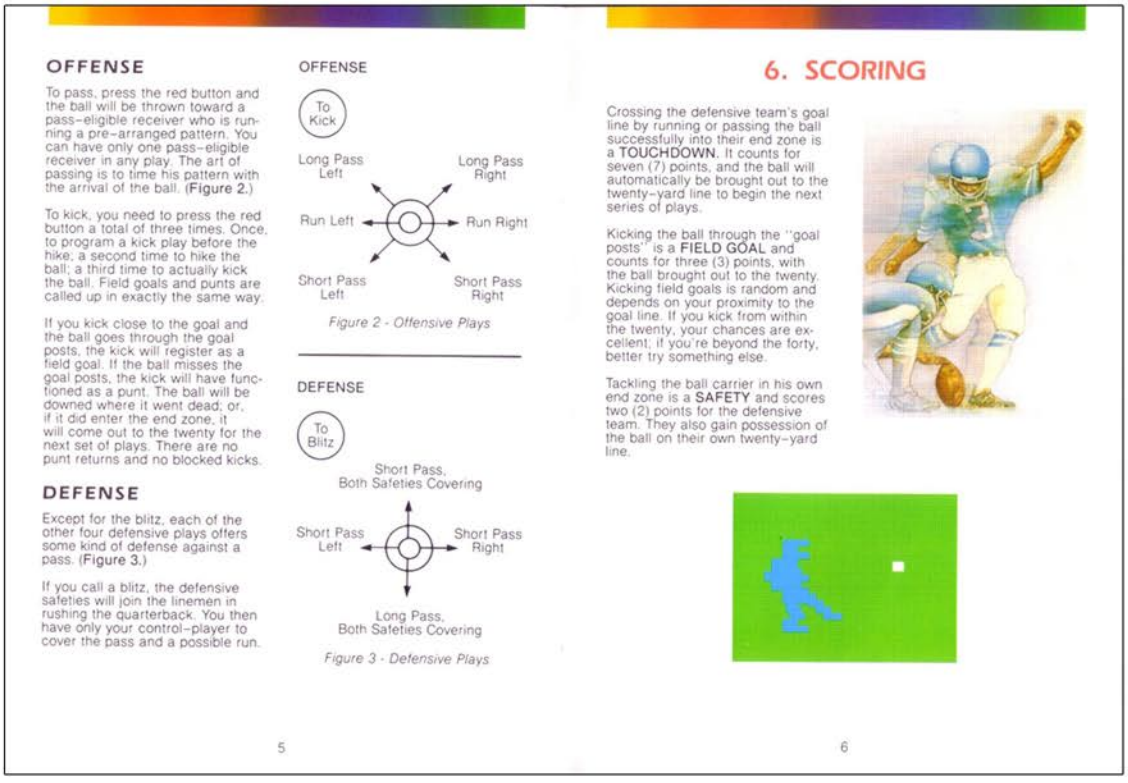

## OFFENSE

To pass, press the red button and the ball will be thrown toward a pass-eligible receiver who is running a pre-arranged pattern. You can have only one pass-eligible receiver in any play. The art of passing is to time his pattern with the arrival of the ball. (Figure 2.)

To kick, you need to press the red button a total of three times. Once, to program a kick play before the hike; a second time to hike the ball; a third time to actually kick the ball. Field goals and punts are called up in exactly the same way.

If you kick close to the goal and the ball goes through the goal posts, the kick will register as a field goal. If the ball misses the goal posts, the kick will have functioned as a punt. The ball will be downed where it went dead; or, if it did enter the end zone, it will come out to the twenty for the next set of plays. There are no punt returns and no blocked kicks.

## DEFENSE

Except for the blitz, each of the other four defensive plays offers some kind of defense against a pass. (Figure 3.)

If you call a blitz, the defensive safeties will join the linemen in rushing the quarterback. You then have only your control-player to cover the pass and a possible run.

OFFENSE

To Kick

Long Pass Left | Long Pass Right

Run Left | Run Right

Short Pass Left | Short Pass Right

*Figure 2 - Offensive Plays*

DEFENSE

To Blitz

Short Pass, Both Safeties Covering

Short Pass Left | Short Pass Right

Long Pass, Both Safeties Covering

*Figure 3 - Defensive Plays*

5

## 6. SCORING

Crossing the defensive team's goal line by running or passing the ball successfully into their end zone is a **TOUCHDOWN**. It counts for seven (7) points, and the ball will automatically be brought out to the twenty-yard line to begin the next series of plays.

Kicking the ball through the "goal posts" is a **FIELD GOAL** and counts for three (3) points, with the ball brought out to the twenty. Kicking field goals is random and depends on your proximity to the goal line. If you kick from within the twenty, your chances are excellent; if you're beyond the forty, better try something else.

Tackling the ball carrier in his own end zone is a **SAFETY** and scores two (2) points for the defensive team. They also gain possession of the ball on their own twenty-yard line.

6

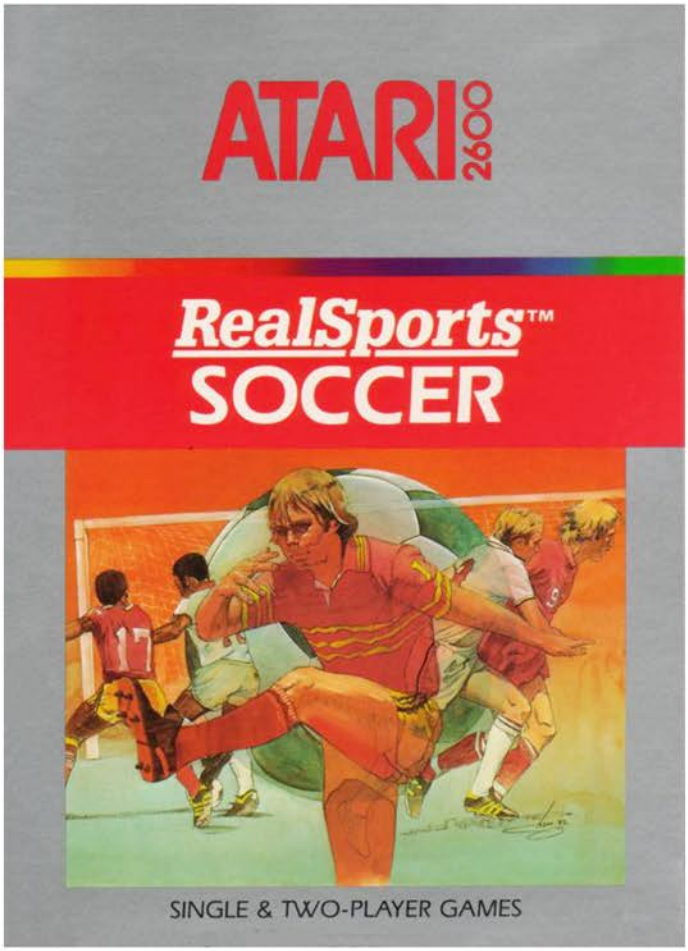
# REALSPORTS FOOTBALL

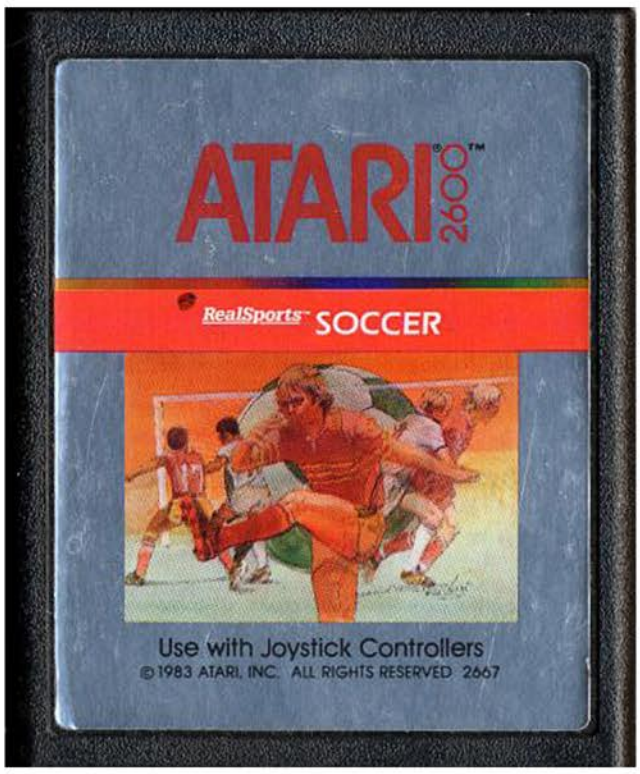
# REALSPORTS SOCCER

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: CX2667
Rarity: 3
Programmer: Michael Sierchio

This is a better looking game than Championship Soccer, but it is virtually unplayable.



Your team is in the title match, fighting for one more victory so that you can bring home the trophy. Your team, the Blue Defenders, are facing off against your long time rivals the Red Rebels in a winner take all match! If you want more detail on the rivalry there is a lengthy story in the manual, which you should enjoy because it's more entertaining than the actual game.

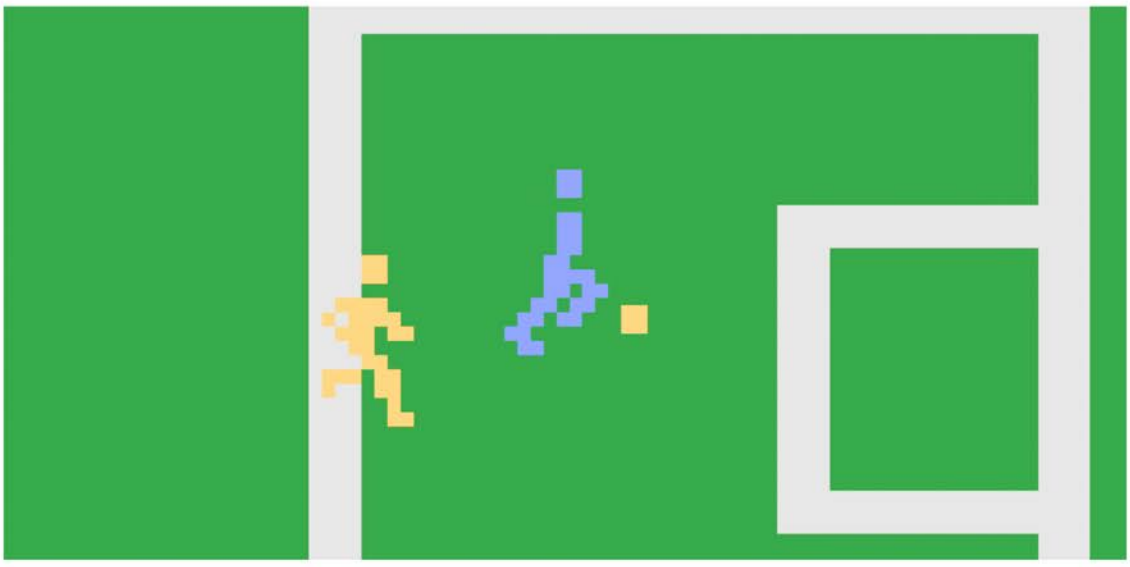
First the good parts of the game, or shall I say the good part of the game. The graphics and animation on the players looks really good. Sure they are all one color and stick like, but you can tell they are not only human but are running and kicking. It's a nice touch to be able to see their arms pumping as they gain speed to run downfield.

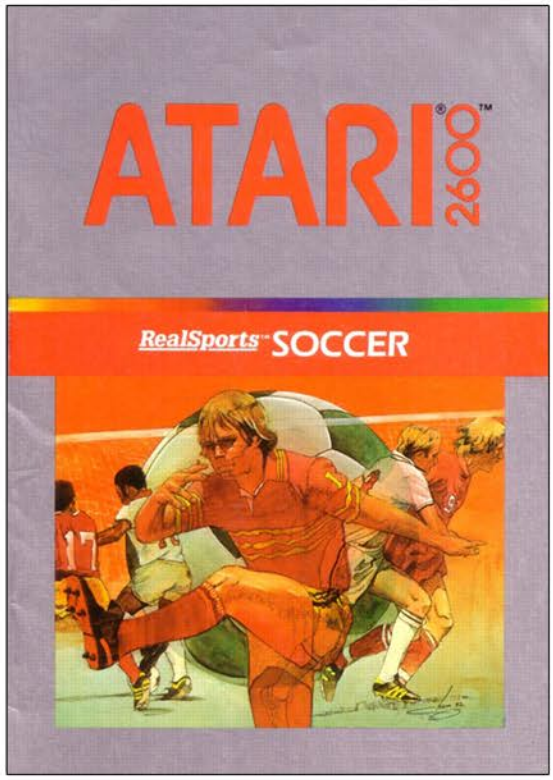
OK, now with the bad. You would think a game with "Real Sports" in the title would make at least a tiny bit of effort to be realistic, but that's not the case here. For starters the game is only three on three, which is understandable given the limitations of the hardware, however it's only three on three. No goalie is present, which means all you have to do is get inside the penalty box and it's a near guaranteed goal since there's nothing to stop you.

The next issue is that each of your three players can only run horizontally with the ability to take a couple of steps up or down. This makes moving the ball downfield a chore since it's all but impossible to avoid the defender since they run at nearly twice the speed you do. If you want any chance at getting to the goal you are going to have to pass to the sidelines at an angle and hope that your player can get to the ball first.

The biggest sin of this game is that the defense can wraparound the screen by running off the other side. So if by some miracle you are able to get a breakaway, your opponent just needs to stop moving and they'll end up in front of you for an easy steal. The only saving grace with this is that the computer is ruthless so you'll have to use this tactic to prevent them from getting an easy score.

There is nothing "real" about this soccer game, and the scores quickly get laughably high. If you want a competitive soccer game try Championship Soccer.



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Each player controls one fielder at a time. The computer controls the rest of the team. As the offense, you control the player with the ball. As the defense, you can switch control from one player to another by pressing the button on your Joystick controller (*see Section 3*, **USING THE CONTROLLERS**).

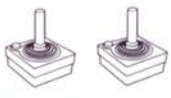
You can use the wraparound feature in RealSports SOCCER to run your player off one side of the screen to have him reappear on the other side of the screen. When using this feature, the controlled player must **not** be in possession of the ball. A controlled player can run off either side of the screen, but cannot run off the end of the field.

Only your controlled player can score a goal (*see* **Figure 2**). But watch out! If the ball doesn't go all the way into the goal, a defensive player can still block the goal and take control of the ball. If the ball does go in, you'll hear the shriek of the referee's whistle: You score 1 point, the clock stops, and the ball is turned over to the other team for the kick-off.

The referee's whistle sounds off at three different times throughout the game: at kick-off, after goals, and at the end of the game. Game play lasts for 5 minutes or 9 minutes, depending on the game you choose (*see Section 5*, **GAME VARIATIONS**).

*Figure 2–Scoring a Goal*

## 3. USING THE CONTROLLERS



Use your Joystick Controllers with this ATARI Game Program™ cartridge. Be sure the controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your Video Computer System™ game. Use the Joystick plugged into the **LEFT CONTROLLER** jack for one-player games; plug an additional Joystick into the **RIGHT CONTROLLER** jack for two-player games. Hold the Joystick with the red button to your upper left, toward the television screen. (*See your owner's manual for further details*).

Use your Joystick to move your controlled player in the direction you want the player to run or to dribble the ball. (Notice that controlled players appear brighter than their teammates). To KICK or PASS, point the Joystick in the direction you want the ball to go, and press the controller button. **Fielders must touch the ball with their legs to have control; the ball cannot be passed or blocked with any other part of the body.**

### DEFENSE

When playing defense, you can switch control from one player to another. Press the controller button until the desired player appears brighter. Notice that the control switches from player to player in sequence (*see* **Figure 3**). When you are ready to steal the ball, run your controlled player into the ball.

### OFFENSE

When playing offense, your controlled player moves slower than the defensive controlled player. Pass the ball to a teammate to avoid a steal or to move the ball into another lane. The receiving fielder automatically becomes a controlled player (*see* **Figure 4**).

*Figure 3–Switching Controlled Players on Defense*

*Figure 4–Passing*



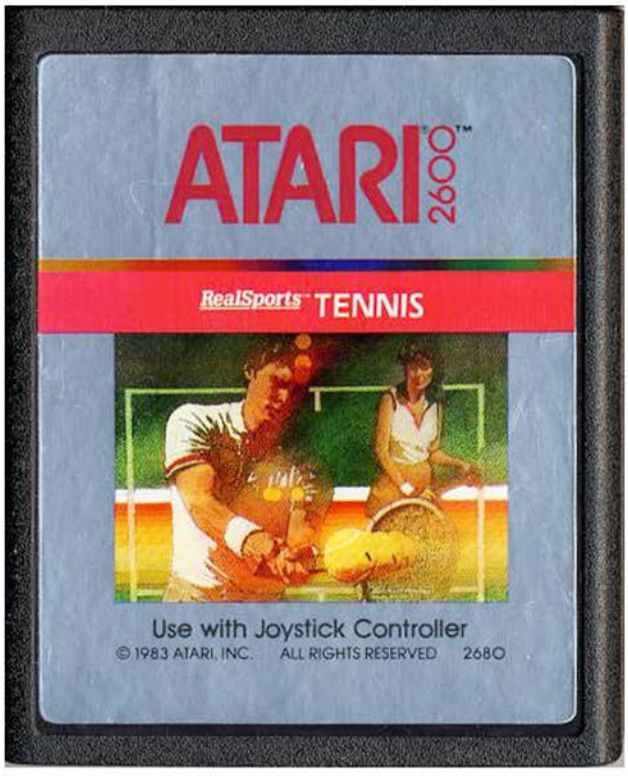
# REALSPORTS SOCCER

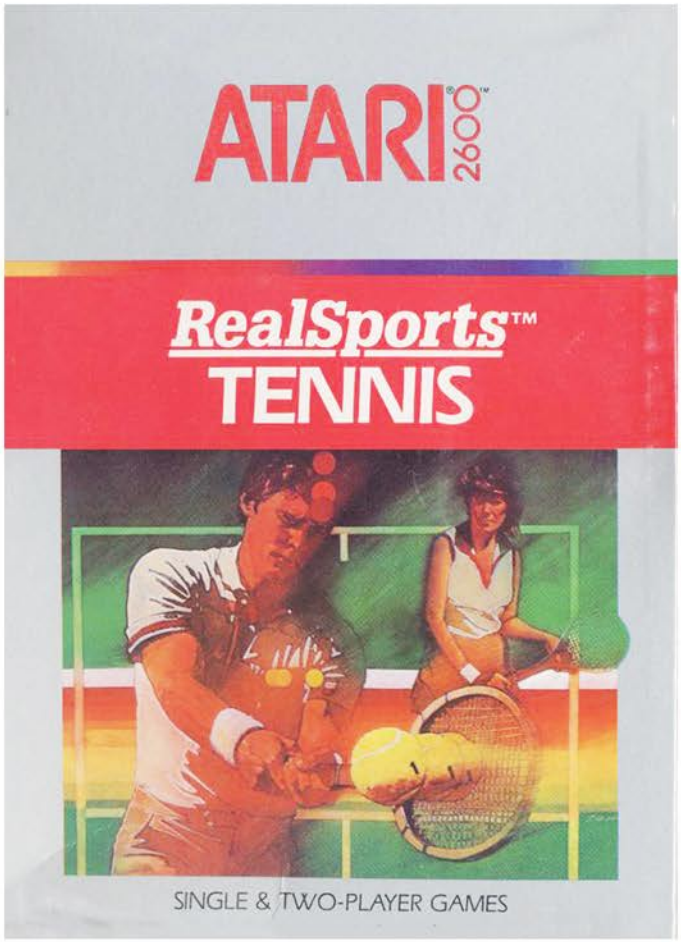
# Realsports Tennis

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: CX2680
Rarity: 3
Programmer: N/A

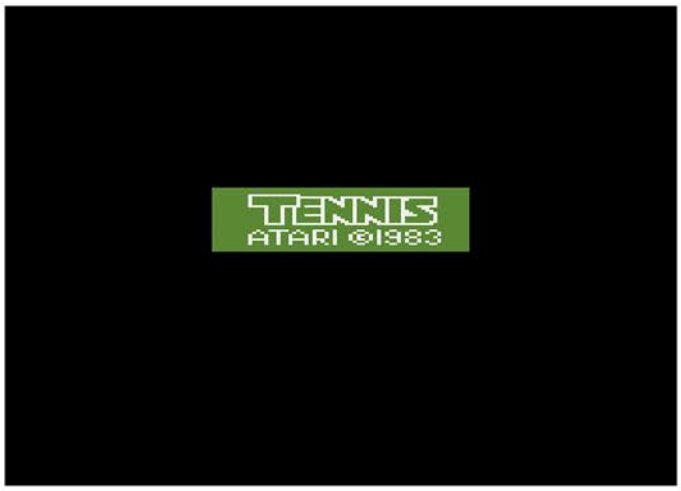
Realsports Tennis is a surprisingly solid rendition of the sport.



Grab your racket and hit the court for an intense contest between you and the computer (or a friend). Over the course of three sets, you will engage in constant volley exchanges, thrilling duels at the net, and the pure satisfaction of hitting a serve so perfect that your opponent whiffs entirely.

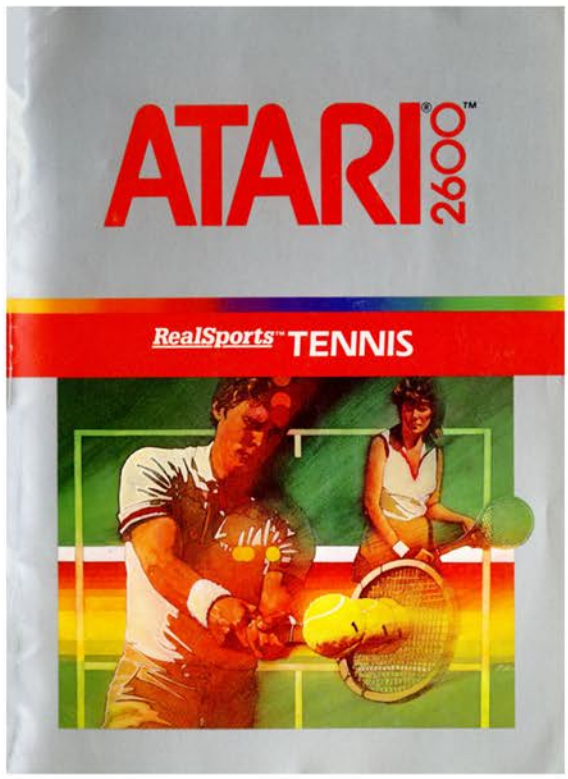
Much like the real sport, there are a variety of shots that can be performed here. If you are standing still or moving laterally, your player will hit a standard return shot. If you are backpedaling, or chasing down a shot that got by you, then you'll perform a lob shot. If you want to move in for the kill by moving towards the net, then you'll fire off a smash shot. All shots are performed automatically, so no need to press the trigger when you are close, just maneuver into position and the computer will do the work. The only time you'll need the button is on the serve, to trigger yours or the computer opponent, which is nice since you'll never be caught off guard when they are serving.



For those unfamiliar with the sport of tennis, the scoring can be a bit confusing. To give a basic overview, each serve is a battle to get four points first. If you are tied at three then you go into “deuce”, which means you have to get two points ahead to win. Get to four or win the deuce and you get a point in that set, and the first to six wins the set. Win two out of three and you win the match?

The gameplay varieties are pretty limited in that you pick from one to two players, and whether you want the action to be fast or slow. There is the nice addition of being able to enter your name before playing, with eight spaces being available so full size names can be achieved. Other than that the only thing worth mentioning is the story in the manual, which is an epic five paragraph tale of your stirring underdog comeback in the final set, ending with a dramatic ace to win the match, sending you to your knees, arms extended to the air in victory. Sadly, more effort was put into fleshing out the story for a tennis game than a lot of other titles on the 2600.

If you are looking for a solid tennis title to pass the time, there are certainly worse options out there.

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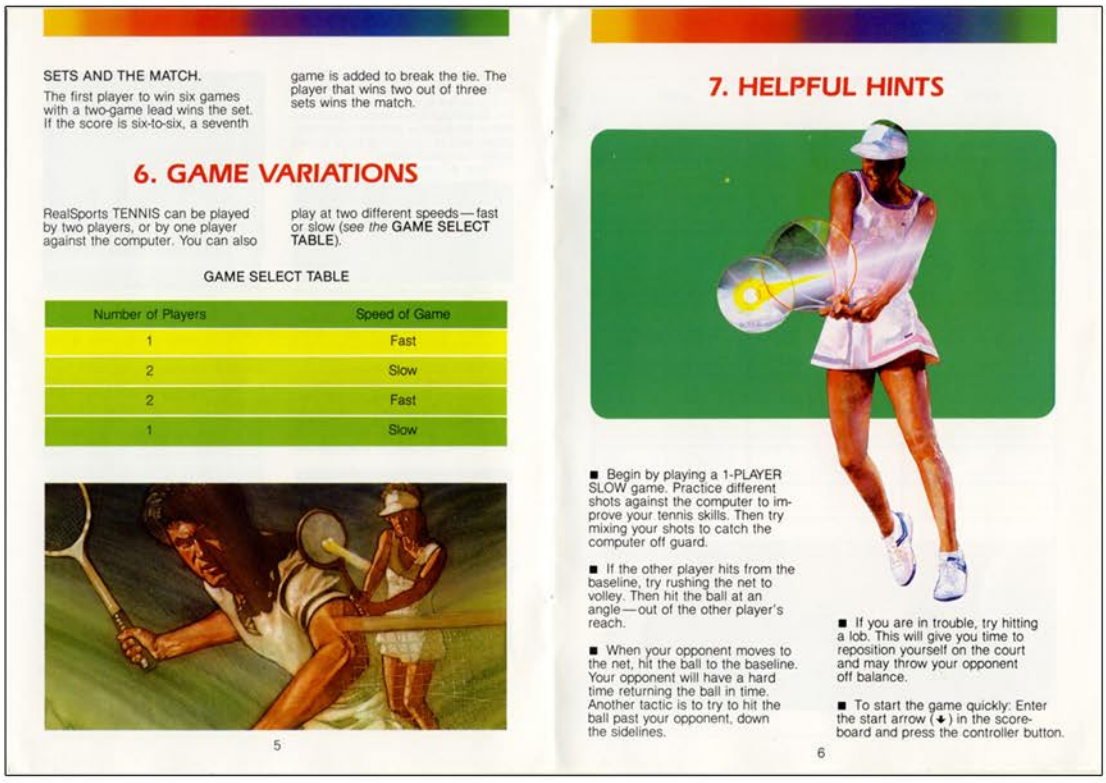


SETS AND THE MATCH.

The first player to win six games with a two-game lead wins the set. If the score is six-to-six, a seventh game is added to break the tie. The player that wins two out of three sets wins the match.

## 6. GAME VARIATIONS

RealSports TENNIS can be played by two players, or by one player against the computer. You can also play at two different speeds—fast or slow (*see the* GAME SELECT TABLE).

GAME SELECT TABLE

| Number of Players | Speed of Game |
|---|---|
| 1 | Fast |
| 2 | Slow |
| 2 | Fast |
| 1 | Slow |

5

## 7. HELPFUL HINTS

■ Begin by playing a 1-PLAYER SLOW game. Practice different shots against the computer to improve your tennis skills. Then try mixing your shots to catch the computer off guard.

■ If the other player hits from the baseline, try rushing the net to volley. Then hit the ball at an angle—out of the other player's reach.

■ When your opponent moves to the net, hit the ball to the baseline. Your opponent will have a hard time returning the ball in time. Another tactic is to try to hit the ball past your opponent, down the sidelines.

■ If you are in trouble, try hitting a lob. This will give you time to reposition yourself on the court and may throw your opponent off balance.

■ To start the game quickly: Enter the start arrow (↓) in the scoreboard and press the controller button.

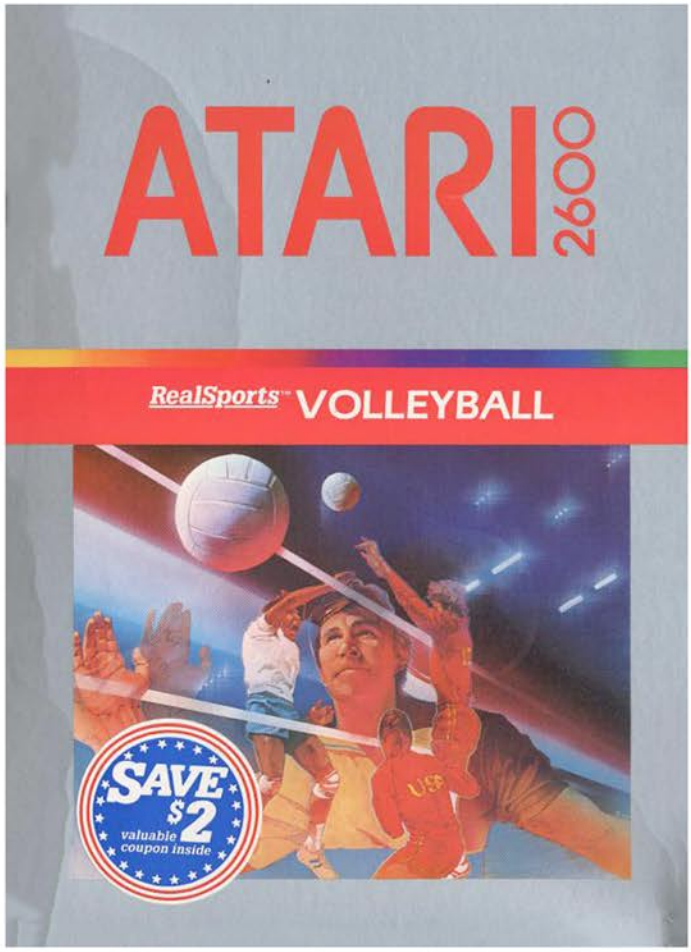
6

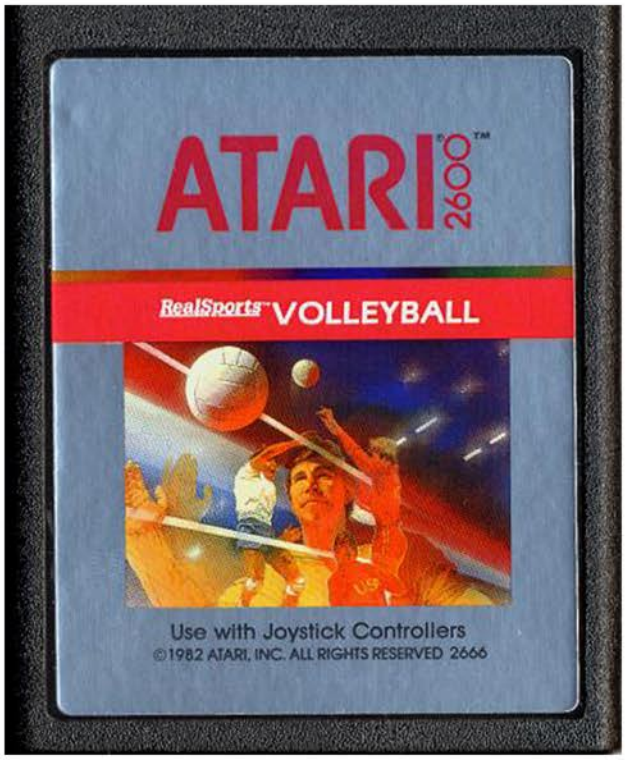
# REALSPORTS VOLLEYBALL

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: CX2666
Rarity: 3
Programmer: Bob Polaro

This is a solid two-on-two beach volleyball title.

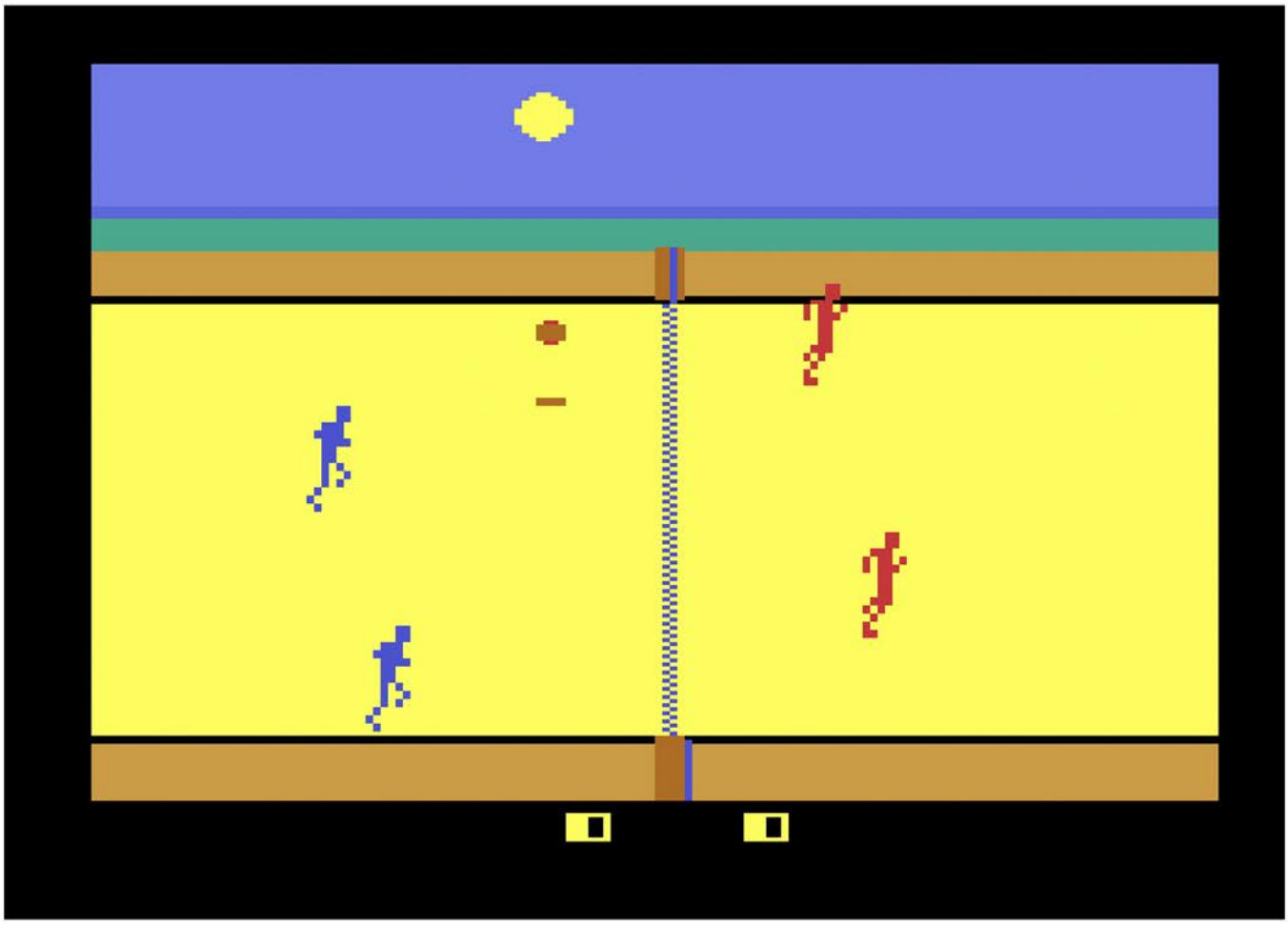


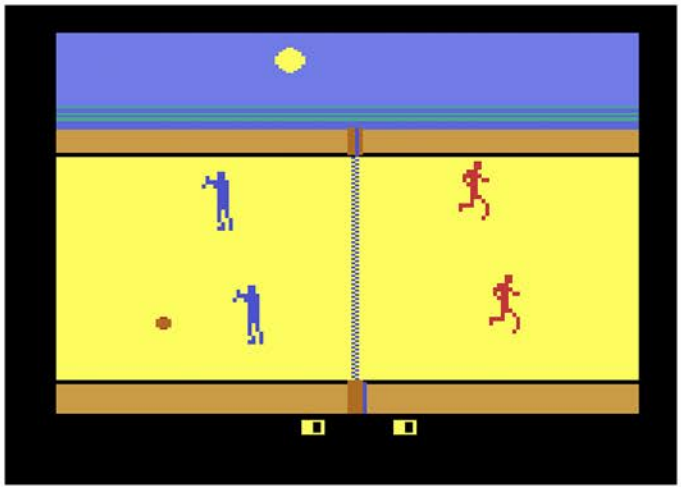



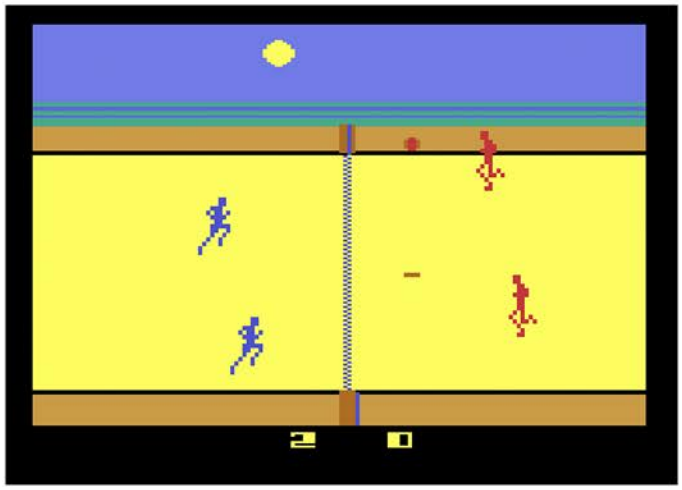
Grab a friend and take to the sand as it's time for some fast paced volleyball action. Just don't expect things like jump serves, spiking, or anything that involves leaving your feet.

The game starts with you or your opponent serving to kick things off. If the ball hits the sand on your side of the court, they get a point, however if you manage to hit it back over and they fail to return, you win the serve. You can only get points while you are serving, so it's important to hang on to it when you can. This back and forth continues until one team hits fifteen, however if the score is fifteen to fourteen play continues until one side is up by two points.

The action is fast paced with the ball constantly flying over the net, especially if both teams are controlled by humans. In a traditional game of volleyball the goal is to bump, set, spike, which is done by passing the ball back and forth. Here however the passing between players is done automatically, however the majority of the time the first hit of the ball will send it back over the net. As a result, instead of this playing like the real sport, this plays like a pickup game on a sunny California day.



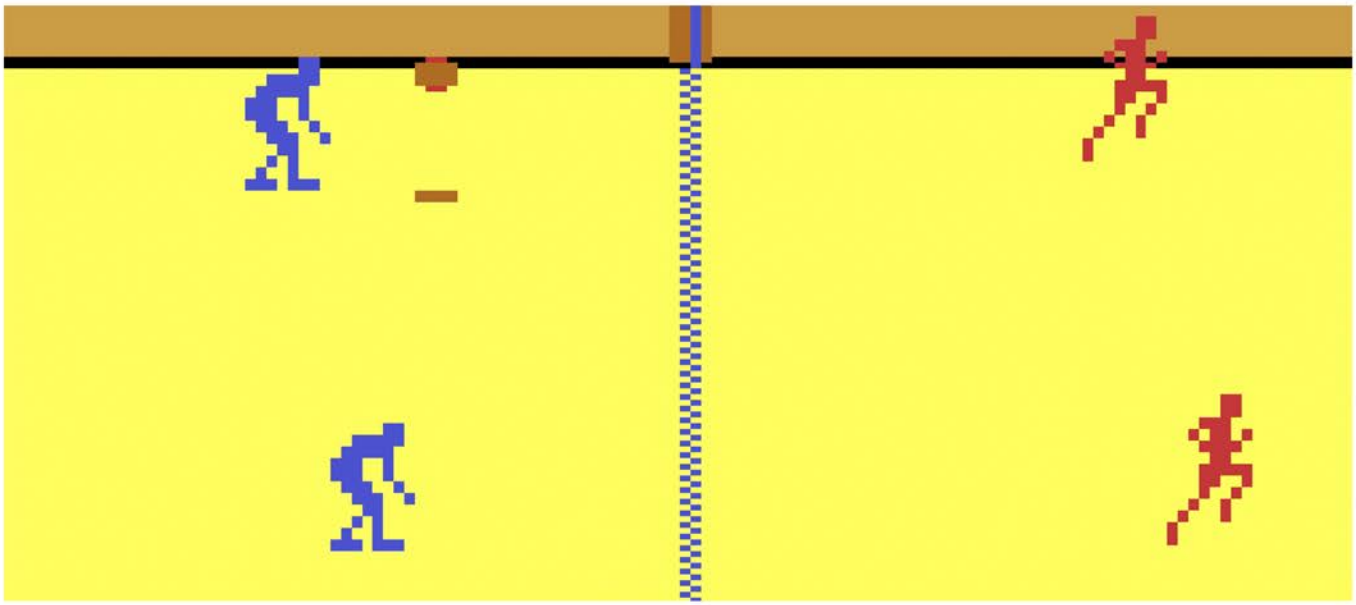


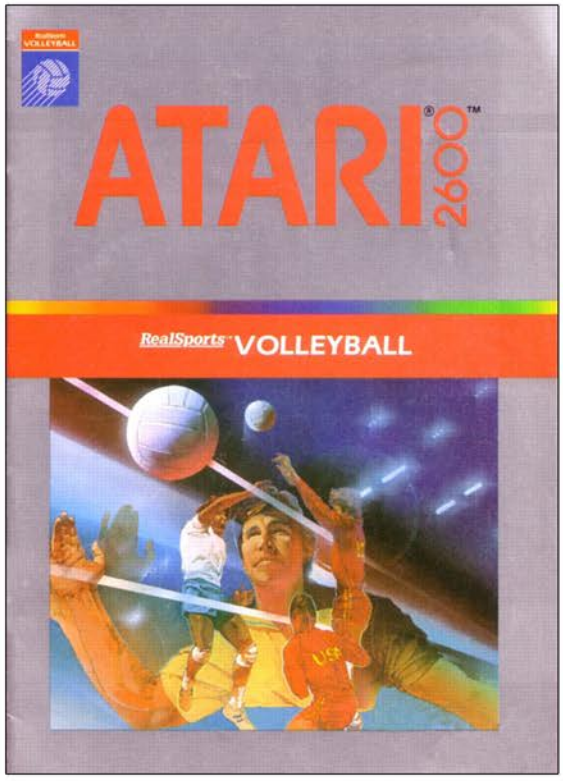


While the lack of passing is a concern, the bigger one is that both players move in unison, which can make for some awkward attempts at playing the ball. If by some miracle a pass is attempted, there's a good chance your teammate is going to be out of position since he was pulled off his spot by his teammate. It's not a game killer, but it does happen more than it should.

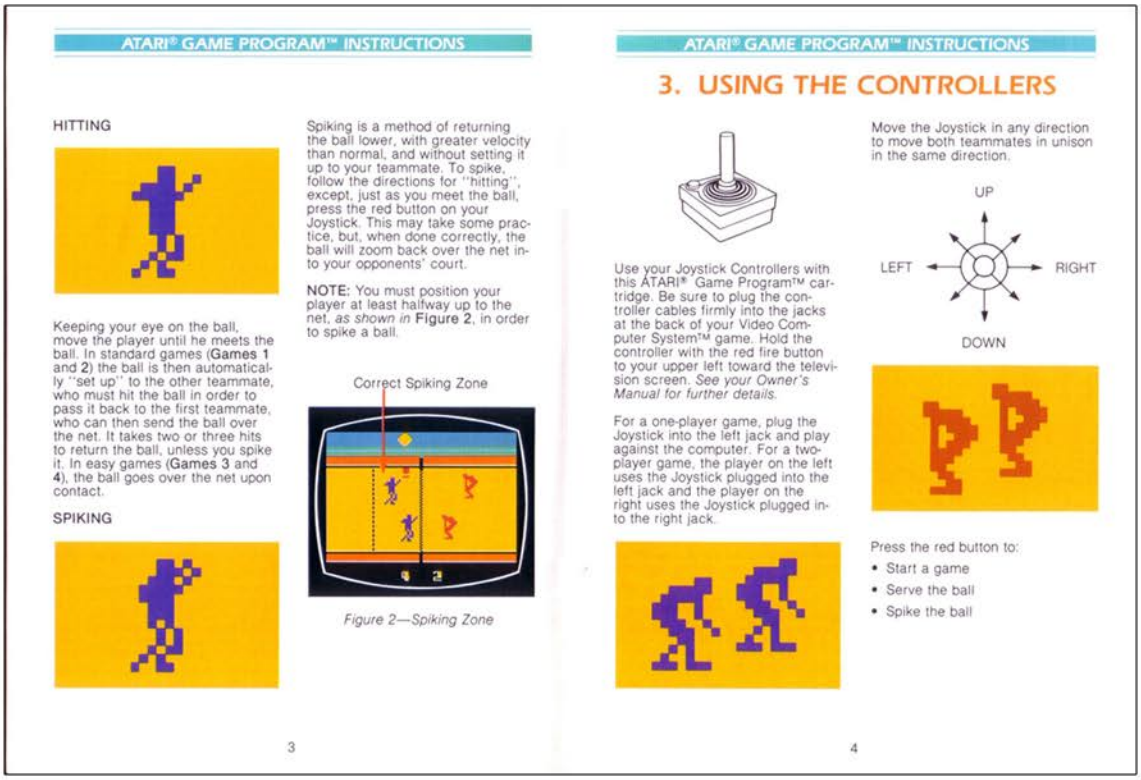
There isn't much in the way of gameplay variations, as the only thing you get to pick from aside from number of players is whether or not you want the ability to set up your teammate. This isn't much of a decision as the game tends to make it for you regardless of which variation you choose.

Minor problems aside, everything else about the game is solid. It's easy enough to locate and hit the ball, the computer isn't all powerful and can be beaten, and it really captures the feel of a lazy day at the beach. If you like volleyball it's worth checking out.






Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples



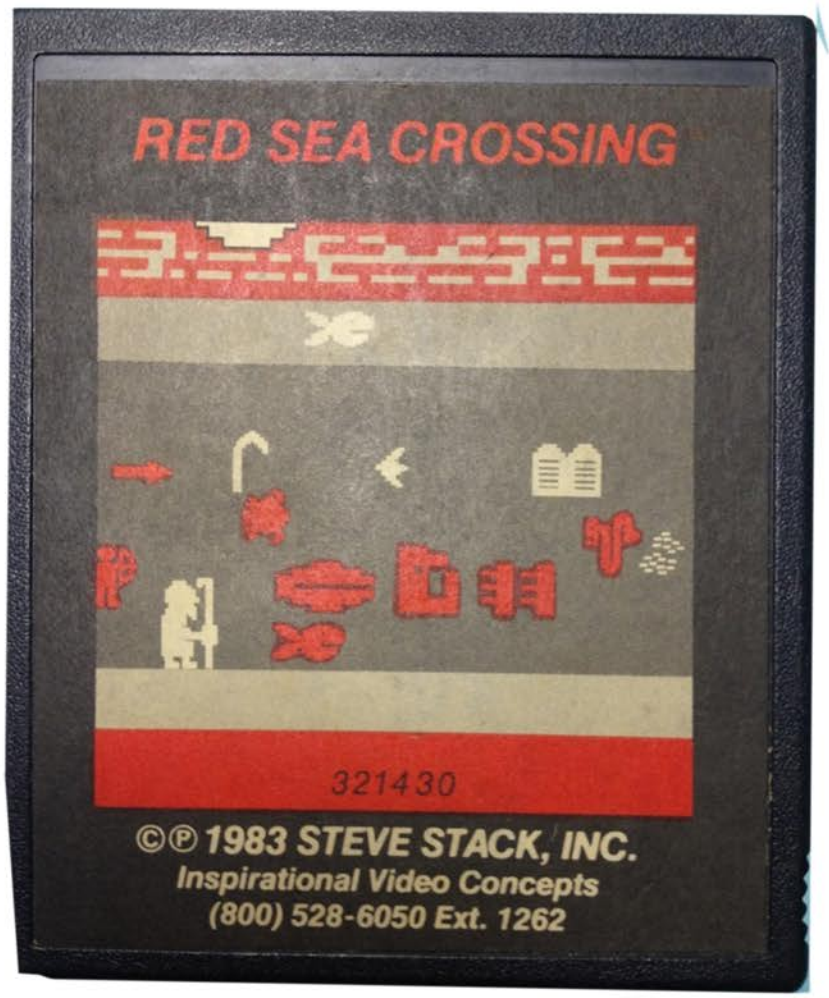

# REALSPORTS VOLLEYBALL

# Red Sea Crossing

Release Date: 1983
Publisher: Inspirational Video Concepts
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 321430
Rarity: 10
Programmer: Steve Schustack

This unbelievably rare title isn't the greatest.



You are Moses and you must lead your people across the Red Sea. This is done by using your staff and parting it right down the middle, then crossing it by foot, which of course is easier said than done.

The game begins with the dramatic parting of the sea, confining the surviving fish to the bottom portion of the screen. As you begin your journey, each screen will bring a new obstacle. There are whales who pop up out of the water to eat you, sea combs that want to brush your hair apparently, and clams that want to trap you inside their mouth and turn you into a pearl. On some screens there will be floating arrows that point you in the right direction. These will kill you as well provided you jump for absolutely no reason, as they are well above your head.

Dodging the enemy on screen is fairly easy since Moses has a hundred and thirty-seven inch vertical. On most screens if you simply keep walking and jump at the right moment you can avoid them. If one of them does manage to touch you, Moses will gracefully ascend to heaven. Should Moses perish three times the sea rushes back into the gully, presumably drowning the throng of people that Moses was leading to the promised land. Which to be honest seems a bit harsh for failure.

There are lots of problems present here, the most obvious of which are the graphics. The oversized, clunky design of Moses and the obstacles he must overcome just don't look good. Controls are also an issue, with our hero floating through the air after jumping. And finally the collision detection is spotty to say the least, so the difference between living and dying is a pixel but you don't really know which one.

There's not really much of a reason to play this title, unless you want to try your hand at one of the rarest video games in existence.

Left: Print Advertisement

Below: Additional Screenshot

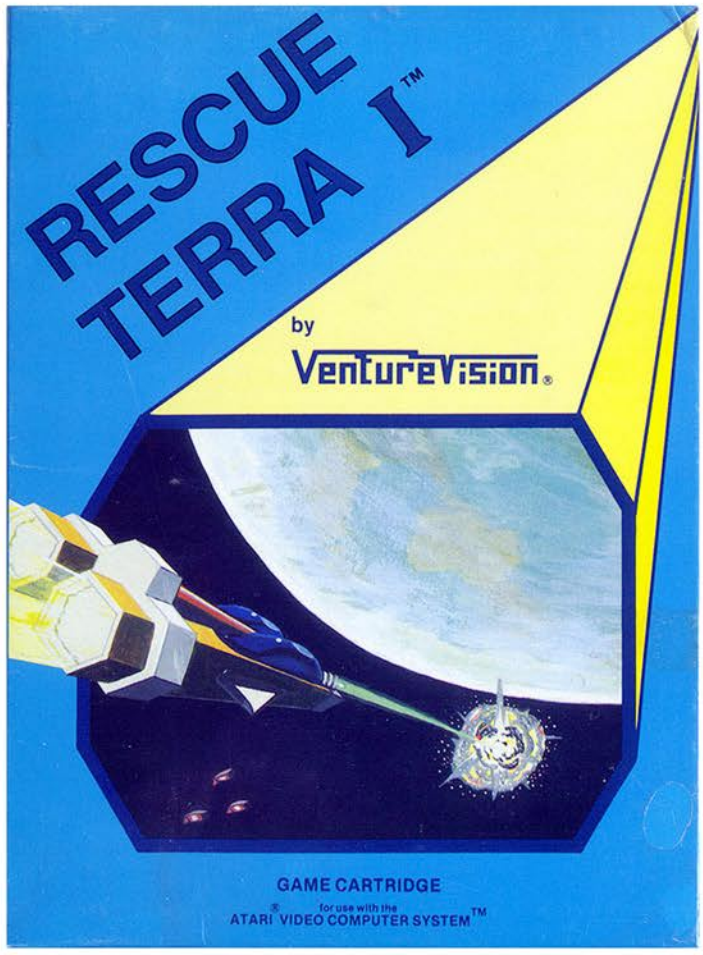
# Red Sea Crossing

# Rescue Terra I

Release Date: 1982
Publisher: VentureVision
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: VV2001
Rarity: 9
Programmer: Dan Oliver

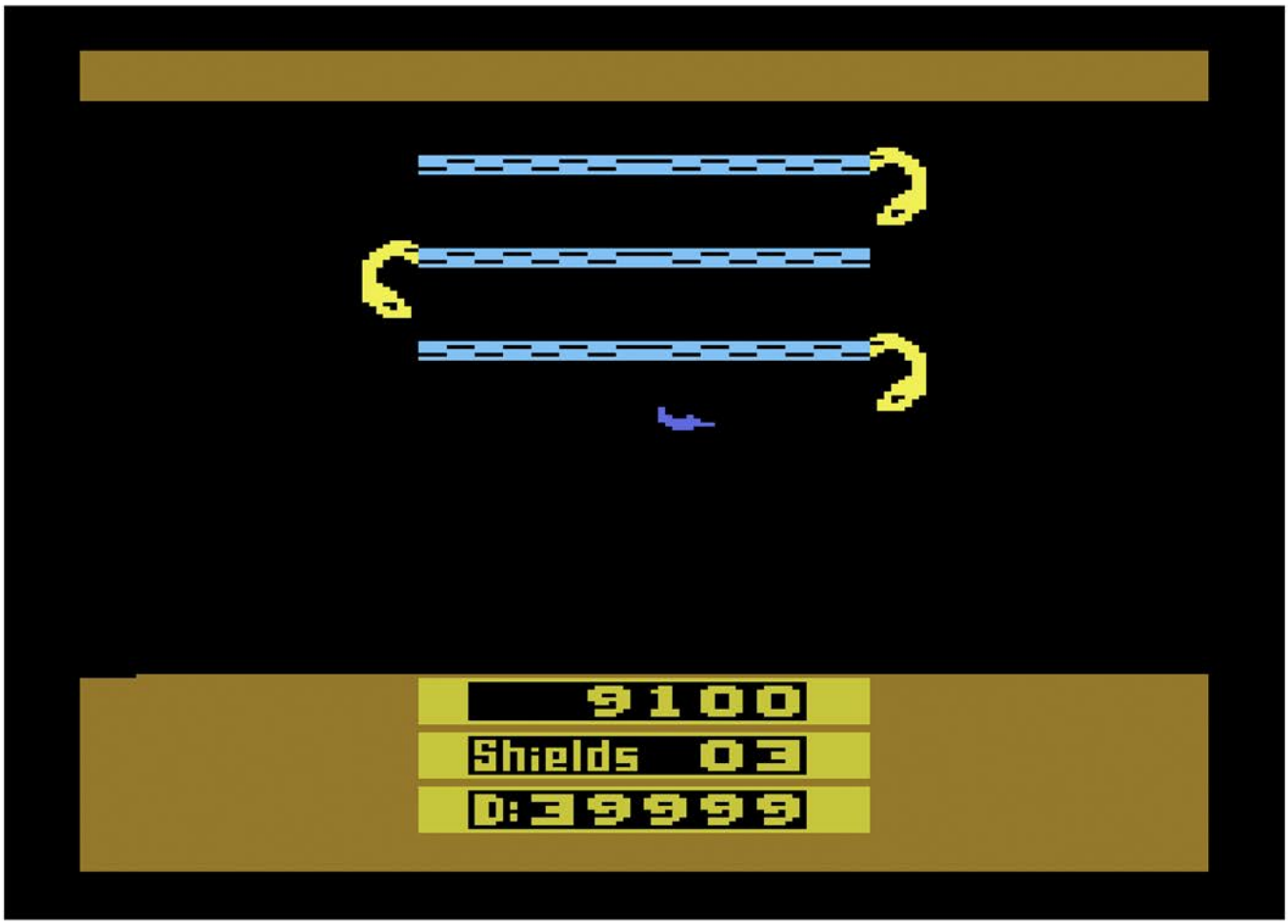
This slow moving shooter will make you wish for warp drive.



You are piloting the F-711 Starwarrior, the most advanced ship in the fleet. Your mission is to travel forty thousand light years to the planet of Terra to rescue the Zenbar crystal supply from space pirates. This will require nerves of steel, advanced combat skills, and an overabundance of patience.

The game begins with your ship flying towards the bottom of the screen and encountering a meteor storm. Not only must you avoid being hit by the meteors, you will have to destroy every single one of them in order to move closer to your destination. Apparently your ship is being followed by a wormhole that moves all enemy objects back to the front of you should they get past your ship. Upon beating the wave, you'll get to move a few hundred light years before encountering more enemies.

Once you travel ten thousand light years, space pirates begin to show up. They are sprinkled in with the meteors and will fire some shots are you occasionally as they continually coast by you. Again, defeating an entire wave will inch you closer to Terra.



When you travel twenty thousand light years the perspective changes to a side view and you'll have to deal with robot interceptors. These ships are the most difficult things you've had to deal with up to this point as they not only fire at you from above and the sides, but they'll move sporadically about, making them difficult to hit. Once you survive ten thousand light years with them, the final obstacle appears.

The fish force fields are both confusing and easy to deal with. They descend from the top of the screen and cover the entirely of it, with only their heads being visible just below the energy bar. To defeat them you just need to land a single well placed shot, then turn around to hit the one right behind it. This section is incredibly simple provided you can get into rhythm since they are evenly spaced and move at the same pace.

The biggest problem with the game is just how slowly it progresses. It will take you dozens of waves just to clear the meteor section of the game, which is more than most people will put into it. The good news is there is a level select that will let you play each stage indefinitely. Also worth noting is this game has the most convoluted two player setup ever. Player one will be able to move the ship left and right only, while player two can move it up and down only. Oh and firing will alternate between the two players every two seconds.

If you are desperate for a new shooter to play, this is is playable but not very challenging. There are far better options on the 2600.

# RESCUE TERRA I

## Win $5,000

### Contest Rules

Venturevision will award $5,000 to the best F-711 Star Warrior pilot in the United States. Although the journey to Terra I is extremely difficult those pilots who develop their skill to the maximum will be able to complete the journey. Any pilot who reaches Terra I is eligible to enter the contest.

Your on board computer must register D:00000. To enter, take a photo of the T.V. screen and mail to:

Venturevision, Inc.
2100 N. Hwy. 360
Grand Prairie, Texas 75050

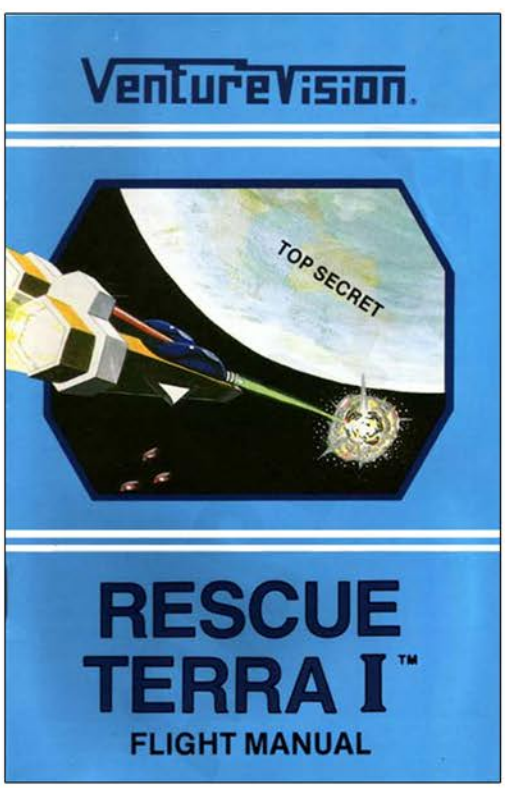
Please enclose your name, address & phone number. All entries must be postmarked no later than Dec. 31, 1983. Don't panic if your score fades out before you snap the photo. The colors are designed to roll and the score will return.

Four pilots, one from each section of the country, will be flown to Dallas to compete in the contest finals. The pilots with the highest number of remaining shields after reaching Terra I will be chosen for finals competition. In case of ties, pilots will be selected based on the highest number of points scored.

Good Luck

Offer void where prohibited by law.

Top Left: Additional Screenshot
Top Right: Contest Entry Form
Below: Manual Cover and Page Sample




## SCORING & DISTANCE

The F-711 has 5 shields at the start of each mission. One is in use and four are in reserve. One shield will be lost when you are hit and one shield will be gained for each 10,000 points scored.

| | |
|---|---|
| Meteor | 125 points |
| Cargo Ship | 225 points |
| Fighter Saucer | 275 points |
| Robot Interceptor | 425 points |
| Fish Force Field | 650 points |

A two tone sound signals the beginning of each wave. If an obstacle gets by it will appear on the screen again. In order to advance to the next wave and get closer to Terra I, you must destroy all obstacles without being hit. If you are hit, not only do you lose a shield, but you must start the wave over. Your navigational system will recalculate your distance to Terra I.

### Game Features

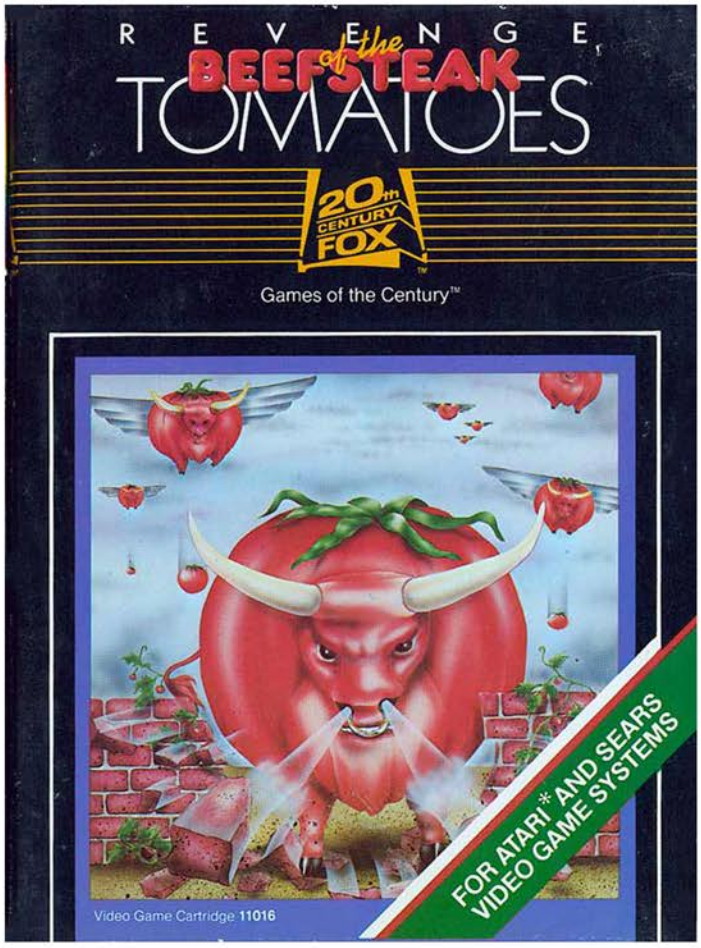
1. Screen

# Revenge of the Beefsteak Tomatoes

Release Date: 1982
Publisher: 20th Century Fox
Controller: Joystick
Players: 1
Genre: Arcade

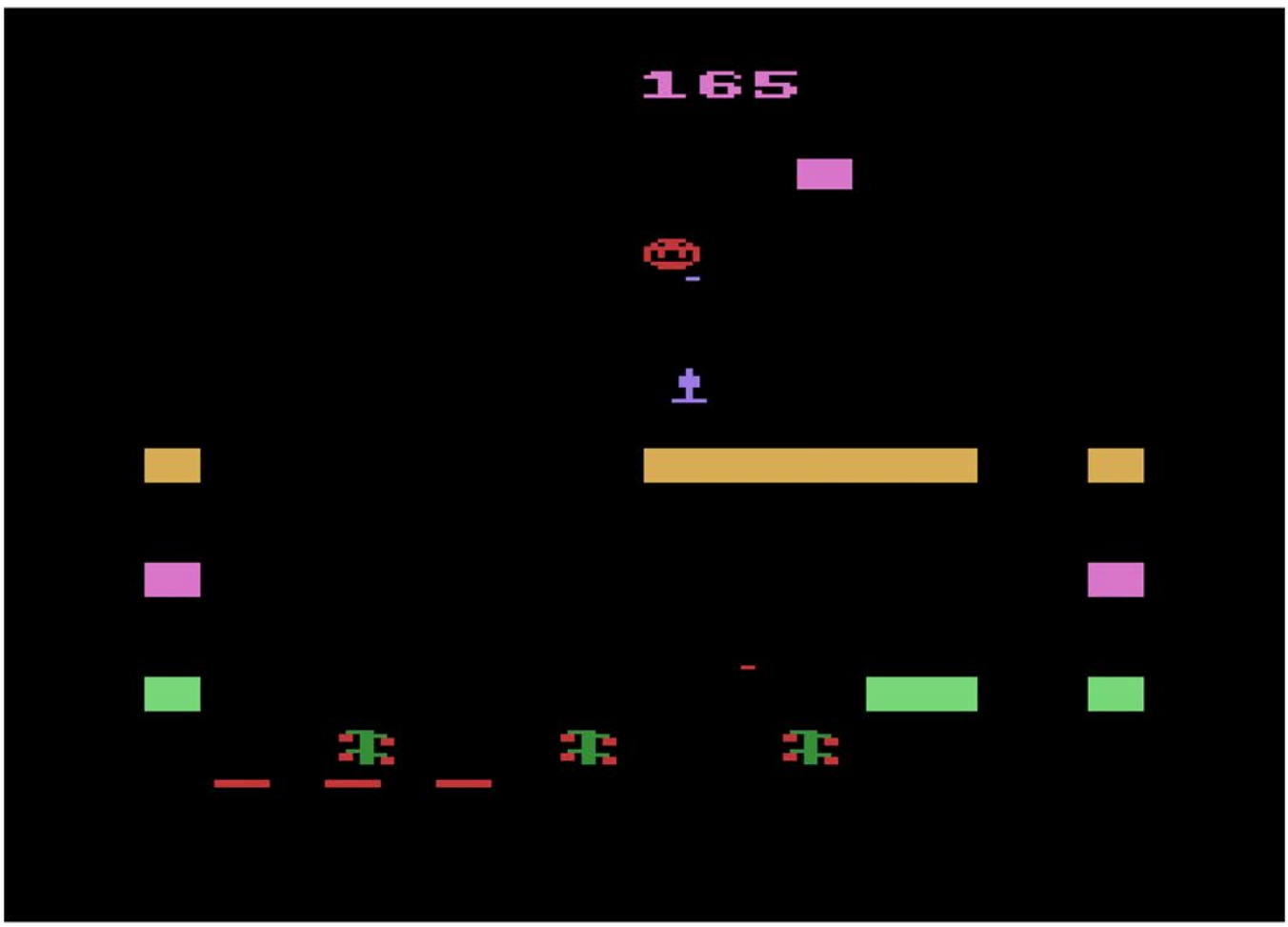
Alternate Title: N/A
Model #: 11016
Rarity: 4
Programmer: John Russell

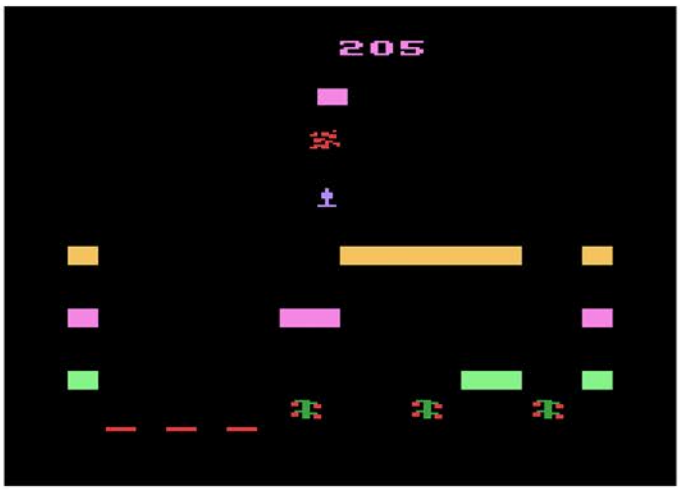
If you are looking for the strangest title on the 2600, this one is certainly in the running.

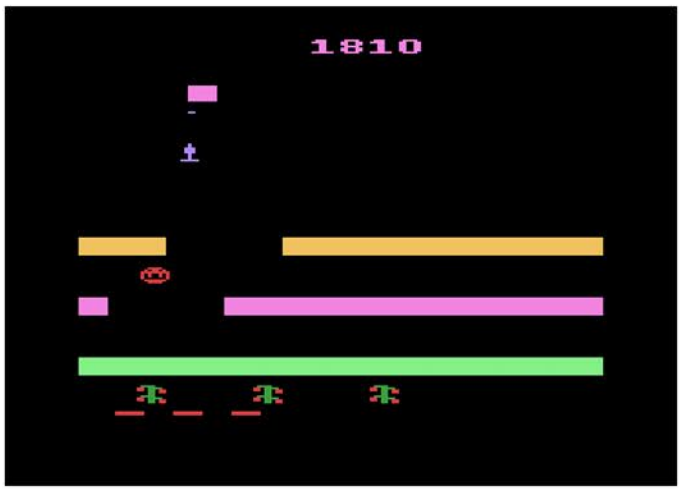


While there isn't a backstory provided in the manual, judging by the box cover one can only assume that bulls were crossbred with tomatoes, given wings via a case of Red Bull, then set loose to terrorize you and your innocent tomato plants. The only way to prevent your precious crop from being destroyed is to build a set of three walls above them, which is easier said than done.

The game beings with three tomato plants growing in the soil below you. After taking control of your firing sprayer, a colored brick will randomly appear at the top of the screen and quickly move to the side. If you are able to shoot it with a single bullet, you can then build a portion of wall for the corresponding color (i.e. green brick can only be used on green wall).



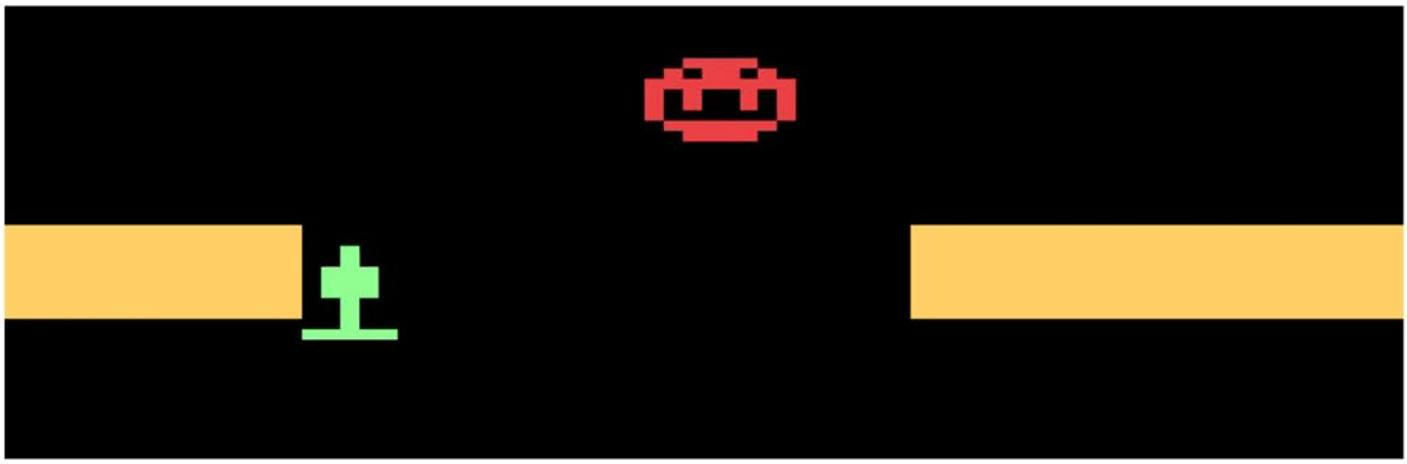


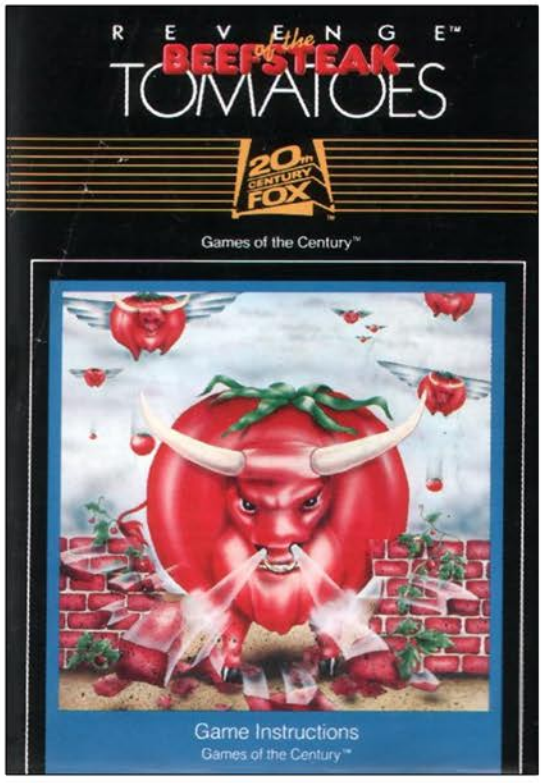




As you do this building dance, there are evil tomatoes that will randomly fly across the screen in an attempt to crash into you. Tiny cherry tomatoes will flutter about from time to time, dropping a tomato bomb that can destroy parts of your wall. If that's not enough to contend with, your plants at the bottom will shoot seeds up that will kill anything in touches, you included. Nothing like a bit of friendly fire.

The biggest issue with the game is the tedium of wall building. It can take a good while to strike a brick due to them vanishing so quickly, and the portions you build with them aren't that big. While you are doing this there is rarely more than one thing on screen at any given time that can do you harm, so the bulk of your time you are just waiting around for the proper colored brick to show up.

If you were fighting a wave of evil sentient tomatoes or the wall building was more intense, this could have been fun. There are several other games in the Atari library that have similar styles of gameplay that do it a whole lot better. This is only worth checking out for the title alone.






Top Left: Coupon Book Sample
Top Right: Manual Cover
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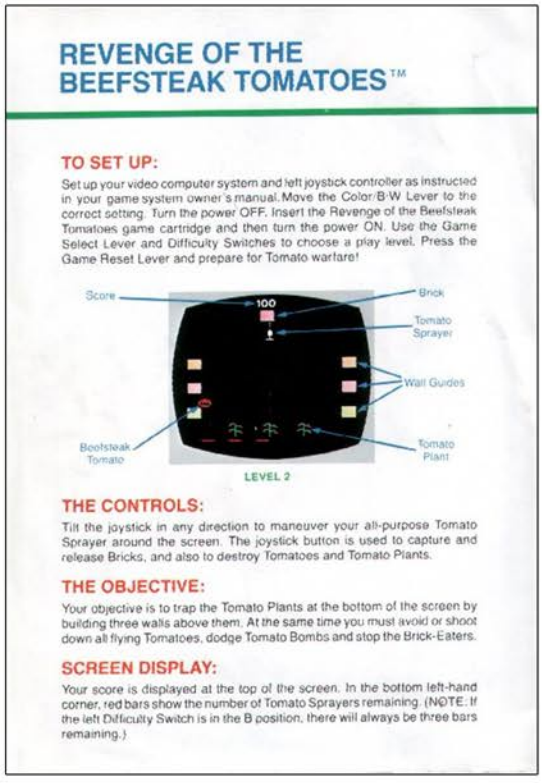


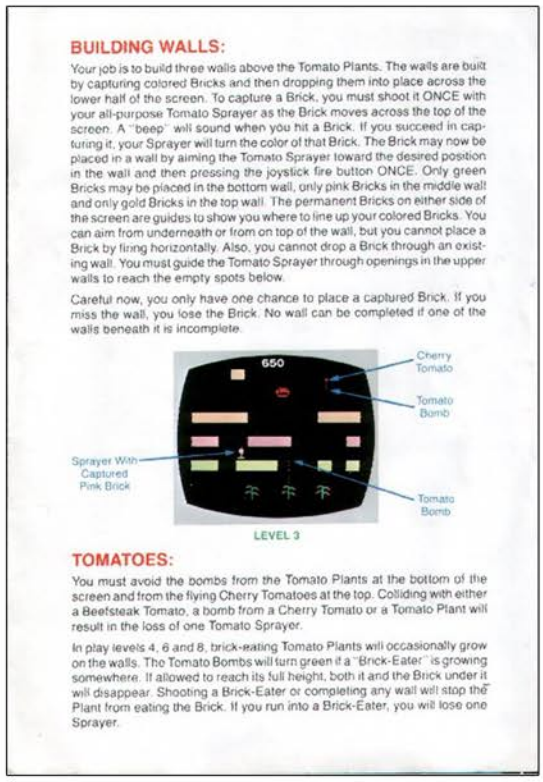


# Revenge of the Beefsteak Tomatoes

# The Atari 2600 Encyclopedia Volume 5

Riddle of the Sphinx
To
Strategy X

Derek Slaton

# The Atari 2600 Encyclopedia
# Volume 5

## Riddle of the Sphinx
## To
## Strategy X

By: Derek Slaton

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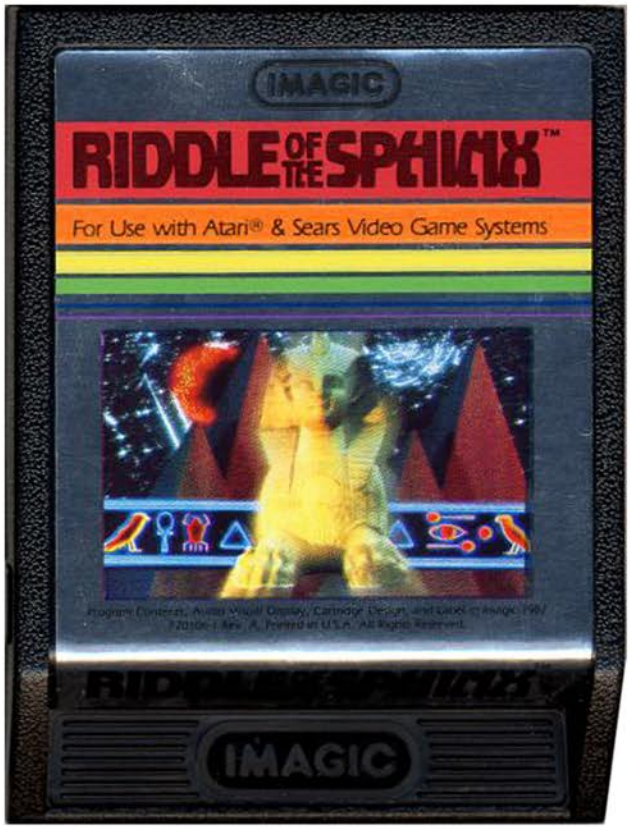
Star Wars Jedi Arena
Star Wars Return of the Jedi
Stargate
Stargunner
Starmaster
Steeplechase
Stellar Track
Strategy X

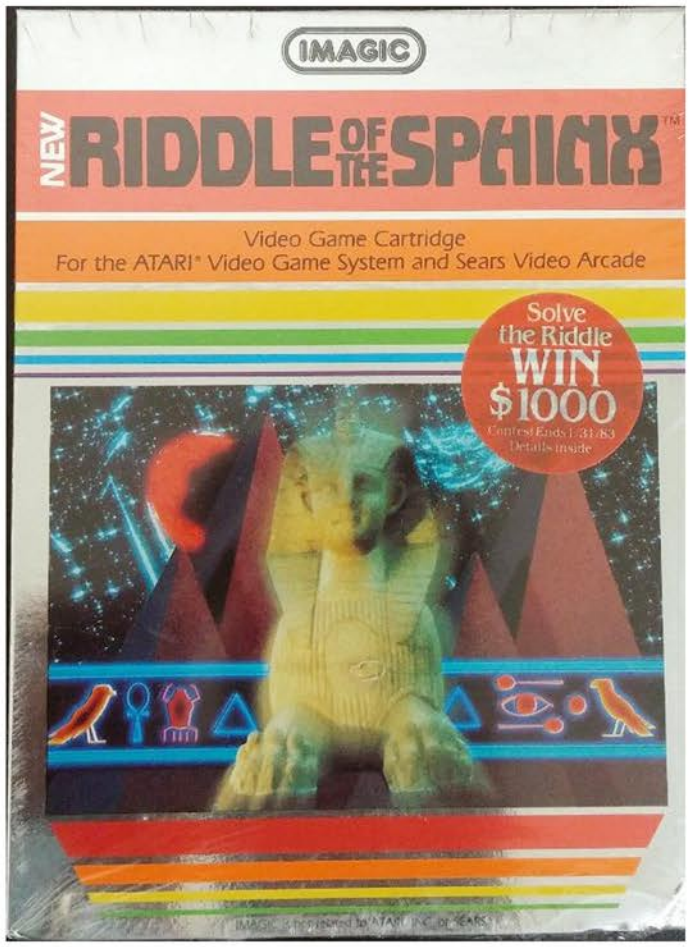
# Riddle of the Sphinx

Release Date: 1982
Publisher: Imagic
Controller: Joystick
Players: 1
Genre: Adventure

Alternate Title: N/A
Model #: IA3600
Rarity: 2
Programmer: Bob Smith

This desert adventure is one of the most complex titles on the 2600.

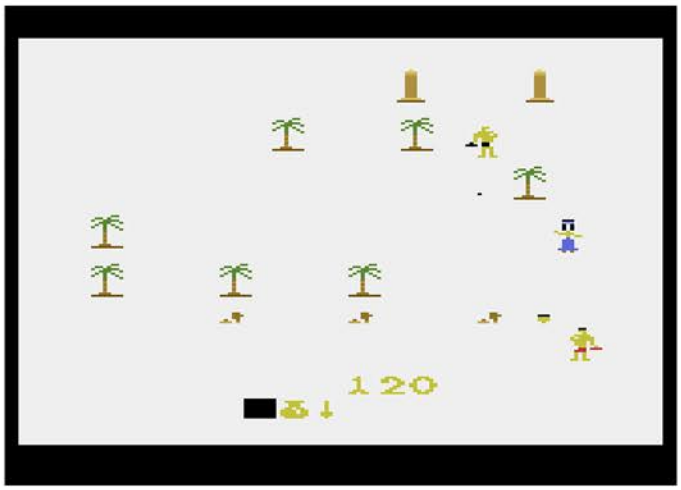


You are the heir to the throne of Egypt, however before you can take your rightful place on the throne you must travel across the Valley of the Kings to lift the curse and please Ra. Along the way you'll need to please other gods as well, assuming you didn't select the easiest difficulty.

The game begins with your prince at the bottom of the desert. Armed only with a sling and a shield, he must wander the sands in search of treasure which can be acquired after trading for items from nomads. These items can lead directly to treasure like the spade, which is used to dig in the vast sands of the desert. Other items like the jug will quench his thirst, and the tannis leaf will heal his wounds.

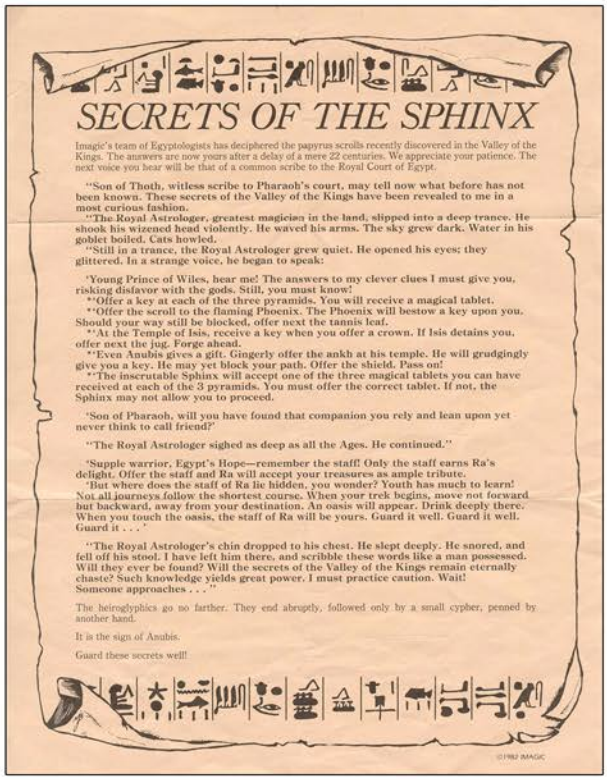
As the prince finds treasure int he desert, he can use them as offerings at temples and other gods he comes across. There are pyramids, the Temple of Isis, the Temple of Anubis, The Sphinx and finally the Temple of Ra. There are no onscreen clues as to what treasures must be offered at what temple, only clues in the instruction manual. So if you picked this game up at a flea market and it doesn't have the instructions, good luck.



Nomads aren't the only desert dwellers the prince will come across. There are numerous thieves moving about that will not only steal items from you if they get close enough, but they also throw rocks that will wound you. Scorpions are also in abundance and while they won't take your precious items, they will put a hurting on you. Gods also randomly appear, with Isis healing the heir while the evil god Anubis causing great harm. As the heir to the throne wanders about he will become dehydrated and wounded, which will slow his movement down to a crawl. There are several oasis around, which will quench his thirst and replenish his movement speed.

There are three game variations, each increasing in difficulty. The first game doesn't require offerings in order to complete the game, however by the third game there will be multiple offerings required at every temple in order to wrap things up.

If you have patience, have the manual, and want a challenge this is a nice title. For those looking for a quick run and gun style game, you'll be disappointed.



# SECRETS OF THE SPHINX

Imagic's team of Egyptologists has deciphered the papyrus scrolls recently discovered in the Valley of the Kings. The answers are now yours after a delay of a mere 22 centuries. We appreciate your patience. The next voice you hear will be that of a common scribe to the Royal Court of Egypt.

"Son of Thoth, witless scribe to Pharaoh's court, may tell now what before has not been known. These secrets of the Valley of the Kings have been revealed to me in a most curious fashion.

"The Royal Astrologer, greatest magician in the land, slipped into a deep trance. He shook his wizened head violently. He waved his arms. The sky grew dark. Water in his goblet boiled. Cats howled.

"Still in a trance, the Royal Astrologer grew quiet. He opened his eyes; they glittered. In a strange voice, he began to speak:

'Young Prince of Wiles, hear me! The answers to my clever clues I must give you, risking disfavor with the gods. Still, you must know!

"'Offer a key at each of the three pyramids. You will receive a magical tablet.

"'Offer the scroll to the flaming Phoenix. The Phoenix will bestow a key upon you. Should your way still be blocked, offer next the tannis leaf.

"'At the Temple of Isis, receive a key when you offer a crown. If Isis detains you, offer next the jug. Forge ahead.

"'Even Anubis gives a gift. Gingerly offer the ankh at his temple. He will grudgingly give you a key. He may yet block your path. Offer the shield. Pass on!

"'The inscrutable Sphinx will accept one of the three magical tablets you can have received at each of the 3 pyramids. You must offer the correct tablet. If not, the Sphinx may not allow you to proceed.

'Son of Pharaoh, will you have found that companion you rely and lean upon yet never think to call friend?'

"The Royal Astrologer sighed as deep as all the Ages. He continued."

'Supple warrior, Egypt's Hope—remember the staff! Only the staff earns Ra's delight. Offer the staff and Ra will accept your treasures as ample tribute.

'But where does the staff of Ra lie hidden, you wonder? Youth has much to learn! Not all journeys follow the shortest course. When your trek begins, move not forward but backward, away from your destination. An oasis will appear. Drink deeply there. When you touch the oasis, the staff of Ra will be yours. Guard it well. Guard it well. Guard it . . .'

"The Royal Astrologer's chin dropped to his chest. He slept deeply. He snored, and fell off his stool. I have left him there, and scribble these words like a man possessed. Will they ever be found? Will the secrets of the Valley of the Kings remain eternally chaste? Such knowledge yields great power. I must practice caution. Wait! Someone approaches . . ."

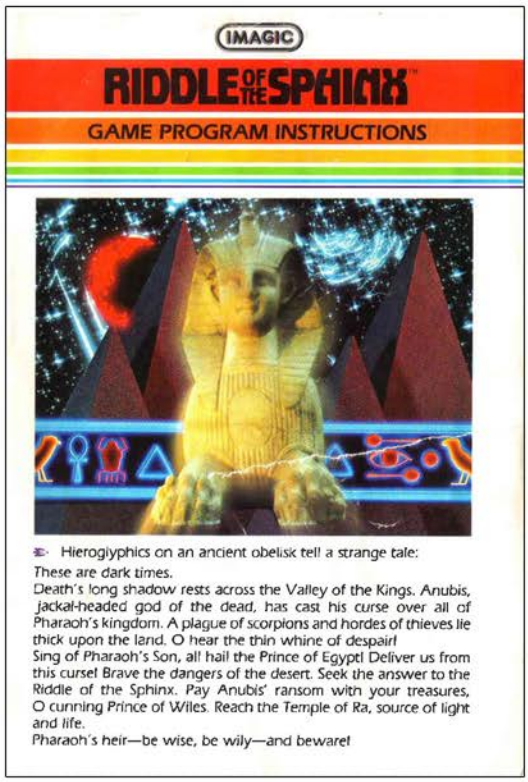
The hieroglyphics go no farther. They end abruptly, followed only by a small cypher, penned by another hand.

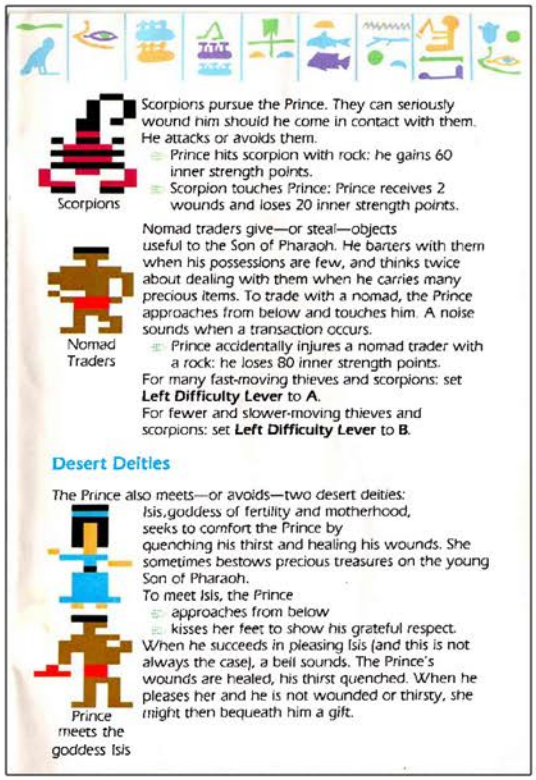
It is the sign of Anubis.

Guard these secrets well!

©1982 IMAGIC

Top Left: Catalog Sample
Top Right: Hint Sheet
Below: Manual Cover and Page Sample



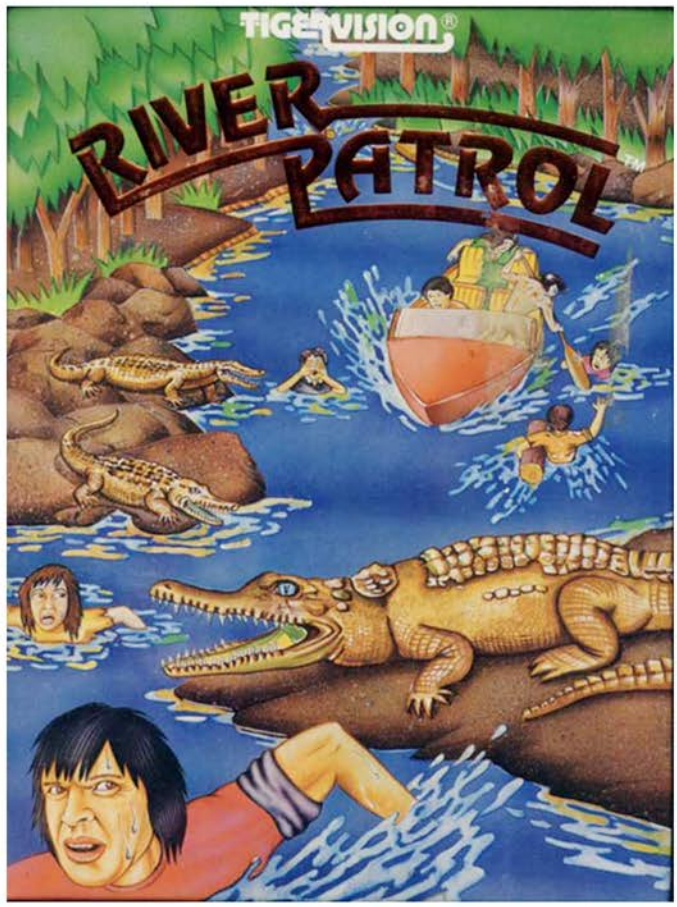



# River Patrol

Release Date: 1984
Publisher: Tigervision
Controller: Joystick
Players: 1
Genre: Arcade

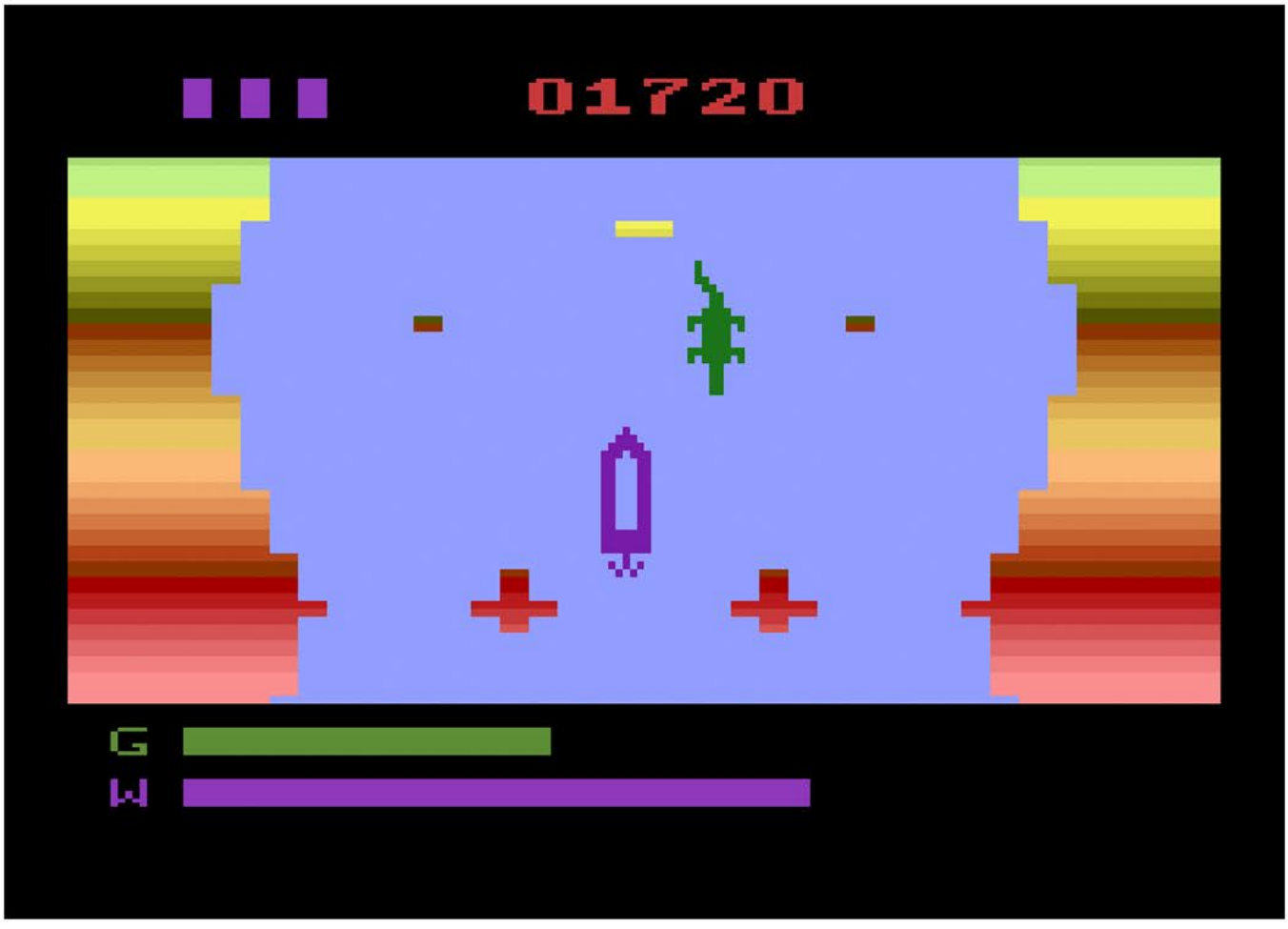
Alternate Title: N/A
Model #: 7-004
Rarity: 9
Programmer: N/A

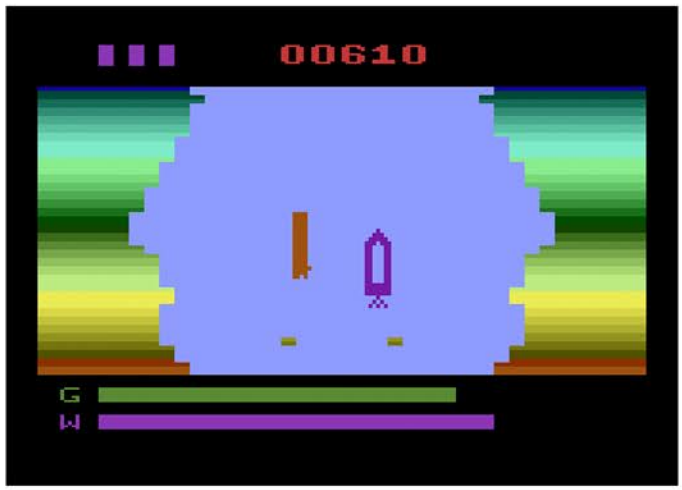
This river rescue title is one of the rarest on the 2600.



You are a boat captain attempting to make it up-river to the dam. There has apparently been some sort of calamity however as dozens of people have fallen into the alligator infested river and are in need of rescue. It's your self appointed job to help as many of them live to see another day.

The game begins with your oversized boat at the mouth of the river, ready to speed upwards towards your destination. As you hit the gas your vehicle will slowly get up to speed and you'll be able to move horizontally as you move. However as soon as you let off the throttle your boat will not only stop moving, but start floating backwards due to the current. This isn't a huge deal, unless of course there is an obstacle in front of you since you can't move to the left or right until you are already speeding forward.

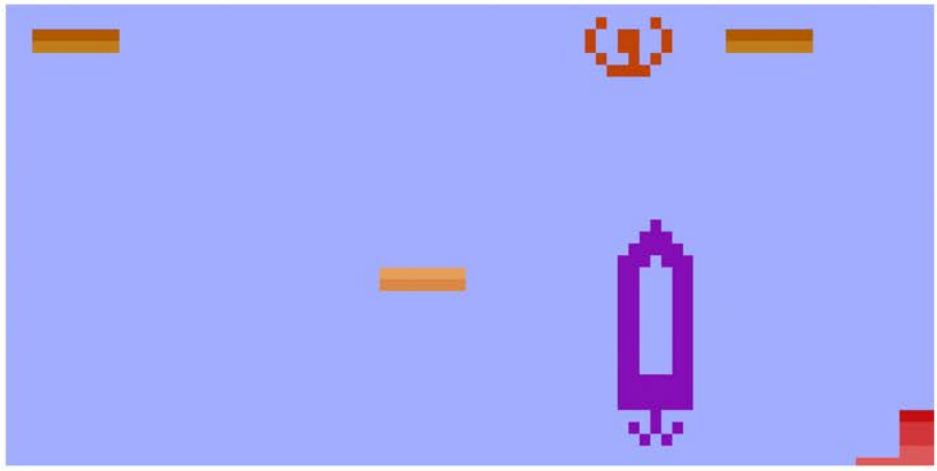





There are plenty of dangerous things in the water, all of which will sink your boat with even the slightest of touches. Rocks are prevalent and will force you to make tight passes, which makes avoiding all the moving objects all the more difficult. Speeding boats, alligators, driftwood and even giant whirlpools stand in your way. The only friendly thing in the water are the drowning folks, which thankfully you aren't penalized for letting perish.

You have two gauges at the bottom of the screen, the goal and water gauge. The water level will continue to decline, letting you know just how much time you have left before your boat sinks due to the numerous leaks. The goal gauge will tell you how close you are to the dam. Neither of these are impacted by anything other than the passage of time and distance.

To put it mildly, this is not a good game. The boat is one of the worst controllable objects of any game on the 2600, and you have no offensive capabilities. The difficulty is also artificially high due to a combination of poor controls and the fact everything is so large that it's difficult to miss things. The final nail in the coffin is the fact that the graphics are very subpar, especially for this late of a release. If you are a fan of arcade style gameplay, there are better options out there.



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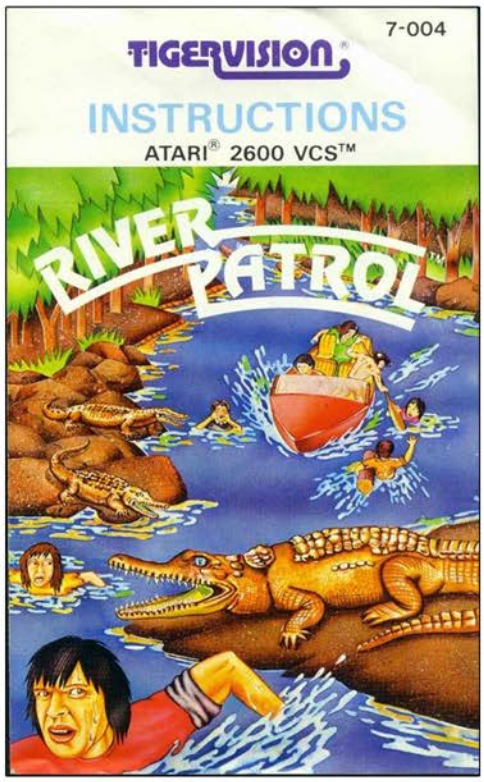
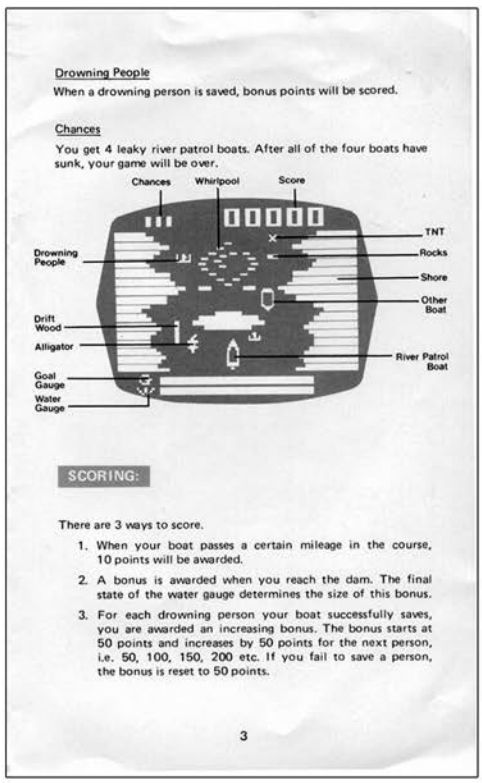


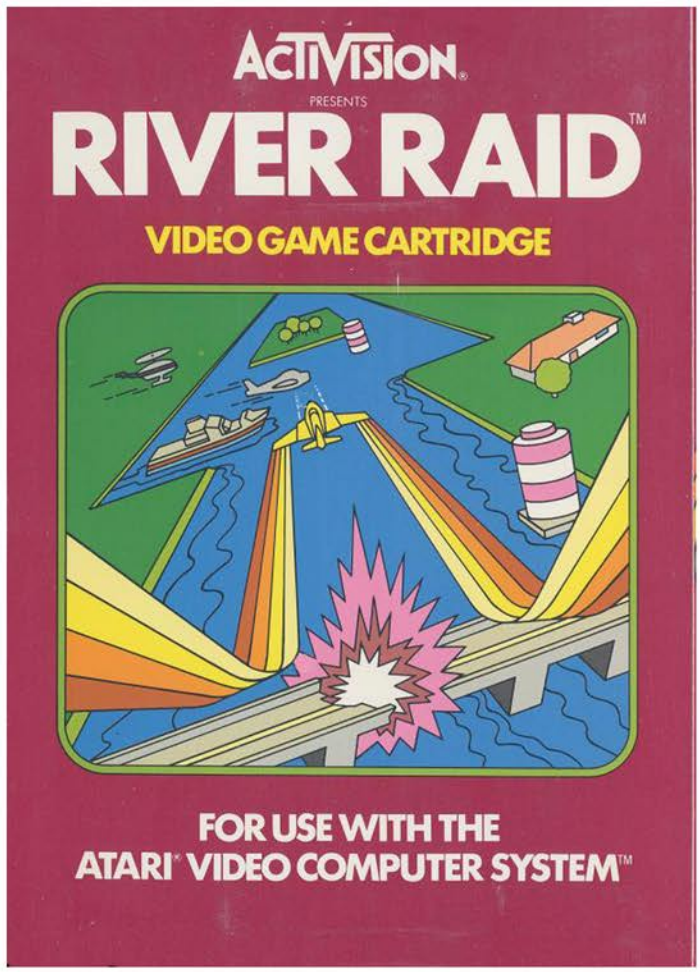

# River Patrol

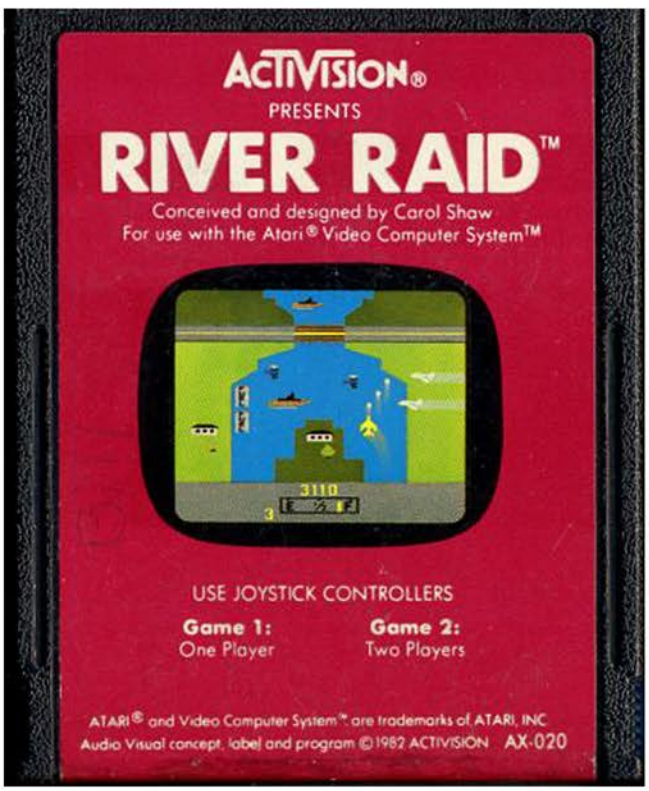
# River Raid

Release Date: 1982
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AX-020
Rarity: 2
Programmer: Carol Shaw

This is constantly in the debate for top ten 2600 games of all time.



You are in control of one of the most lethal jets known to man. Your mission is to venture down the River of No Return and destroy every single thing you come across, be it enemy vehicle or the bridges they drive across.

The game begins with you moving up the river, with several helicopters and warships just above you. As you start moving and shooting, your fuel gauge will begin to deplete rapidly which will be your demise unless you refuel. Luckily there are numerous fuel depots across the entirety of the river which can be used to top off your tank, and to boost your point total by blowing them up after you're finished with them.

After a bit of travel and destruction, you'll come across a bridge that is blocking your path. One direct hit will detonate it in spectacular fashion, which will not only boost your score but will give you a checkpoint should you die. The further upriver you go, the more likely this is to happen due to numerous factors.

For starters, enemy jets will begin to appear, screaming across the screen horizontally. Also the width of the river will narrow significantly leaving you far less room to operate. This is a big deal since despite being in a jet, grass can apparently kill you.

While your jet is horribly inefficient when it comes to fuel efficiency, it makes up for it in control. You have the ability to speed up and slow down, which is vital when it comes to survival, especially in some of the tight corridors you'll encounter. There will be times when you are trapped and can only move north, and with enemies coming at you from all sides having that boost or air brake is the only difference between survival and your wife becoming a widow.

Everything about this game is nearly perfect. The graphics are bright and colorful, the controls are some of the best on the system, and the action is fast paced and never ending. Anybody who wants to experience an early example of shooter perfections needs to have this one on their list.

NEW FOR USE WITH THE ATARI® SYSTEM

ACTIVISION.
RIVER RAID
VIDEO GAME CARTRIDGE

Designed by Carol Shaw. Your mission is to destroy enemy bridges, ships, aircraft and fuel depots along a heavily fortified inland waterway. And it won't be pretty because you'll be coming in low, through a narrowing valley and the enemy will be throwing everything they have at you. You'll really have to earn your wings with River Raider™ by Activision.

**Coming, December 1982**

ACTIVISION.
SKY JINKS
VIDEO GAME CARTRIDGE
FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™

Designed by Bob Whitehead. A devilishly dangerous air race! In your effort to break the speed record, you'll bank around pylons, dodge tree tops and zoom through passing clouds. Look out! Hot air balloons dead ahead! Sky Jinks™ has all the chills and spills of an old time air race. Just remember: There's no speed limit in the sky!

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Top Left: Catalog Sample
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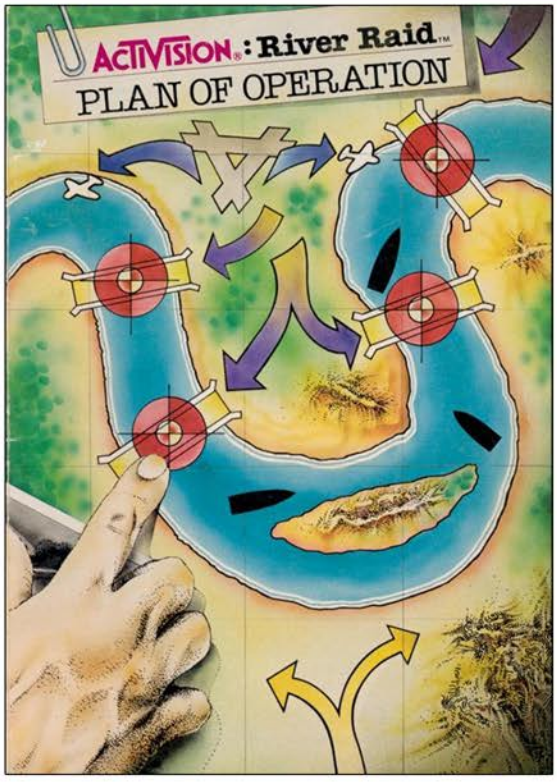
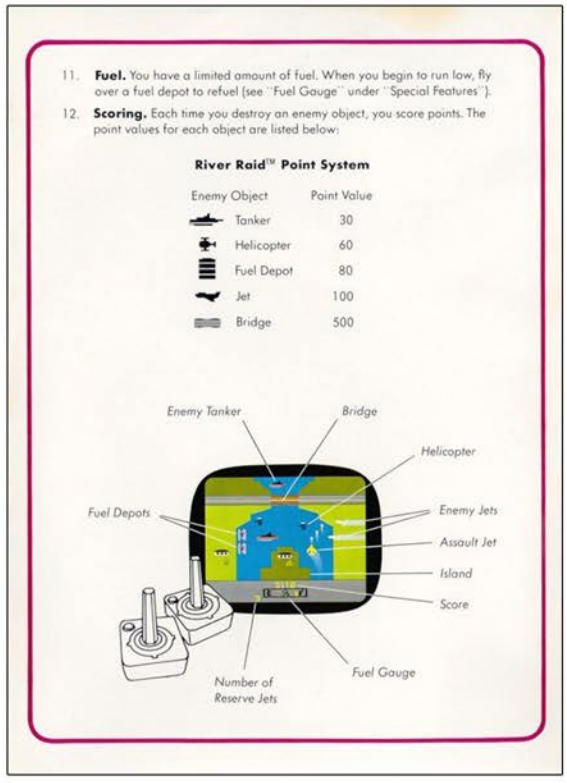


11. **Fuel.** You have a limited amount of fuel. When you begin to run low, fly over a fuel depot to refuel (see "Fuel Gauge" under "Special Features").

12. **Scoring.** Each time you destroy an enemy object, you score points. The point values for each object are listed below:

**River Raid™ Point System**

| Enemy Object | Point Value |
|---|---|
| Tanker | 30 |
| Helicopter | 60 |
| Fuel Depot | 80 |
| Jet | 100 |
| Bridge | 500 |



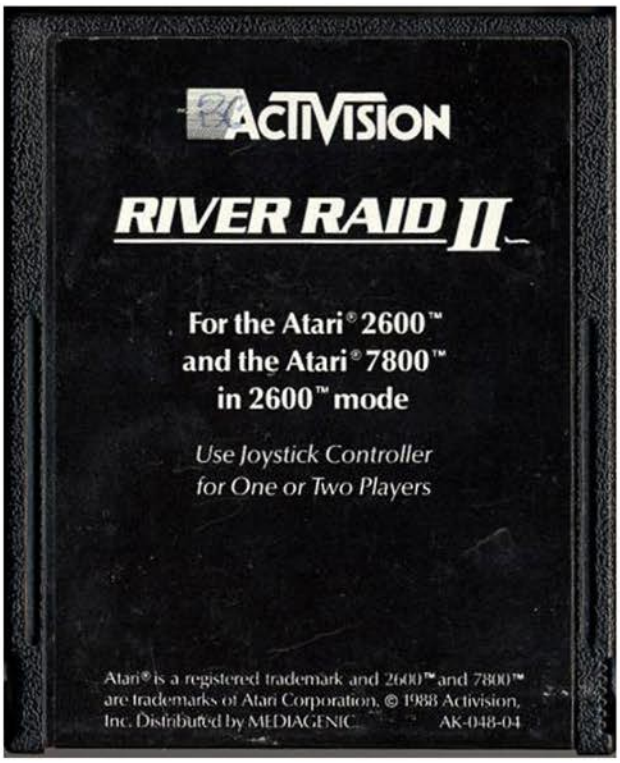
# River Raid

# River Raid II

Release Date: 1988
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AK-043-02
Rarity: 6
Programmer: David Lubar

This sequel to an all time classic is a gigantic step backwards.



Once again you are alone in your F-14 assault jet, tasked with an impossible mission. You must take on the enemy and destroy their ability to wage war while destroying everything they hold near and dear. Only this time your plane is a lot more finicky and the action a lot less pulse pounding.

The game begins with you taking off from an aircraft carrier, ready to begin the battle. Of course if you haven't read the instruction manual you'll watch as your jet speeds down the runway and crashes into the sea, since there is no automation to help you out. Once you hit reset and are finally airborne it's time to take on the enemy.

As you fly over the ocean helicopter and airplanes will try and shoot you out of the sky, while their ship counterparts on the water will just sit there begging for a torpedo. While the destroyers don't fire at you, there will be random bursts of flak that appear from nowhere, all of which are deadly to the touch. There are also golden planes that are in the air, which refuel your jet fighter. It's vital to take advantage of them before reaching the river since extra gas in this section is extremely hard to come by. So difficult in fact that if you don't have a full tank you'll likely crash in this section.

The river sequence has you flying over land and water towards your mission target, the bridge. While you are flying over land you can take out enemy water towers and landing strips, which like the enemy destroyers are just stationary non-firing targets. Make it to the end, destroy the bridge, and you'll be back over open water headed back to your aircraft carrier to land. Successfully do that and you'll be off to another more difficult mission with the same basic parameters.

While the addition of altitude and dual fire mode (machine gun for air targets, torpedoes for ground) sounds good in theory, in practice it over complicates things and reduces the fun. In order to fire a torpedo you have to hold back on the controller, which slows you down, so after a while most players will just forgo that altogether since ground enemies aren't a threat.

Despite being a very late release, the graphics are shockingly bad and somehow look worse than the first game in the series. By this point though, the NES was dominating the gaming landscape, so this game was overlooked by most.

Top Left: Additional Screenshot
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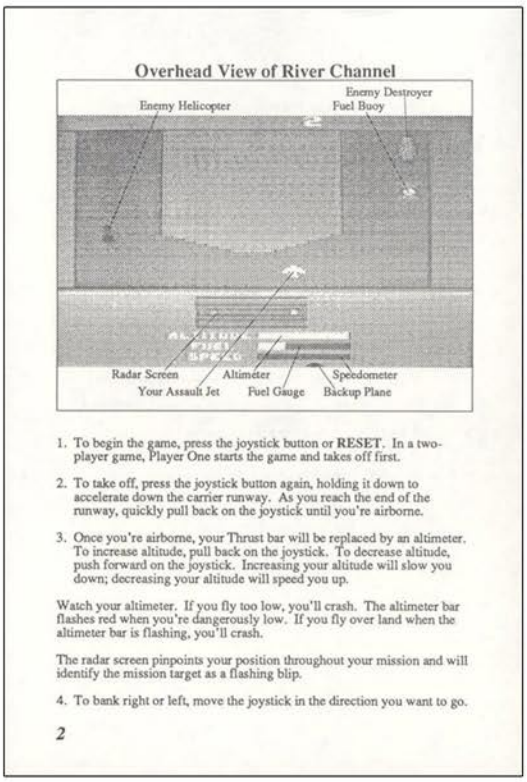


Overhead View of River Channel



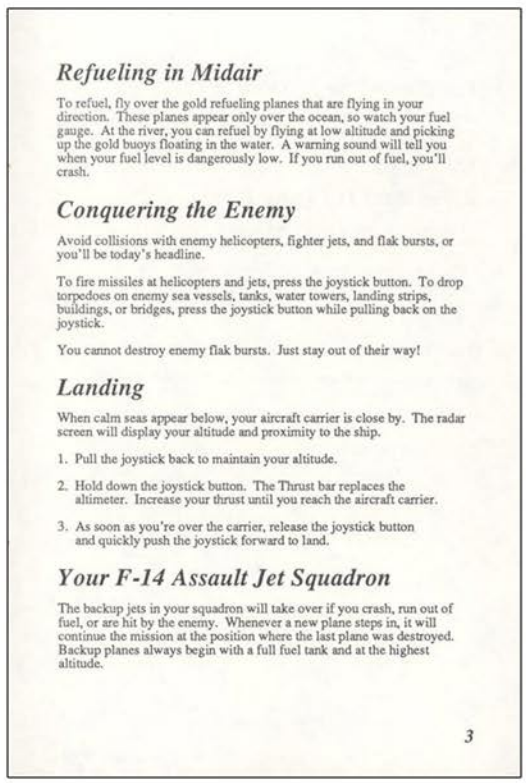
1. To begin the game, press the joystick button or **RESET**. In a two-player game, Player One starts the game and takes off first.
2. To take off, press the joystick button again, holding it down to accelerate down the carrier runway. As you reach the end of the runway, quickly pull back on the joystick until you're airborne.
3. Once you're airborne, your Thrust bar will be replaced by an altimeter. To increase altitude, pull back on the joystick. To decrease altitude, push forward on the joystick. Increasing your altitude will slow you down; decreasing your altitude will speed you up.

Watch your altimeter. If you fly too low, you'll crash. The altimeter bar flashes red when you're dangerously low. If you fly over land when the altimeter bar is flashing, you'll crash.

The radar screen pinpoints your position throughout your mission and will identify the mission target as a flashing blip.

4. To bank right or left, move the joystick in the direction you want to go.





### *Refueling in Midair*

To refuel, fly over the gold refueling planes that are flying in your direction. These planes appear only over the ocean, so watch your fuel gauge. At the river, you can refuel by flying at low altitude and picking up the gold buoys floating in the water. A warning sound will tell you when your fuel level is dangerously low. If you run out of fuel, you'll crash.

### *Conquering the Enemy*

Avoid collisions with enemy helicopters, fighter jets, and flak bursts, or you'll be today's headline.

To fire missiles at helicopters and jets, press the joystick button. To drop torpedoes on enemy sea vessels, tanks, water towers, landing strips, buildings, or bridges, press the joystick button while pulling back on the joystick.

You cannot destroy enemy flak bursts. Just stay out of their way!

### *Landing*

When calm seas appear below, your aircraft carrier is close by. The radar screen will display your altitude and proximity to the ship.

1. Pull the joystick back to maintain your altitude.
2. Hold down the joystick button. The Thrust bar replaces the altimeter. Increase your thrust until you reach the aircraft carrier.
3. As soon as you're over the carrier, release the joystick button and quickly push the joystick forward to land.

### *Your F-14 Assault Jet Squadron*

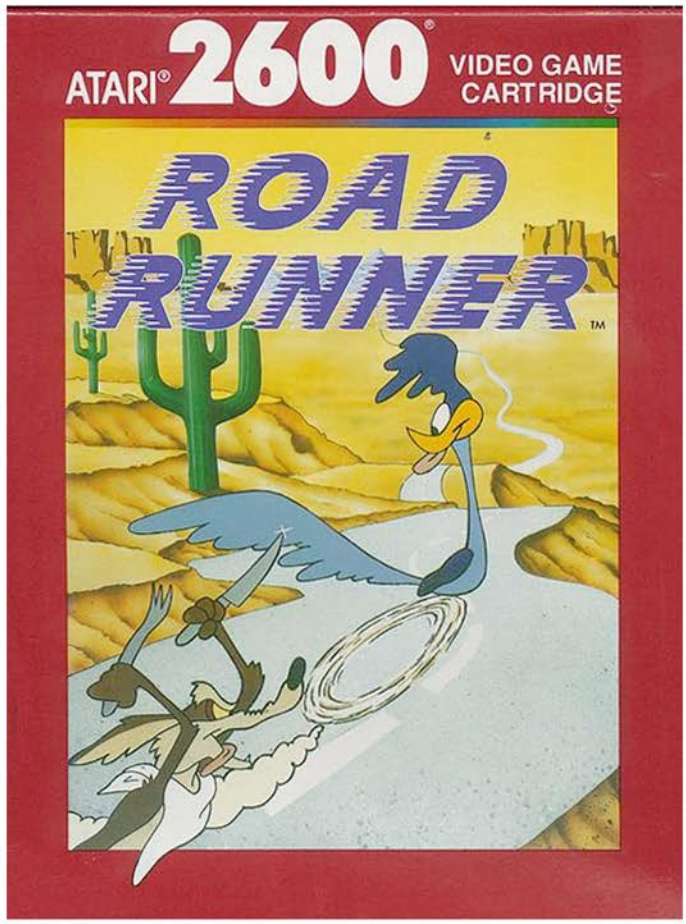
The backup jets in your squadron will take over if you crash, run out of fuel, or are hit by the enemy. Whenever a new plane steps in, it will continue the mission at the position where the last plane was destroyed. Backup planes always begin with a full fuel tank and at the highest altitude.

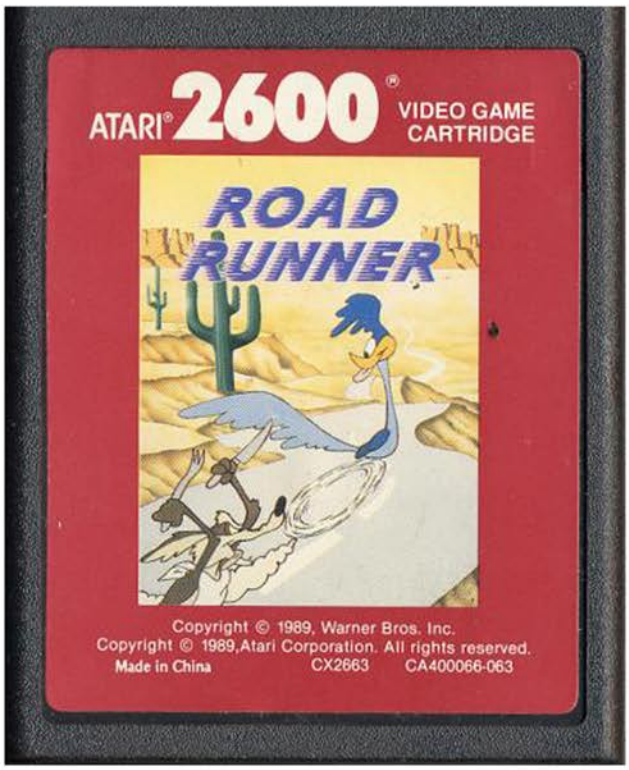
# Road Runner

Release Date: 1989
Publisher: Road Runner
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2663
Rarity: 6
Programmer: Bob Polaro

This is a decent port of the arcade title.



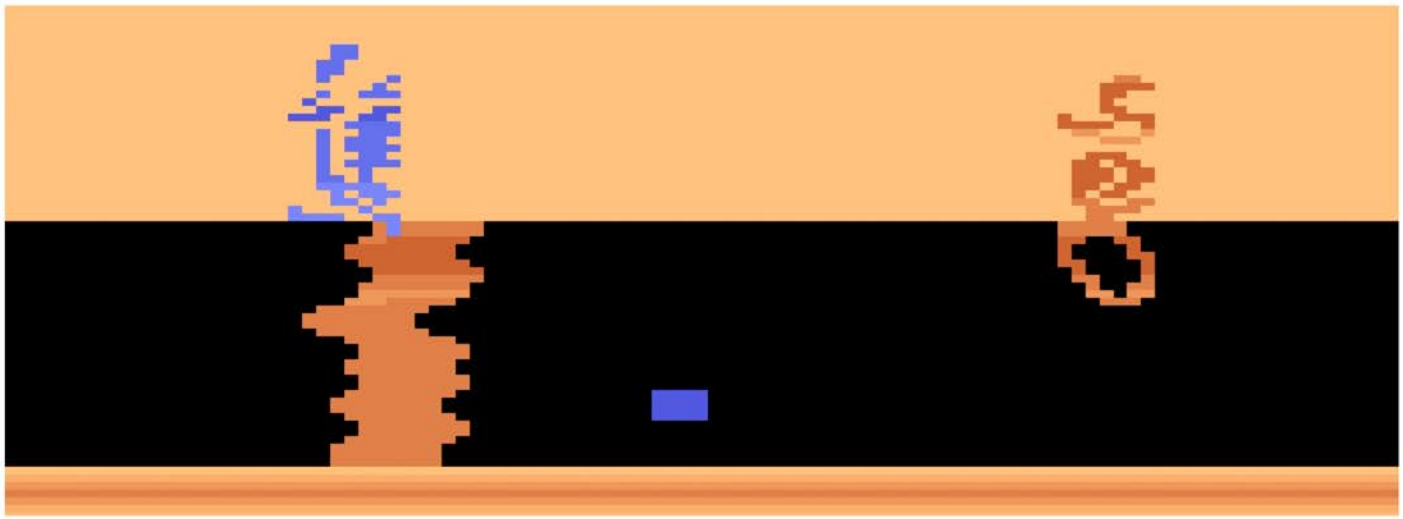



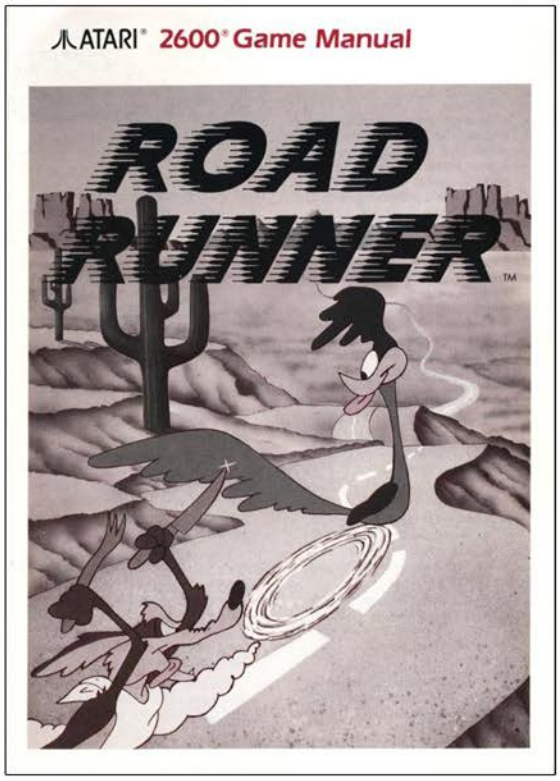
You are the famous Road Runner, who is minding his business in the desert. As he runs about the road looking for free bird seed, the dastardly Wile E. Coyote takes it upon himself to try and catch you. Fear not though, because your speed and cunning will hold him at bay, at least for a little while.

The first level starts with you on a wide highway and signs pointing out where the bird seed is as well as when the oncoming truck traffic will begin. In hot pursuit is Wile E. Coyote who is running as hard as he possibly can to catch you, but just can't seem to get there. He often runs parallel to you, so if you are quick and daring enough, you can narrowly avoid the truck and get it to slam into him. If this happens he'll be sent off screen with a splat and you'll be rewarded with some bonus points and some alone time on the level. When you approach the end of the stage a sign will let you know you're almost there.

From there the levels get progressively harder, with things like land mines scattered about to blow you up, and cliffs that must be leapt over unless you want to plummet to your death. The Coyote also gets some upgrades as things go along. He'll strap on some rocket powered roller skates, and when that doesn't cut it he will hop on a giant rocket and scream across the level. In some instances the only way to avoid being caught is to double back before heading forward. It takes a little getting used to, but it's a great technique once you get it right.

There are several different levels that keep the action fresh, as the Coyote is always up to something new to make your life difficult. Unfortunately this was a really late release, and by 1989 the NES was at its peak and the Sega Genesis was hitting store shelves. As a result this game is often overlooked.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## Beep Beep™!

*Just another day zipping around the desert, pecking at seeds and dodging the occasional truck. Suddenly, who should appear on the horizon but your old adversary Wile E. Coyote™! He may not be the shrewdest predator you've ever dealt with, but he is certainly the most persistent.*

*Wile E. will try just about anything to catch you. Despite your speed, you're not completely impervious to his devious tricks, nor to the hazards of the desert highway. You'll need to watch out for oncoming trucks, dodge cannonballs and falling rocks, and leap over lethal land mines and cliffs.*

*So rev up your engine, and get on your mark. The race is about to begin!*

### Getting Started

1. With your television turned on, insert the Road Runner™ cartridge into your Atari 2600 (or 7800) as explained in your Owner's Manual.
2. Plug a controller into the left port for one player. Plug another controller into the right port for two players.
3. Then push the console's **[Power]** switch to the ON position. The Road Runner title screen appears.
4. Press **[Select]** or move the controller in any direction to choose a one-player or two-player game.
5. Press **[Reset]** or the left fire button to begin the game.
6. During play, press **[Reset]** to restart the game.

### Playing the Game

The object of the game is to outrun the coyote while avoiding the hazards of the desert. There are 8 levels in the game, each level more difficult than the last.

Move the controller in the direction you want the Road Runner to run. Press the fire button to make the Road Runner jump. (In a two-player game, the players take turns controlling the Road Runner.)

You begin the game with three lives. You lose a life when Wile E. Coyote catches you, picks you up in a rocket, or shoots you with a cannon. You also lose a life when a truck hits you, you hit a land mine, you fall off a cliff, or you get hit by a falling rock.

You score points by eating seeds along the road, eating steel shot, and destroying the coyote.

### Hazards

Watch out for the **land mines** planted along the road. Hit one of these, and you're a goner!

Fast-moving **trucks** rule the road out here. They don't even slow down, let alone stop, for the indigenous desert population. If one of these hits you, you lose a life!

Wile E. Coyote has a few **cannons** in his arsenal. Dodge those cannonballs or pay the price!

Watch out for Wile E.'s other tricks. Be particularly careful when he shows up on **rocket skates** or riding a **rocket**.

Falling **rocks** make it just that much more difficult to concentrate on your escape. These monstrous boulders are just as deadly as they look!

When you reach the **cliffs**, you'll have to use your agile leaping skills to avoid the deep crevices between them.

As the Road Runner races down the highway, piles of **birdseed** are found on the roadway. Eat each pile of birdseed to gain points.

Although you score points by eating **steel shot** found along the road, this also makes you more vulnerable. Wile E. is armed with a **magnet**, making it temporarily harder to escape once you have swallowed the shot.

### Strategy

You must keep running to the left to avoid the coyote, while watching out for the other hazards along the desert highway. If you double back, you can catch Wile E. off guard.

Time your jumps carefully, and use them strategically to avoid Wile E. and the other dangers of the road.

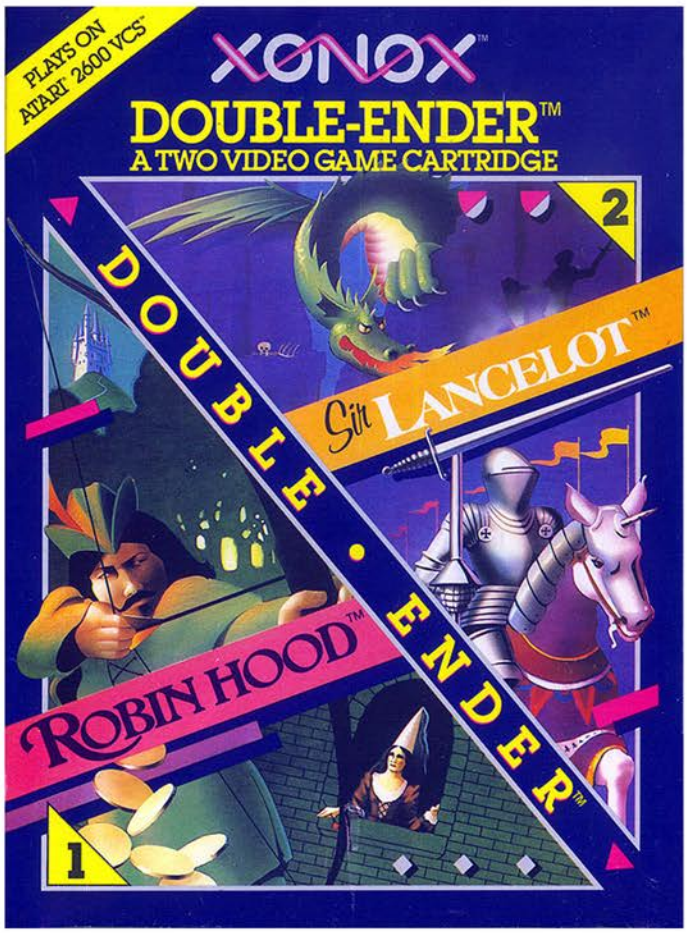
Use the mines and trucks to your advantage.

# Robin Hood

Release Date: 1983
Publisher: Xonox
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 99005
Rarity: 8
Programmer: N/A

The legendary thief deserves so much better than this poor attempt.



You are Robin Hood, the famous medieval English marksman, who is on a quest to rescue the lovely Maid Marian while stealing the gold from the vile Sheriff of Nottingham. Unfortunately the designers have done such a shoddy job that your quest will be all but impossible.

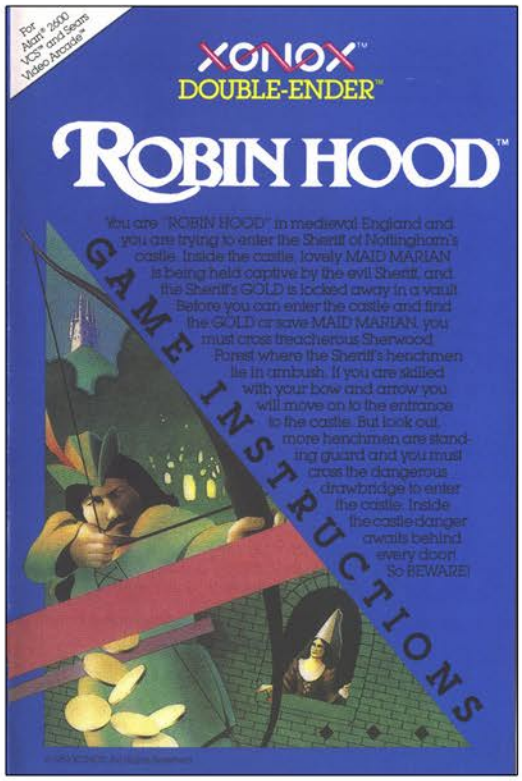
The game starts with you in Sherwood Forest as you begin your journey to the Nottingham Castle. The Sheriff isn't too pleased with your continued existence so he has sent his best men to ambush you. As you work your way across the single forest screen, they will pop out from behind trees and from offscreen to attack you. In order to progress you must murder eleven men with your bow. When your score begins to flash it means your bloodlust has been satisfied and you can move on.

The second screen is the castle entrance, where you have to kill six guards to force the drawbridge to open. There is a large moat that covers much of the center of the screen which provides a huge barrier between you and the enemy. Once you have sniped enough troops your score will again flash and you can approach the bridge which will open, however the castle archers will fire at you as you get close.

The final screen is inside the castle, where there are three floors of doors that need to be explored. As you approach them they will either open or warp you to the next floor. The other doors will either have gold, Maid Marian, or henchmen who will stab you on sight, and there's no way to tell what's behind what door, so it's left to random chance. Once you find either piles of gold or Maid Marian you'll scamper out of the castle, because who can be bothered to find two things?

There are some major issues with this game that make it almost unplayable. The game is so buggy that if you touch a tree or door wrong you'll end up warping randomly around the screen, usually into an enemy for a cheap death. Speaking of those, enemies will constantly spawn on top of you regardless of where you are standing. And the final bit of frustration comes from not being able to move until your arrow has found a target, which means often times you'll be left helpless watching as a bolt comes flying at your head.

Even if you are a diehard fan of Robin Hood, do yourself a favor and skip this one.




Top Left: Double Ender Cartridge
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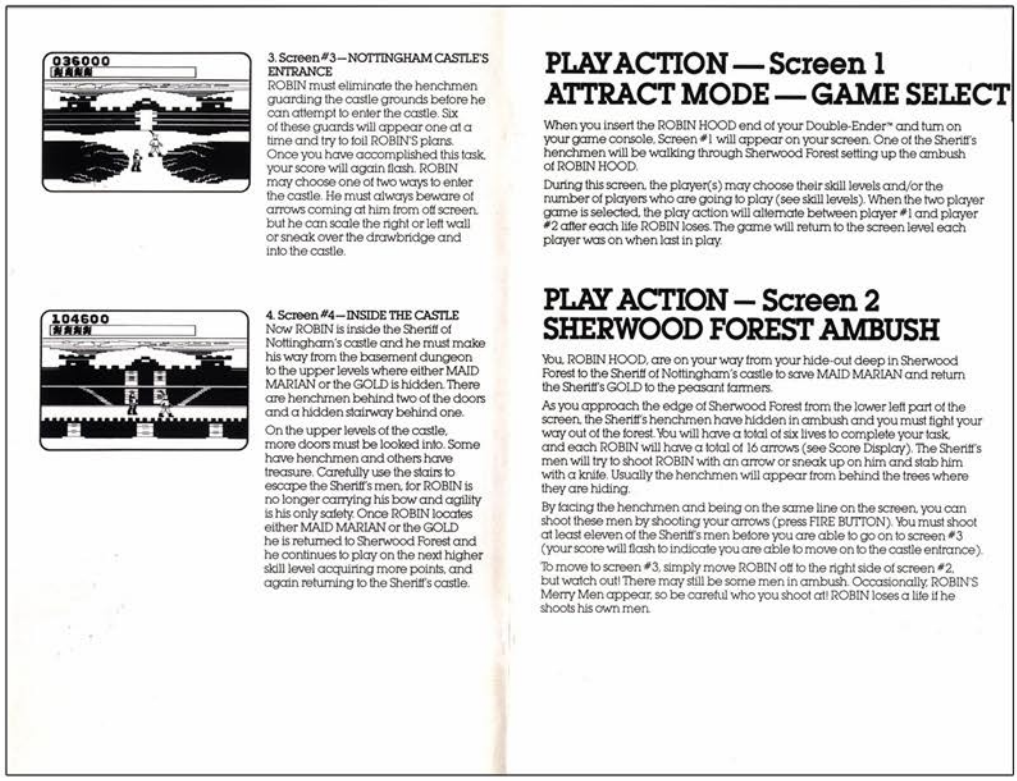

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3. Screen #3—NOTTINGHAM CASTLE'S ENTRANCE
ROBIN must eliminate the henchmen guarding the castle grounds before he can attempt to enter the castle. Six of these guards will appear one at a time and try to foil ROBIN'S plans. Once you have accomplished this task, your score will again flash. ROBIN may choose one of two ways to enter the castle. He must always beware of arrows coming at him from off screen, but he can scale the right or left wall or sneak over the drawbridge and into the castle.

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4. Screen #4—INSIDE THE CASTLE
Now ROBIN is inside the Sheriff of Nottingham's castle and he must make his way from the basement dungeon to the upper levels where either MAID MARIAN or the GOLD is hidden. There are henchmen behind two of the doors and a hidden stairway behind one.

On the upper levels of the castle, more doors must be looked into. Some have henchmen and others have treasure. Carefully use the stairs to escape the Sheriff's men, for ROBIN is no longer carrying his bow and agility is his only safety. Once ROBIN locates either MAID MARIAN or the GOLD he is returned to Sherwood Forest and he continues to play on the next higher skill level acquiring more points, and again returning to the Sheriff's castle.

## PLAY ACTION — Screen 1
## ATTRACT MODE — GAME SELECT

When you insert the ROBIN HOOD end of your Double-Ender™ and turn on your game console, Screen #1 will appear on your screen. One of the Sheriff's henchmen will be walking through Sherwood Forest setting up the ambush of ROBIN HOOD.

During this screen, the player(s) may choose their skill levels and/or the number of players who are going to play (see skill levels). When the two player game is selected, the play action will alternate between player #1 and player #2 after each life ROBIN loses. The game will return to the screen level each player was on when last in play.

## PLAY ACTION — Screen 2
## SHERWOOD FOREST AMBUSH

You, ROBIN HOOD, are on your way from your hide-out deep in Sherwood Forest to the Sheriff of Nottingham's castle to save MAID MARIAN and return the Sheriff's GOLD to the peasant farmers.

As you approach the edge of Sherwood Forest from the lower left part of the screen, the Sheriff's henchmen have hidden in ambush and you must fight your way out of the forest. You will have a total of six lives to complete your task, and each ROBIN will have a total of 16 arrows (see Score Display). The Sheriff's men will try to shoot ROBIN with an arrow or sneak up on him and stab him with a knife. Usually the henchmen will appear from behind the trees where they are hiding.

By facing the henchmen and being on the same line on the screen, you can shoot these men by shooting your arrows (press FIRE BUTTON). You must shoot at least eleven of the Sheriff's men before you are able to go on to screen #3 (your score will flash to indicate you are able to move on to the castle entrance).

To move to screen #3, simply move ROBIN off to the right side of screen #2, but watch out! There may still be some men in ambush. Occasionally, ROBIN'S Merry Men appear, so be careful who you shoot at! ROBIN loses a life if he shoots his own men.

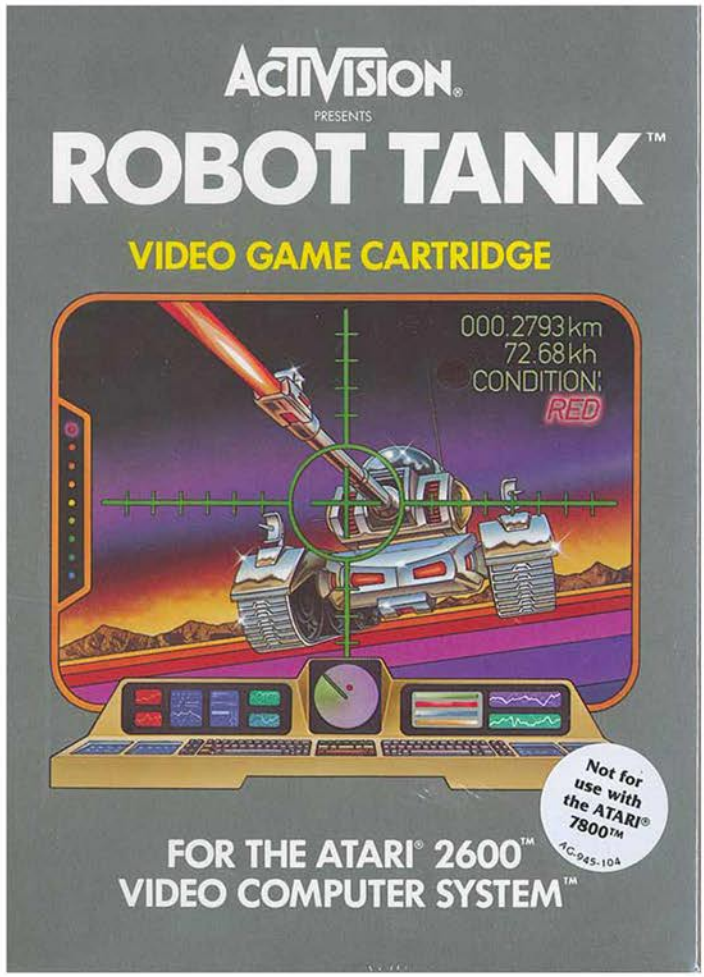
# Robin Hood

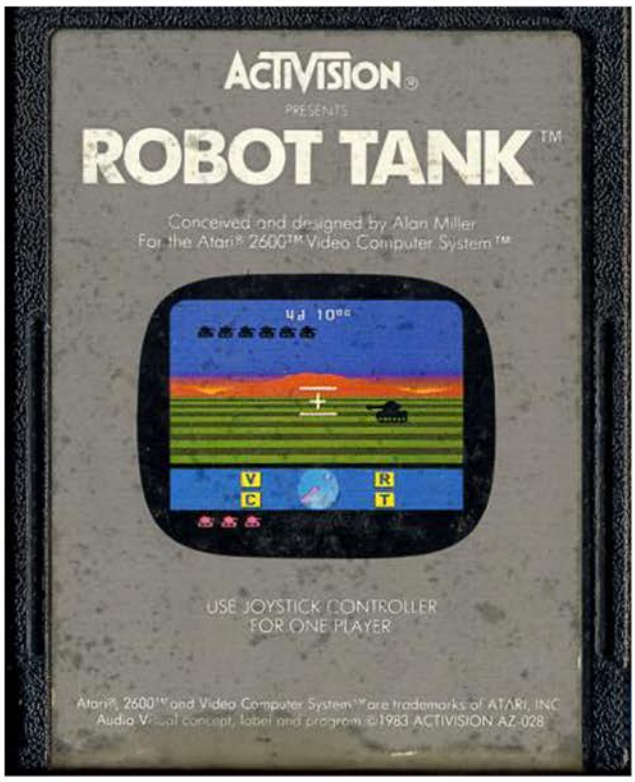
# Robot Tank

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AZ-028
Rarity: 3
Programmer: Alan Miller

This first person perspective shooter boasts some of the most impressive graphics on the system.



The President has enlisted you, the greatest tank driver alive, to go wage a one man war against an invading robot tank army. Your mission is to steal an enemy robot tank and use it to destroy each and every last one of them.

When the game begins you'll find yourself in a large grassy battlefield. On your radar below you'll see a blip, letting you know where the first enemy tank is. You have a full 360 degrees of motion and can move forward or backwards to engage the rival tank. Only one appears at a time, and they can show up anywhere on the map, even behind you. When you have successfully tracked them down and sent them to the afterlife, another blip will appear letting you know where your next target is.

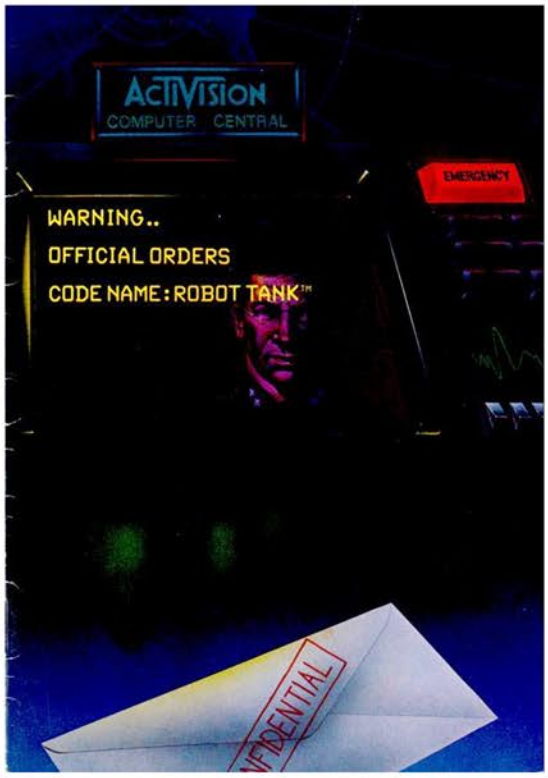
Your tank is a well oiled fighting machine, complete with unlimited cannon blasts. However only one shot can be on screen at a given time, so you have to aim carefully. You can avoid incoming fire by making sure the shot is off of your view screen, but if you do take a hit all is not lost as your vehicle is quite durable.

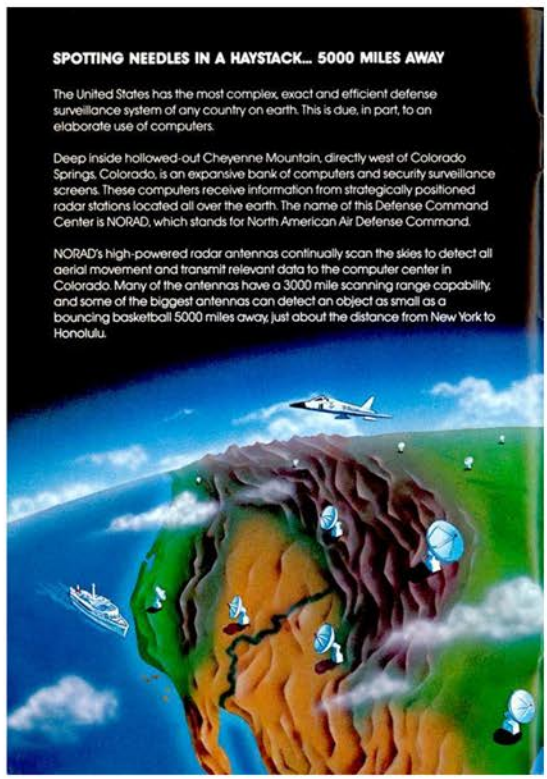
You have four main systems, video, cannons, radar, and treads, all of which can be damaged if you are struck with an enemy shell. This can result in a quick death, since if your video goes out you won't be able to see anything, and if your treads are damaged you'll be a sitting duck.

Each level is broke up into squadrons that contain twelve enemy tanks. If you defeat an entire squad, you'll be rewarded with an extra life. This is going to be more difficult than you think due to the day night cycle as well as random weather events. When the sun sets visibility drops to next to nothing, with the only hints as to where the enemy is being from the radar and the occasional flash from their muzzle. Other elements like fog will limit your visibility, however snow will impact your speed.

Everything about this game is fantastic. The controls, the variety in weather, and the graphics are top notch. If you are looking for a shooter, or really just a good 2600 game, this one should be on the list.

Top Left: Catalog Sample
Top Right: Patches (48, 60, 72 Enemy Tanks Destroyed)
Below: Manual Cover and Page Sample



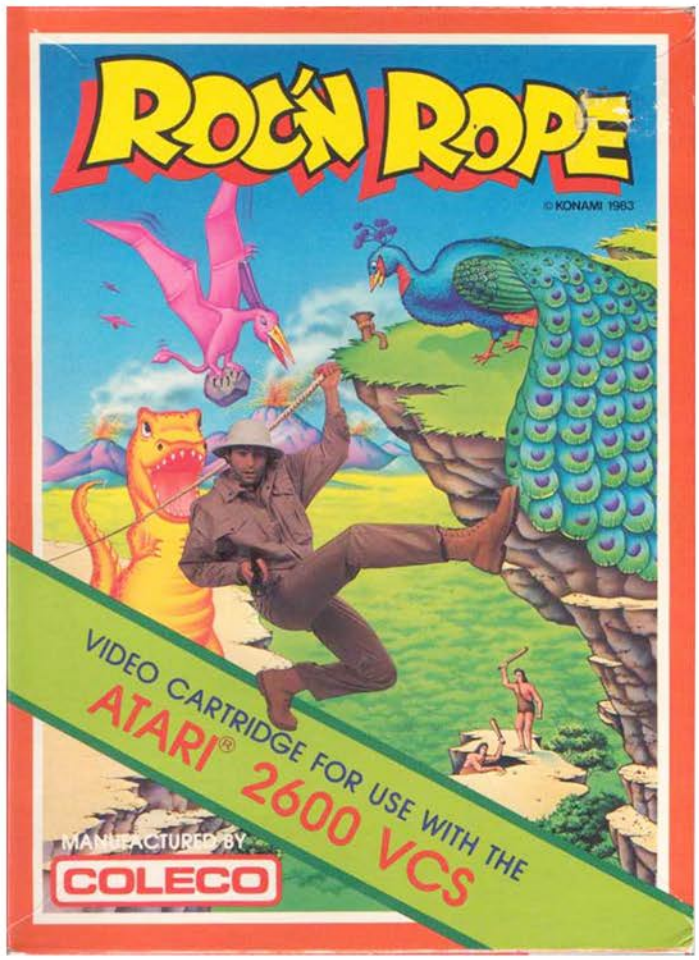

# Robot Tank

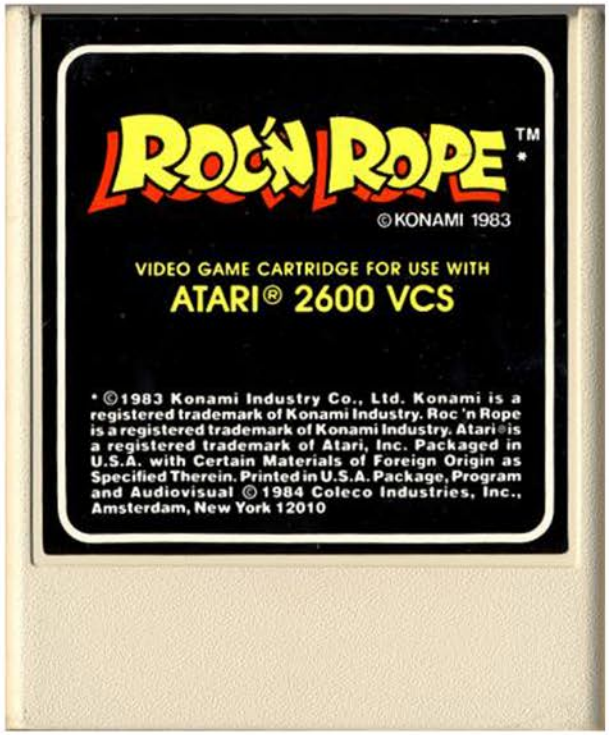
# Roc'n Rope

Release Date: 1984
Publisher: Coleco
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 2667
Rarity: 5
Programmer: Ed English

This arcade port is almost a good game.



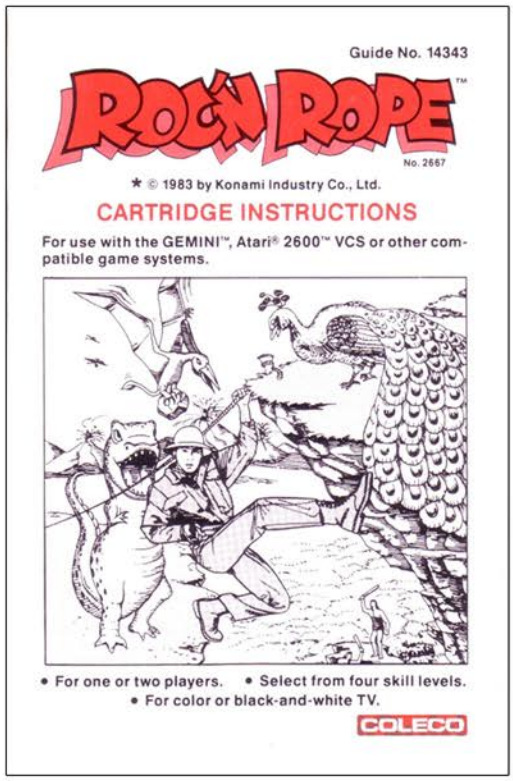
You are a daring adventurer armed with a grappling hook and a flashlight who is on the hunt for the legendary Golden Roc. This famed bird has made your job a little easier by leaving eggs scattered about the mountainside, giving you a trail to follow up to it. Standing in your way however are vicious dinosaurs as well as angry cavemen, both of whom can ruin your day in multiple ways.

At the start of the game you find yourself at the base of the mountain, with several platforms above you. There are ladders, however you can't use them, only your enemies can. You can only ascend by utilizing your grappling hook, sending a rope diagonally across the screen and latching on to the next ledge and climbing up. Be careful though, because if a dinosaur or caveman touches your rope post, you'll fall.

You aren't defenseless on your journey, as you have a trusty flashlight that will blind anything that it comes into contact with. This is only temporary unless you hit them after devouring an egg, giving you the ability to demolish them. Most of the time however just stunning them will be enough as it will give you ample time to escape.

There are two major issues with the game, and it's the controls and how fragile your adventurer is. Latching yourself onto the rope post can be a bit of a pain because if you aren't in the exact right position it won't happen. This is especially frustrating when you are close to a ledge and think you're on only to fall to your death. The other thing you have to worry about is dying from too much of a fall, which makes sense if you are plummeting several levels, however if you are just a pixel too high on your rope your life is over.

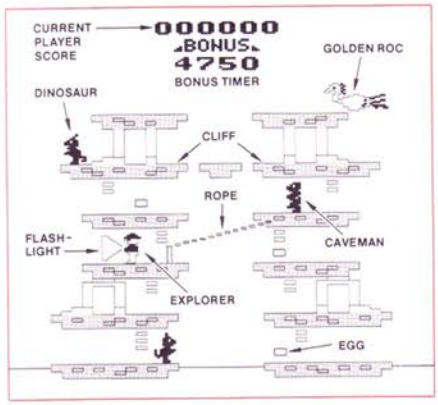
The rest of the gameplay is pretty solid, the flashlight mechanic is nice, the levels are laid out pretty well, but those two issues really holds the game back from being truly fun. If you are desperate for arcade style action it's worth a look, otherwise I wouldn't recommend it.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## Blinded by the light

If you're quick with the switch, you can use your flashlight to daze the dinosaurs and cavemen. Earn 20 points for stunning an enemy; earn 600 points and eliminate the enemy if your energized when you daze him. Then quickly slip past them. But don't even try to daze a caveman in mid-jump—it just won't work!




## Movers and Shakers

When a caveman pauses by your rope stake, he's looking for trouble! Stop climbing and hold on tight or he may shake the rope out from under you!



## A chew!

What big teeth those dinosaurs have! They'll do their best to chew right through the rope you're climbing. Scurry in a hurry when they reach your rope stake!

## Scramble for eggs!

The eggs left behind by the Golden Roc contain magical powers. Touch one and you're energized! Earn 800 points for every egg you touch. See how you glow with their magical powers!! Any enemy you touch is eliminated. Earn 600 points for each enemy you eliminate while energized. But don't count on the magic to last long!

## Journey's end

When you make it to the final cliff, shoot your rope one more time. It should take you to the Golden Roc. You've done very well for a cub explorer, but more adventures await you in scene two!

## Onward and upward

Once you've made it through all three scenes, keep adventuring to reach the Golden Roc. The rewards awaiting you are worth the challenges you will face!

## Starting over

Your adventure ends when all your explorers are eliminated. Press **Game Reset switch** or **Play/Action Button** to play again at the same skill level and number of players; press **Game Select** to choose another challenge.

## Reset

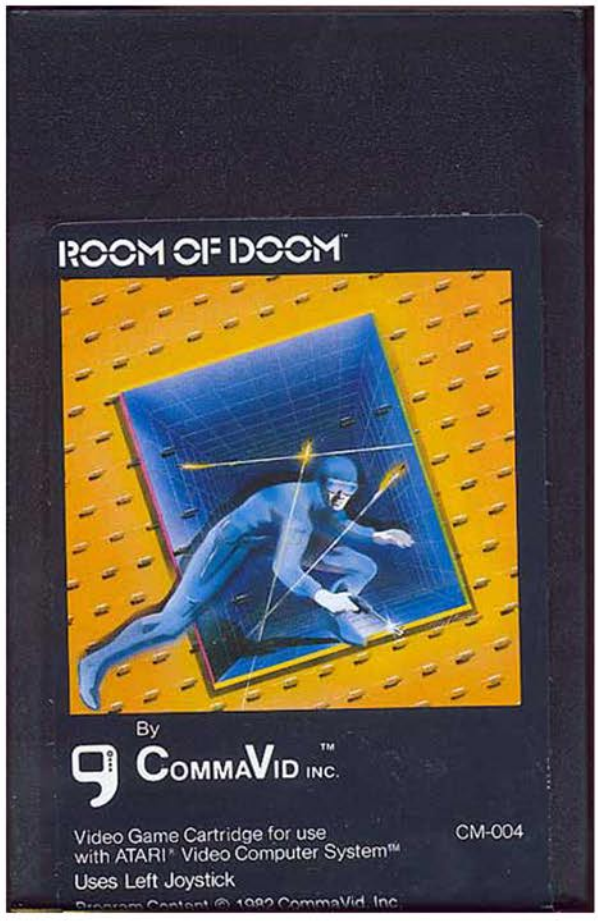
Press the Reset Button at any time to start a new game. The Reset Button can also be used in case of game malfunction.

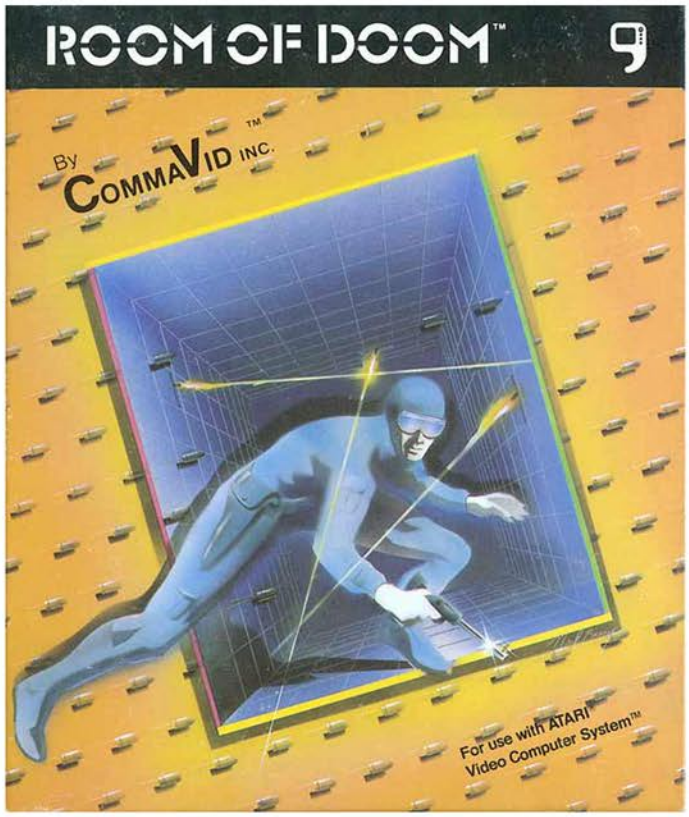
# Room of Doom

Release Date: 1982
Publisher: CommaVid
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CM004
Rarity: 6
Programmer: Irwin Gaines

This is some of the most tense gameplay to be found on the 2600.

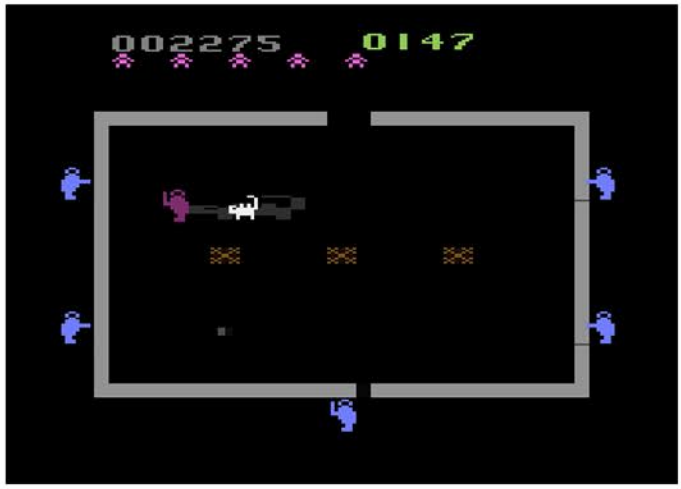


You are an unnamed captive who has been thrown into the dreaded Room of Doom. Armed with a pea shooter, you must run around dodging bullets fired from cowards hiding on the other side of the walls while avoiding a killer monster. If that wasn't stressful enough, you're also on a time limit that will virtually guarantee your death if it runs out.

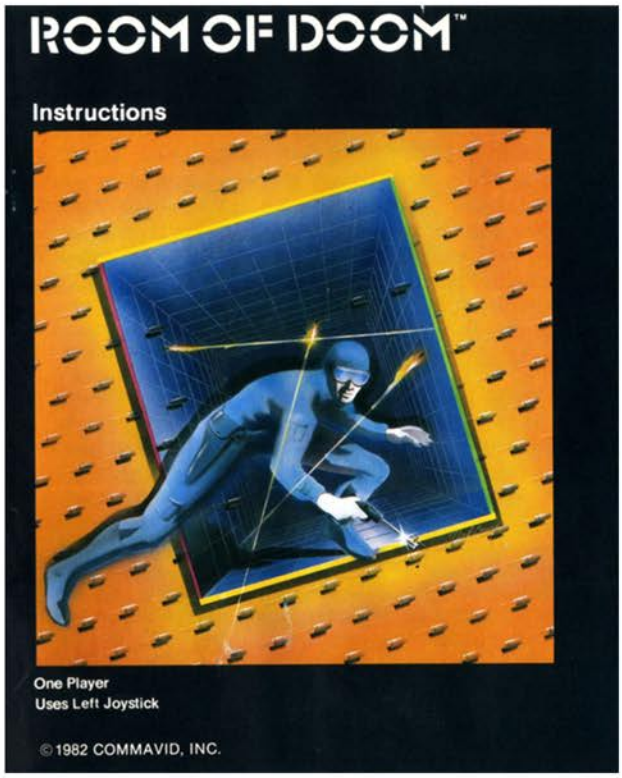
The game begins with you facing off against a miniature T-rex. All along the outer walls are a handful of gunman, just waiting for their chance to strike. When you gain control the monster will constantly pursue you, but can be temporarily banished with a well placed shot. As you move around the arena the windows in front of your would be assassins will slowly open and close. This not only gives them a chance to take a potshot at you, but gives you an opening to snipe them yourself. Once you clear every enemy outside the room, you'll be moved on to the next, more difficult room.

These rooms will continue to get more difficult, with faster monsters that won't stay stunned for very long, and as many as nine enemies shooting at you. On some of the later levels there will be instant death objects in the center of the arena, limiting where you can run to.




There are a wide variety of gameplay variations that you can mix and match together to create your perfect experience. You can make it so the windows open and close or remain open. You can toggle diagonal fire, guided bullets, and choose the speed of the game. The normal speed provides a bit of a challenge, but will also give you plenty of time to react to the action. The fast mode nearly doubles the speed, making every moment in the arena a panicked sprint for survival. For the greatest challenge, go straight to game sixty-four, which includes the most difficult options and throws in that you can't fire unless you are moving.

The graphics are a bit on the basic side, but once you get rolling you won't really care since you'll be spending too much time focused on running and gunning while avoiding an angry T-rex. If you enjoy run and gun gameplay, this is arguably the best on the system.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## Room of Doom

*ESCAPE!* Your mind throbs . . . trapped in the Room of Doom, with fiendish gunmen trying to annihilate you. Shots come from secret portholes that mysteriously open and close. Watch out! the gunmen have unleashed a hydra-headed monster; it relentlessly pursues you. Don't panic! Your marksmanship can stun it, but only for a moment. Should you remain in the Room of Doom too long, the monster becomes invulnerable to your bullets.

Dodge the gunmen's firepower; shoot them in return when the secret portholes open, and then escape! . . . but where? The next Room of Doom awaits. An even more diabolocal chamber with rapid-fire gunmen and devious monsters trying to destroy you.

Can you survive through the full gauntlet of rooms and escape unscathed? Only you can test your skill in this latest video challenge from CommaVid.

## GETTING STARTED

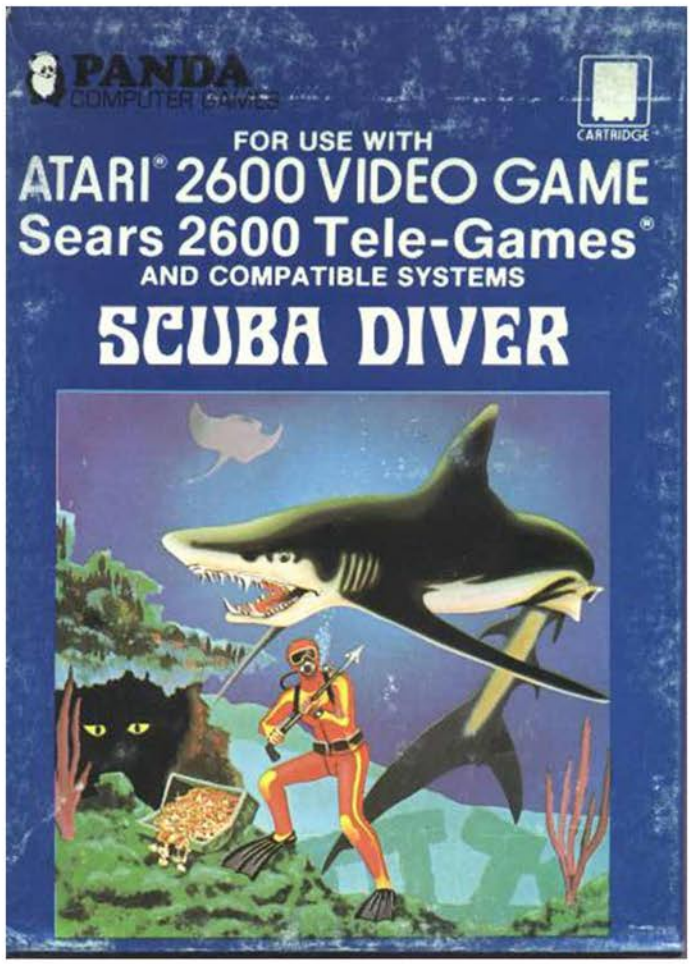
- Turn **off** your game console.
- Insert the Room of Doom cartridge.
- Make sure the **left** joystick controller is firmly connected to the console (this is the only controller used).
- Turn **on** game console.
- Select the starting room by setting the console difficulty switches. (Note: On Sears Tele-Game™, the **difficulty switches** are called **skill switches.** The **"a"** position is called **expert,** and the **"b"** position is called **novice.**)
  *Room 1:* Set **both** difficulty switches to **"b"**.
  *Room 3:* Set **left** difficulty switch to **"b"** and **right** difficulty switch to **"a"**.
  *Room 5:* Set **left** difficulty switch to **"a"** and **right** difficulty switch to **"b"**.
  *Room 7:* Set **both** difficulty switches to **"a"**.
- Press **game reset** to display the game number.
- Select one of the 64 game variations by repeatedly pressing the **game select** switch. The game number will appear at the upper left corner of your TV screen. Refer to the game features chart to see which game variations use which game features.
- Hold the joystick with the red button at the upper left.
- Start the game by pressing the **game reset** switch.

# Scuba Diver

Release Date: 1983
Publisher: Panda
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 104
Rarity: 6
Programmer: N/A

This game just might have the single worst design feature in video game history.



You are a treasure hunting scuba diver who is willing to risk life and limb in order to retrieve valuables from a sunken vessel. Unfortunately there are some serious obstacles standing in your way, such as hungry fish, vicious sea monsters, and a decision so laughably bad it almost has to be seen to be believed.

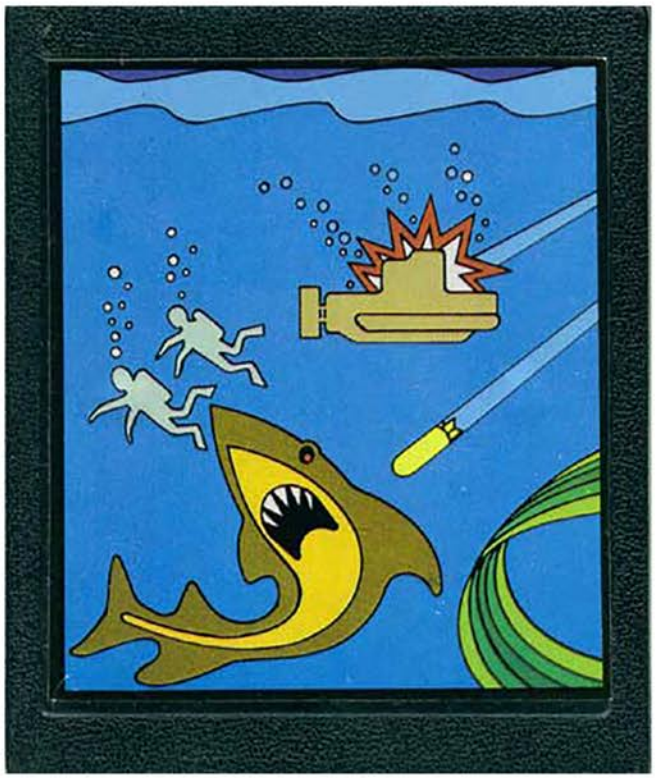
When the game begins you are in your boat, just waiting for the right moment to hop in the water. Once you get into the ocean and descend far enough, you gain control of your diver who then must harpoon every fish on screen before the sunken ship opens up. This is complicated in a number of ways, which is where the laughably bad decision comes in.

Before you can begin the hunt, you have to float halfway to the bottom of the screen, which has about a ten percent success rate thanks to the two fish you must pass being incredibly huge and fast moving. Even if they are on the other side of the screen when you jump in, they can make it over to you before you can react, resulting in you becoming fish food.

If that wasn't bad enough, when you fire your harpoon you are essentially stunned and unable to move until it returns to you. This means if you miss a single shot, you're going to die. The final insult is when you've cleared the screen of fish and move to the sunken ship, only to have another one spawn on top of you.

If by some miracle you survive the first screen, the mind numbing stupidity just keeps on coming. The sunken ship is a small maze with three treasures at the bottom of the screen and some invulnerable sea monsters roaming about. This could have been some intriguing cat and mouse gameplay if it wasn't for the fact that the ship walls are made of super glue. If you don't have pixel perfect movement you'll become stuck in the wall, forcing you to wait on being eaten or suffocating when your air runs out. Neither is a particularly good choice.

There are far better sea based games on the 2600, but this is worth checking out just for a laugh and to witness the stupidity of the jump into the water.



Top Left: Additional Screenshot
Top Right: Zellers Cartridge
Below: Manual Page Samples

## SCUBA DIVER

**The Scuba Diver game has two levels:**

1. Hunting fish.
2. Searching for treasure.

**Set the speed level according to your ability:**

1. Fish - Normal Speed
   Sea Monster - Normal Speed
2. Fish - High Speed
   Sea Monster - Normal Speed
3. Fish - Normal Speed
   Sea Monster - High Speed
4. Fish - High Speed
   Sea Monster - High Speed

After you turn on the power you will immediately hear the background music. Please select the speed level by using the selection switch, if you do not choose a speed selection, it will automatically be in the 1st speed, then push the reset switch to start the game. The scuba diver who sits in the boat is controlled by moving the joy stick. When the fish are not beneath the diver, it is safe for him to jump into the water. (Use the red button of the joystick.) If you choose the wrong time for diving, the diver will be caught by the fish. (You have a total of 4 divers.) The number of remaining divers appears in the bottom left hand corner. The score appears in the middle at the bottom.

The diver must reach a certain depth before you can control him and safely move in any direction. (In the beginning the safest place is near the surface.) When you are ready, have the diver descend and shoot the fish one by one using the firing button of the joy stick. While the diver is under the water, the score will disappear. In its place the 60 second oxygen supply for each diver will be shown.

As the diver is under the water, the time will reduce second by second. The diver must return to the boat before the oxygen supply is used up. This is done by entering the center bottom of the boat. When he jumps in again, he has an additional 60 seconds. However, if he gets caught by a fish before he can return safely to the boat, you will not score any points. When he safely returns, your score will be shown instead of the oxygen supply.

**Scoring:**

Each fish harpooned is worth 500 points.

You can harpoon as many fish as you like, but watch the oxygen supply. Also, if you miss a fish, then the diver can not be moved until the harpoon returns to the diver.

**Level Two:**

To get to level two you must first harpoon all the fish showing in the first level, and then immediately enter the sunken ship (lower center screen) downward to the bottom before another fish appears. When you enter the sunken ship, a new game will appear on the screen. You are now inside the ship searching for treasure. (Caution: You still must watch your oxygen supply from level one still being displayed.)

The walls of the sunken ship are very stickly. If the diver hits the wall, you have to move the joy stick very hard to release him, or push the firing button to release. If he hits the wall too hard, he cannot escape no matter how hard you move the joy stick.

Inside the sunken ship you must beware of the three sea monsters. The diver cannot destroy the sea monsters, he can only swim to avoid them. The sea monsters protect the treasure chests and can go through the walls of the ship, while the diver cannot. You will notice some narrow openings that the diver can go through to escape the sea monsters. For the diver to enter these passages, you must push the firing button of the joy stick and move the joy stick at the same time. All you need to do to retrieve the treasure chests is have the diver touch the treasure chest.

**Scorings:**

1. If you get one treasure chest you score 500 points.
2. If you get two treasure chests during the same dive you get 1,500 points.
3. If you get three treasure chests during the same dive you get 11,500 points.

Remember, you must watch your oxygen supply. After retrieving a treasure chest or if your oxygen supply is too low, you will need to return to level one. This is done by having the diver go to the surface of the water. Beware, there will be three fish waiting for you.

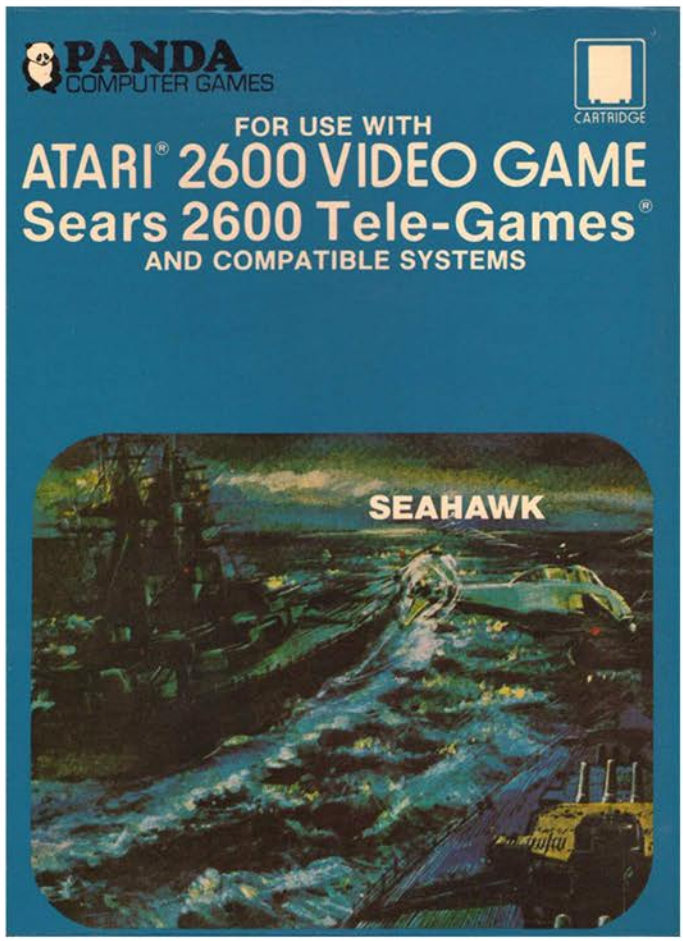
Whenever the game is finished, you have the background music again.

# Sea hawk

Release Date: 1983
Publisher: Panda
Controller: Joystick
Players: 1
Genre: Shoot'em Up

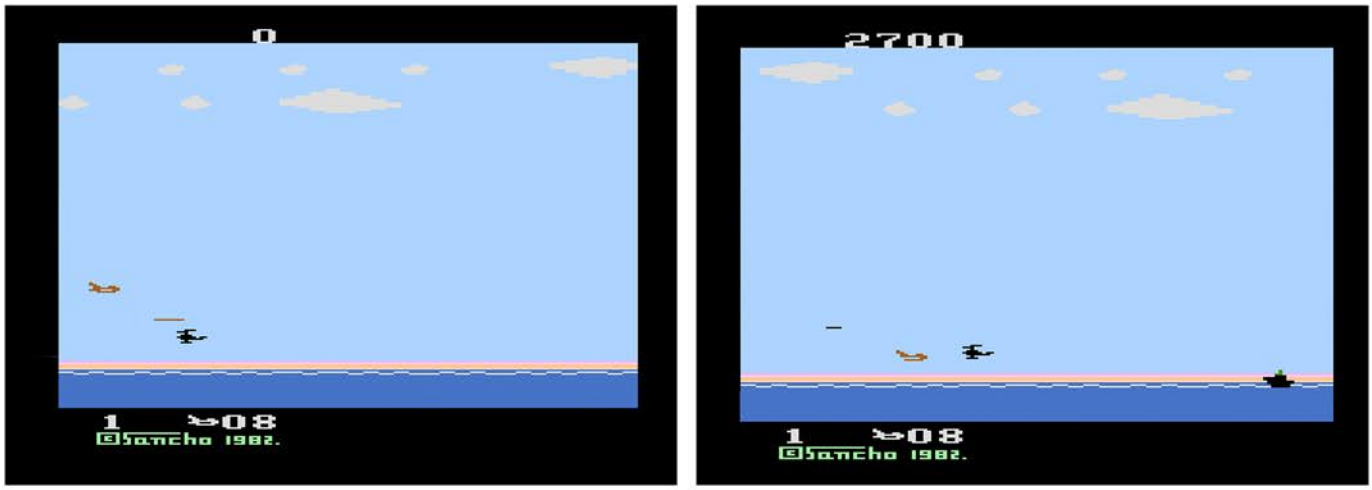
Alternate Title: N/A
Model #: FB1008
Rarity: 4
Programmer: N/A

This shooter is in the running for worst game on the 2600.



You are in control of the mighty Sea Hawk fighter plane, a state of the art weapon of war that can destroy airborne enemies as well as sea based ones.  Your jet comes equipped with a machine gun as well as torpedoes, and has an unlimited supply of both, so weapons hot!

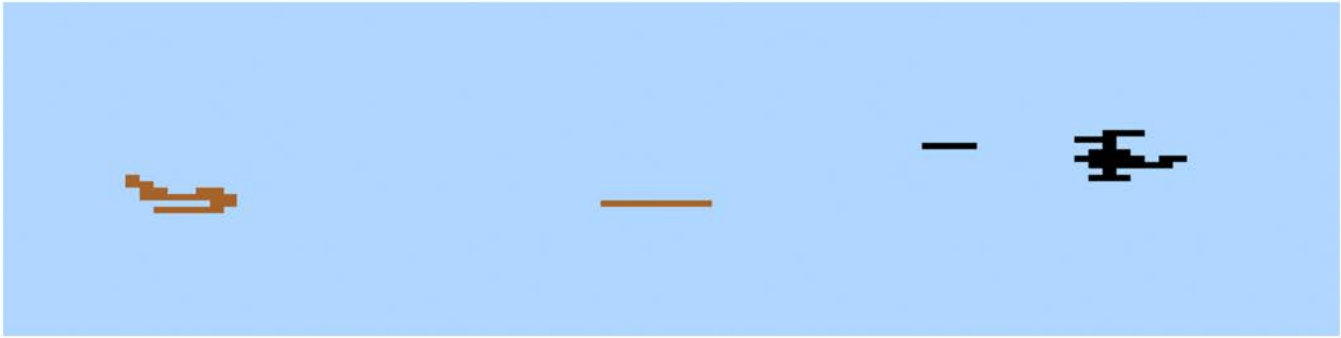
The game begins with you on screen with an enemy E-Gull helicopter and a ship that could be friend or foe.  As you move to the right you'll encounter new sets of choppers and ships, with the ship randomizing between good and bad.  To engage the helicopter you'll have to push in the direction you want to fire while hitting the button, which takes some getting used to.  If you just hit the fire button you'll drop a torpedo in the water, however if you want it to do damage you'll have to land a direct hit.

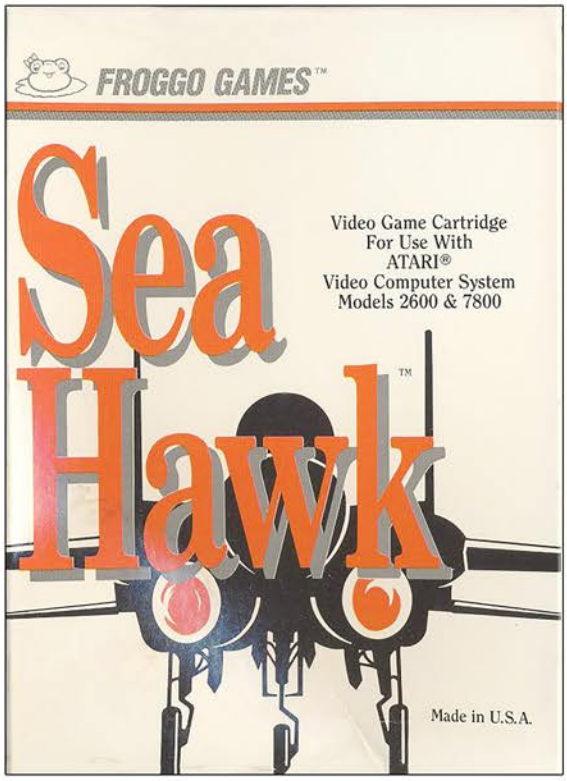



Mastering the art of the torpedo drop is a bit difficult unless you are right on top of the water. After you drop it the trajectory is affected by your movement, so if it looks like you are overshooting your target, simply turn back and it will adjust accordingly. Unfortunately the enemy fire from those ships will do the same thing, making some of their surface to air missiles very difficult to dodge. The good news is, if you are shot down your pilot ejects and floats down to the bottom of the screen. If you are fortunate enough to land him on a friendly ship, you don't lose a life, which is literally the only positive thing this game has to offer.

There aren't levels exactly, just a ramp up in enemies when you hit certain point thresholds. When you get to ten thousand, a second chopper will appear, and when you get to thirty thousand you'll be facing off against a trio of them. You'll know this happens because the enemies will begin to flicker to the point of absurdity.

When you combine the lackluster graphics, the dull gameplay, the lack of enemies, the poor controls and the fact that the shots can be impacted by screen movement, the end result is a game that shouldn't be played. There are plenty of other great shooters on the 2600.






**SEAHAWK™**

In this game, the attack power you can control are the red planes. The red ships are on your side. Black helicopters and ships belong to the enemy. Both of them will shoot you. You have 8 planes altogether. Press the "RESET" button to start. The red button is both the torpedo and the machine-gun firing controller. You can fire a torpedo by pressing the red button and fire the machine-gun by pressing the red button and, at the same time, turning the joystick to the right or left. If your plane is hit, the pilot will parachute himself. Control the parachute to let it fall on the ship of your side, then you are saved. You are destroyed if you fall on an enemy's ship or into the ocean. Another plane will show up automatically at the left or right of the screen.

Phase I : In the beginning, only one helicopter will appear at a time. You can get 100 points by destroying a black helicopter and 500 points by destroying an enemy ship. Hitting your own ship will be minus 500 points. Phase II begins when your scores sum up to 10,000.

Phase II: In Phase II, two black helicopters will appear at a time. You can gain 200 points by hitting one helicopter and 1,000 points by hitting one enemy ship. Hitting your own ship will be minus 1,000 points.

Phase III: When your scores sum up to 30,000, three black helicopters will show up at a time. You can gain 300 points by hitting one helicopter and 1,500 by hitting one black ship. Hitting your own ship will be minus 1,500 points.

Every time you hit 20 helicopters, you can have one more plane as a bonus.

The torpedoes have 3 different sizes. Use the selector switch on the machine to choose the size you prefer.

Top Left: Froggo Release Box
Top Right: Original Manual Sample
Below: Froggo Release Manual Page Samples

## Sea Hawk

Sea Hawk is a full-color action game for one player. It is designed to be played on the ATARI® Video Computer System™ VCS 2600 and 7800.

A steady hand and quick wits are crucial if you are going to win this action packed air-sea battle! You must constantly dodge enemy fire and possible collisions with enemy helicopters and ships.

As the game begins, you have eight Sea Hawk fighter planes in your defense arsenal but can only use one at a time. Your weapons include a machine gun and an unlimited supply of torpedoes. The black AtakLaunch ships and E-Gull helicopters are the enemy and you must eliminate them. If your plane is hit by enemy fire, your pilot will parachute to safety, but he needs your help to reach one of your Red Hawk aircraft carriers. If he lands in the ocean or on an enemy ship, he's dead. For now only one enemy helicopter will appear on screen at a time.

You graduate to Level 2 when you score 10,000 points. The battle grows more furious as two enemy E-Gull helicopters appear on screen to do battle with you.

The intensity increases when you score 30,000 points and enter Level 3. Here you will be attacked by three E-Gull helicopters that boldly challenge you, determined to down your planes!

## Instructions for Setup

1. Follow the manufacturer's instructions to connect the ATARI Video Computer System to your TV.
2. Install only the **Left** Joystick control. The **Right** Joystick is **not** used.
3. Make certain that the ATARI power switch is **OFF**, then insert the game cartridge.
4. Set the TV **TYPE** switch to the proper setting.
5. Set the **DIFFICULTY** switch to A (slow) or B (fast).
6. Set the **CHANNEL** 2-3 switch to the proper setting for your TV.
7. Set the **POWER** switch to **ON**.

## Instructions for Play

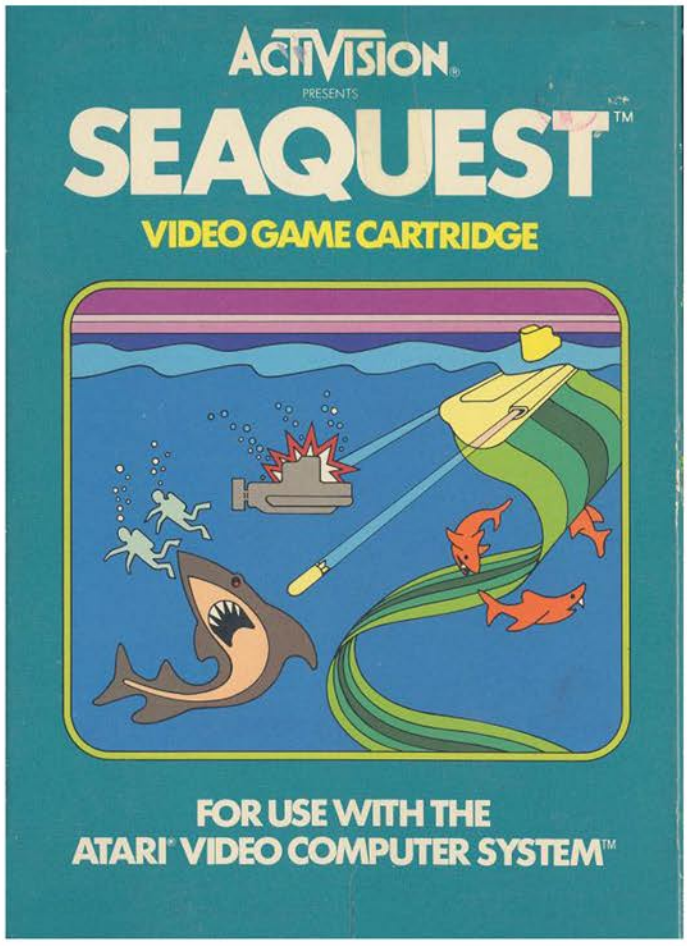
1. Push **RESET** to start or restart Sea Hawk action.
2. The action begins immediately. You start with eight (8) red Sea Hawk planes and will receive one more plane as a bonus every time you hit 20 enemy E-Gull helicopters.
3. The red button performs two functions. It is the torpedo and the machine-gun firing controller.
   (NOTE: The Joystick controls the direction of your Sea Hawk plane.)
4. To fire a torpedo, press the red button once. There are three (3) torpedo sizes. To select the size you prefer, press the selector switch on the machine.
5. To fire the machine gun, press the red button and, at the same time, turn the Joystick either left or right.
6. If your plane is hit, your pilot will parachute to safety. But you must help him land on one of your Red Hawk aircraft carriers. If your pilot lands in the ocean or on an enemy ship, he is dead.

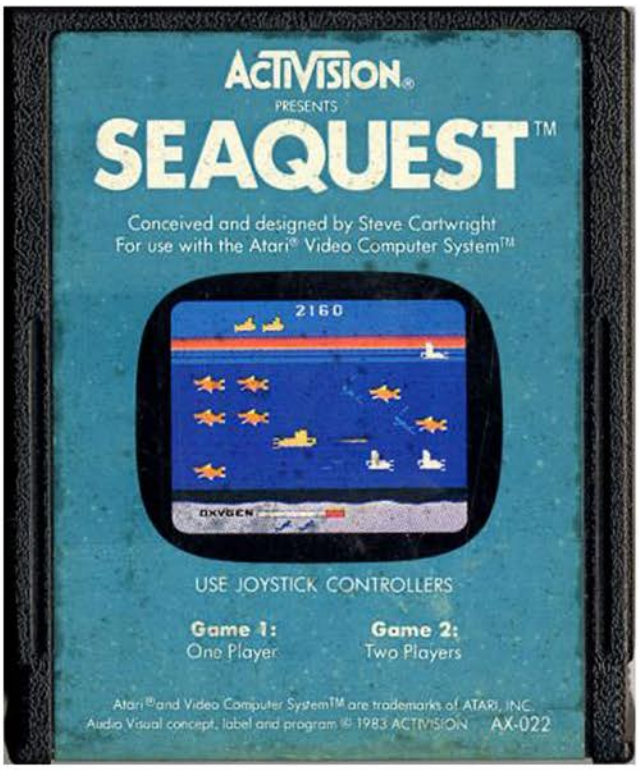
# SEAQUEST

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AX-022
Rarity: 2
Programmer: Steve Cartwright

This undersea adventure is one of the finest shooters in the 2600 catalog.



You have sent your team of adventure seeking divers to the bottom of the ocean in search of buried treasure. Unfortunately they have run into some trouble and are in desperate need of rescue. Their only hope is you and your heavily armed sub coming to pick them up.

The game begins with you stocking up on air before diving into the crystal blue waters of the ocean. Soon after groups of sharks and enemy submarines will emerge from the sides of the screen to try and take you out. Occasionally one of your divers will swim out, often being pursued by something that either wants to eat them or shoot them. In order to save them, simply bump into them with your submarine while shooting at whatever was chasing them. Rescue six of them and you'll be rewarded with bonus points as well as moving on to the next stage.

While you are underwater your oxygen gauge will begin to tick down, and an alarm will sound when you only have eight seconds of air left. In order to prevent your death you'll need to head to the surface and refill your supply. This will cost you one rescued diver, meaning you'll have to save another one to reach your six to end the stage. If you make the mistake of surfacing without a diver, your submarine will self destruct, apparently out of shame for not doing its job.

There are a couple of minor issues with the game, however they don't really impact the game too much. The first is that the divers appear randomly, so you can have instances where you'll be near death due to lack of air and won't have anybody you could have rescued. The second problem is a cheap death between levels. There is an enemy patrol sub that moves across the surface of the water, and he moves while your air supply is being replenished. On later levels when he moves quickly, if you end the previous stage anywhere on the right half of the screen he'll hit you before you can begin moving. It's an easy enough thing to avoid, however it's frustrating the first time it happens.

Even with the minor issues this is one of the best shooters on the system. The graphics are fantastic, the gameplay is frantic, and the controls are tight. If you're a fan of the genre check it out.

NEW FOR USE WITH THE ATARI® SYSTEM

ACTIVISION
SEAQUEST
VIDEO GAME CARTRIDGE

Coming,
February 1983

Get your sea legs, because Steve Cartwright's new submarine adventure game has just been launched. Your divers have finally located the greatest sunken treasure on the ocean floor, but getting back to the mother ship could get a little tricky. Your men have been spotted by a fleet of pirate scavengers and if they don't get 'em, the killer sharks will.

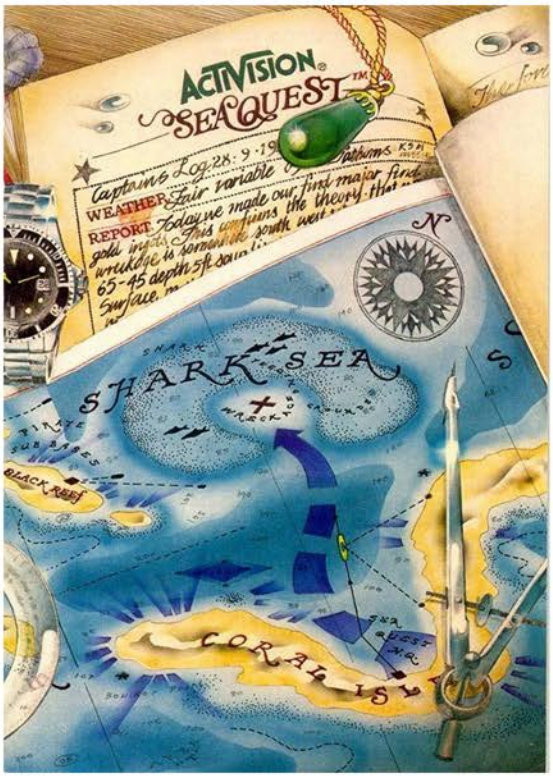
ACTIVISION
SPIDER FIGHTER
VIDEO GAME CARTRIDGE

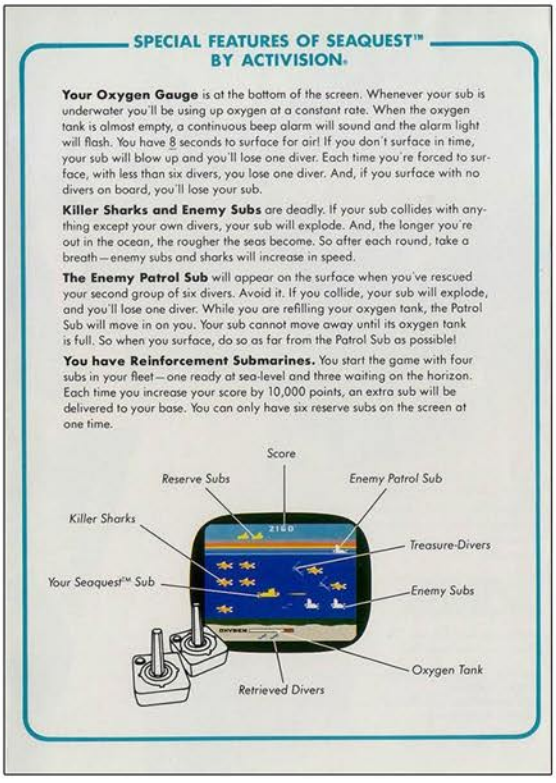
Coming,
January 1983

Designed by Larry Miller. Monstrous spiders are determined to turn your peaceful orchard into a war zone. They spring into action, laying eggs that quickly turn into fearsome fighters. Your remote control bug cannon zaps them into bug heaven, if they don't get you first. Vibrant graphics, spooky sounds, and enough challenge to "bug" the most dedicated video game player.

2

Top Left: Catalog Sample
Top Right: Patch (50,000 Points)
Below: Manual Cover and Page Sample



SPECIAL FEATURES OF SEAQUEST™ BY ACTIVISION®

**Your Oxygen Gauge** is at the bottom of the screen. Whenever your sub is underwater you'll be using up oxygen at a constant rate. When the oxygen tank is almost empty, a continuous beep alarm will sound and the alarm light will flash. You have 8 seconds to surface for air! If you don't surface in time, your sub will blow up and you'll lose one diver. Each time you're forced to surface, with less than six divers, you lose one diver. And, if you surface with no divers on board, you'll lose your sub.

**Killer Sharks and Enemy Subs** are deadly. If your sub collides with anything except your own divers, your sub will explode. And, the longer you're out in the ocean, the rougher the seas become. So after each round, take a breath—enemy subs and sharks will increase in speed.

**The Enemy Patrol Sub** will appear on the surface when you've rescued your second group of six divers. Avoid it. If you collide, your sub will explode, and you'll lose one diver. While you are refilling your oxygen tank, the Patrol Sub will move in on you. Your sub cannot move away until its oxygen tank is full. So when you surface, do so as far from the Patrol Sub as possible!

**You have Reinforcement Submarines.** You start the game with four subs in your fleet—one ready at sea-level and three waiting on the horizon. Each time you increase your score by 10,000 points, an extra sub will be delivered to your base. You can only have six reserve subs on the screen at one time.



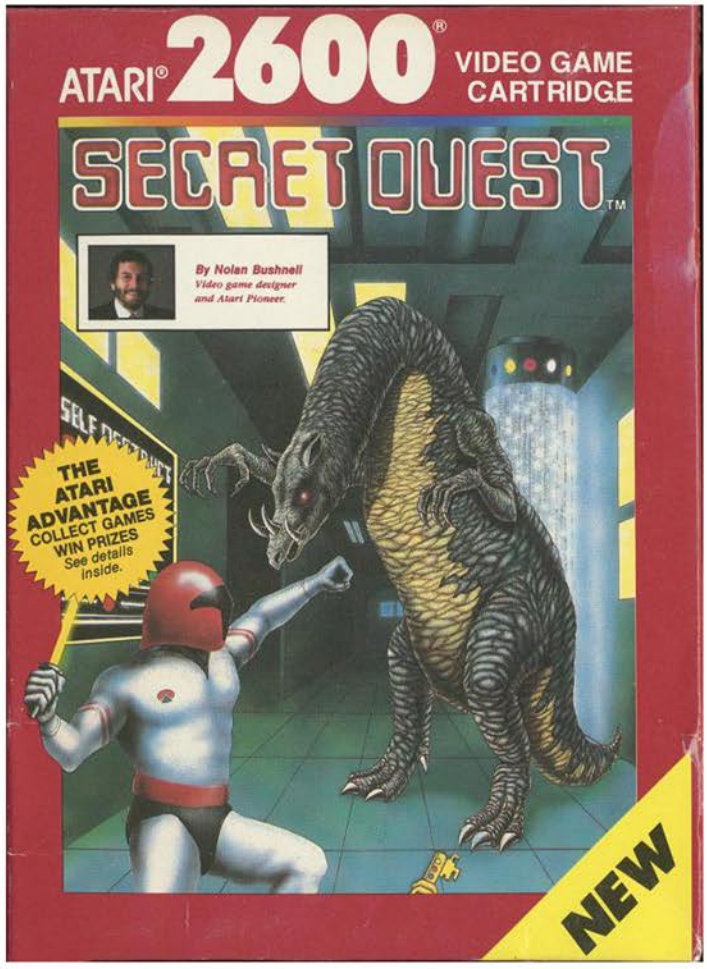
# SEAQUEST

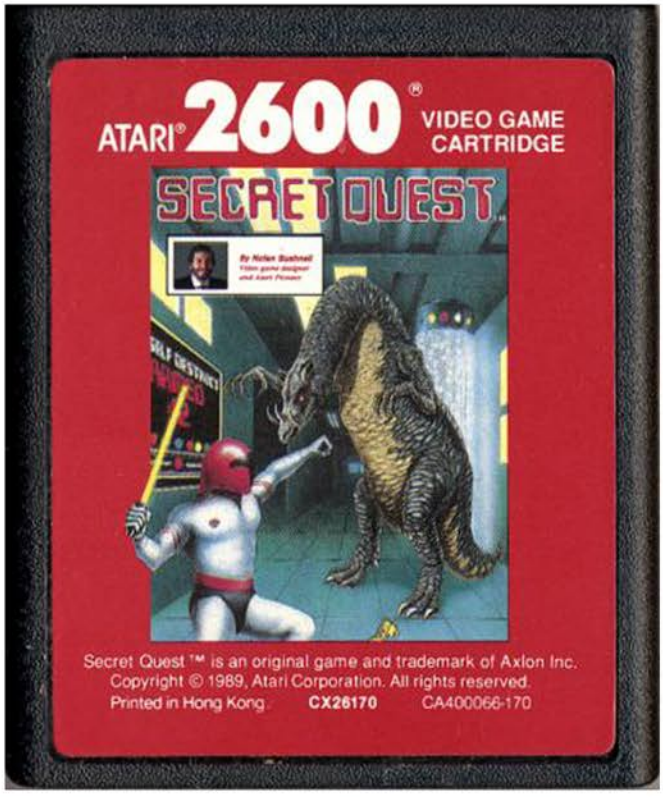
# Secret Quest

Release Date: 1989
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Secret Quest

Alternate Title: N/A
Model #: CX26170
Rarity: 4
Programmer: Steve DeFrisco

This Legend of Zelda inspired title is one of the deepest on the 2600.

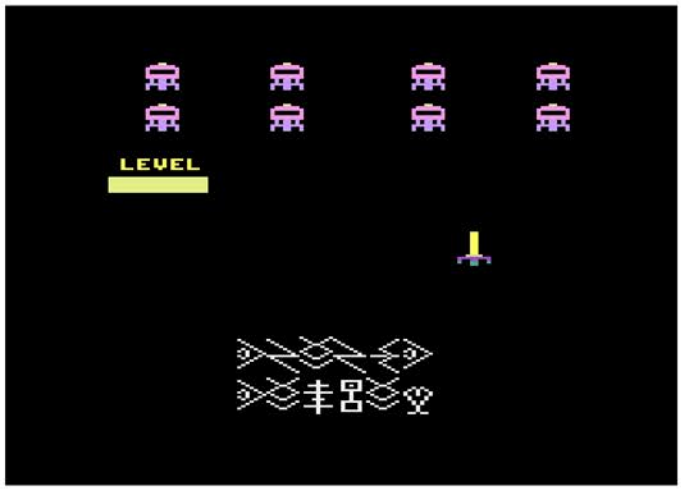


You are an energy sword wielding spaceman who has taken it upon himself to destroy eight alien space stations. This is made a lot easier due to the aliens being careless with their self destruct codes.

The game begins with you at the start of the first space station maze. Viewed from the top down perspective you can go from room to room doing battle with enemies as they materialize one by one. Your goal is to locate three key rooms. The code room, which will give you the proper self destruct symbol. The computer room where you will input this symbol. And finally the transporter, which will whisk you away to safety after you set things to explode.

The first station is pretty straightforward, with only a few branching pathways and everything taking place on a single floor. There are two main enemies, a sentient Bear Trap and the dreaded Potato Man. Defeating them will give you one of two items, either energy or oxygen, both of which is needed to survive. Every time you use your weapon you'll drain energy (with the Sonic Blaster and Particle Beam using more than your Energy Sword), and every time you are hit you'll lose oxygen. Run out of air, and it's death for you.

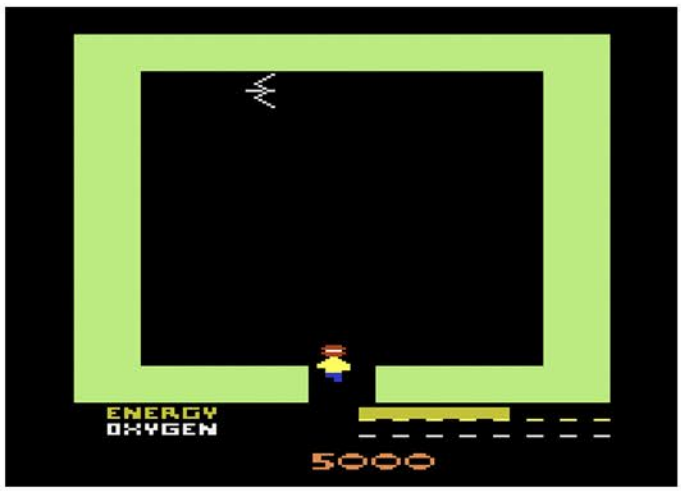


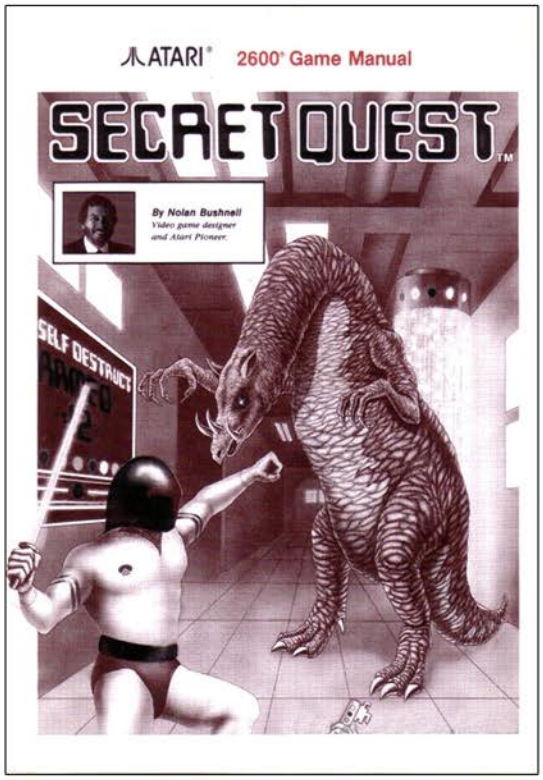

Enjoy running through the first station because the difficulty really ramps up from there. Starting with the next station additional floors are added, as well as requiring more symbols for the self destruct sequence. By the time you reach the eighth and final station, there will be eight floors with sixteen rooms each, as well as eight code fragments.

The enemies are somewhat annoying even though they only come at you one at a time. They have a tendency to run wild and attack from a diagonal position, making them difficult to doge. This wouldn't be a huge deal if you started out with full oxygen, but your bar is only partially filled to start the game so it's always a struggle to keep afloat.

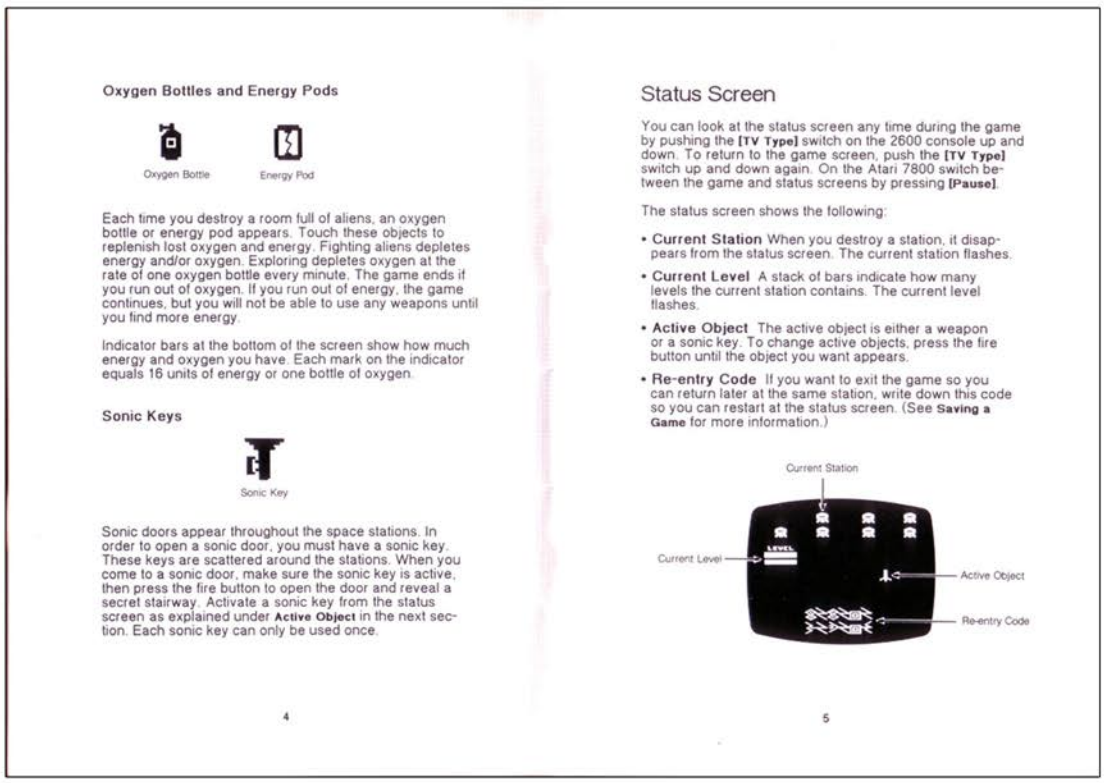
By using the switches on the console, you can access a menu screen where you can switch item, see what level you are on, and get your password so that you can continue at a later time.

This is one of the most advanced 2600 games that unfortunately came along far too late. The game is reminiscent of Zelda, which came out two years earlier on the NES, making this game obsolete. Still, it's worth a look to see just how far the system could be pushed.






Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples



**Oxygen Bottles and Energy Pods**

Oxygen Bottle  Energy Pod

Each time you destroy a room full of aliens, an oxygen bottle or energy pod appears. Touch these objects to replenish lost oxygen and energy. Fighting aliens depletes energy and/or oxygen. Exploring depletes oxygen at the rate of one oxygen bottle every minute. The game ends if you run out of oxygen. If you run out of energy, the game continues, but you will not be able to use any weapons until you find more energy.

Indicator bars at the bottom of the screen show how much energy and oxygen you have. Each mark on the indicator equals 16 units of energy or one bottle of oxygen.

**Sonic Keys**

Sonic Key

Sonic doors appear throughout the space stations. In order to open a sonic door, you must have a sonic key. These keys are scattered around the stations. When you come to a sonic door, make sure the sonic key is active, then press the fire button to open the door and reveal a secret stairway. Activate a sonic key from the status screen as explained under **Active Object** in the next section. Each sonic key can only be used once.

4

## Status Screen

You can look at the status screen any time during the game by pushing the **[TV Type]** switch on the 2600 console up and down. To return to the game screen, push the **[TV Type]** switch up and down again. On the Atari 7800 switch between the game and status screens by pressing **[Pause]**.

The status screen shows the following:

- **Current Station** When you destroy a station, it disappears from the status screen. The current station flashes.
- **Current Level** A stack of bars indicate how many levels the current station contains. The current level flashes.
- **Active Object** The active object is either a weapon or a sonic key. To change active objects, press the fire button until the object you want appears.
- **Re-entry Code** If you want to exit the game so you can return later at the same station, write down this code so you can restart at the status screen. (See **Saving a Game** for more information.)

Current Station
Current Level
LEVEL
Active Object
Re-entry Code

5

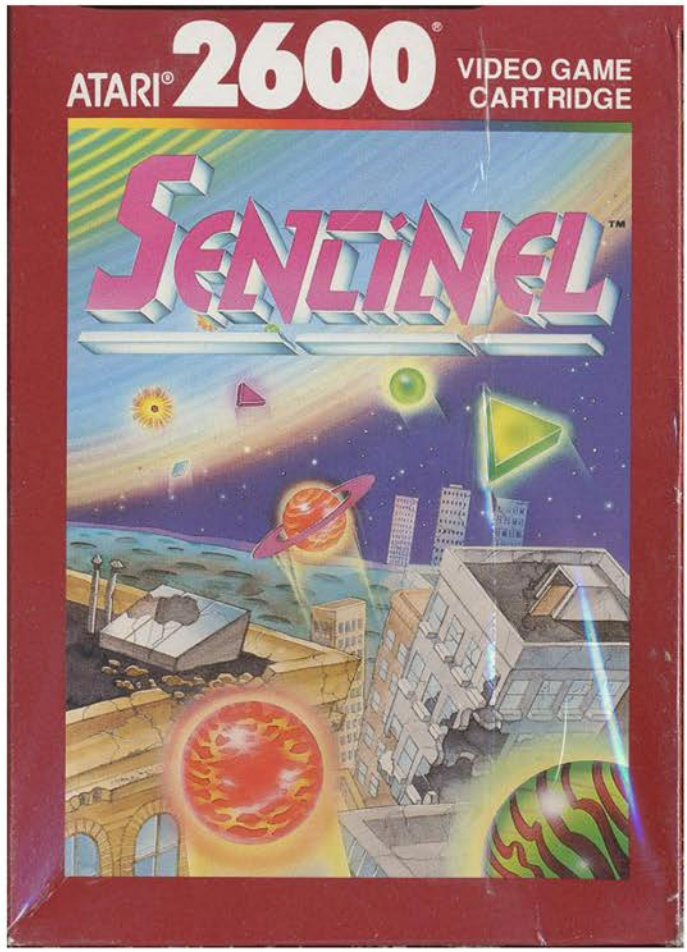
# SECRET QUEST

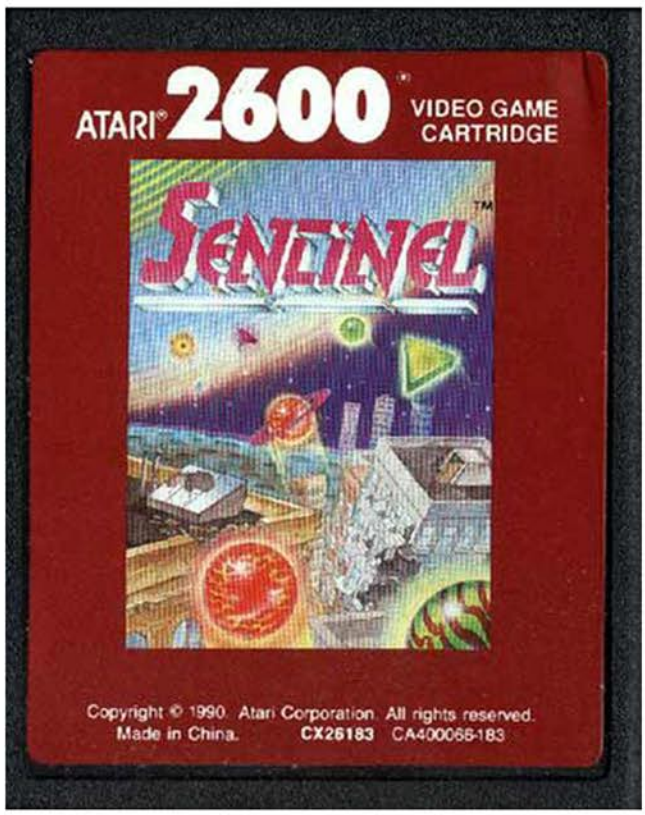
# SENTINEL

Release Date: 1990
Publisher: Atari
Controller: SX Light Gun
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX26138
Rarity: 5
Programmer: David Lubar

This light gun game is a one of a kind on the 2600.



You are a brilliant scientist that has created an energy storage orb that can potentially save the Earth by powering it. Unfortunately aliens threaten to destroy it, so it's up to you to defend it with your gun, shooting everything that comes even remotely close to it.

The game begins with your giant orb (which takes up nearly a third of the screen) floating along the left side of the screen. To the right are a wide variety of alien ships and shapes that are in need of shooting. As you progress through the level, you'll eventually come across the alien lord who is guarding the power station. Defeat them, get powered up and move on to the next alien world. This setup is a nice change of pace from standard "defeat the aliens" storylines, turning the player into the invading force.

The action is fairly dull however, with the game feeling like a glorified shooting gallery rather than taking on an alien army. No matter how crack of a shot you are, your orb will take damage due to just how large it is. This is especially true when you get to the boss that takes up the entirety of the screen and fires constantly.

Your gun has two fire modes, the standard one that puts out a laser blast with each pull of the trigger, and the super shot mode that clears the screen of enemies. The super shot regenerates over time, so it's wise to use it sparingly.

Sentinel was the only game released that used the XE Light Gun add-on, which meant the game was even less accessible than other 2600 titles. Further hampering it is the extremely late release date, putting it in direct competition with both the NES and Sega Genesis. As a result the only reason this game is even moderately known is due to it being the answer to the trivia question "what is the only light gun game on the 2600".

Top Left: Light Gun
Top Right: Manual Cover
Below: Manual Page Samples

## Locate and Absorb Energy!

You're a scientist, and your invention, a pulsating, glowing orb called the Sentinel, absorbs and stores energy from a variety of sources. Now Earth is threatened by deadly aliens, and you must use your creation to save your planet.

You must defend the Sentinel against alien attacks as it glides over four enemy planets, absorbing all alien energy sources in its path.

The Sentinel absorbs the energy from every power pod or energy capsule you shoot with your light gun. When an energy source is hit, the Sentinel absorbs the target's energy.

Each of the four alien planets is more difficult to conquer than the last. You must find and destroy the alien lords who guard each planet's power station. Destroy the station to destroy the planet. Then move on to the next world.

A single alien entity controls the other alien lords. When you have destroyed the four worlds, the Sentinel will come face to face with this evil entity. Defeat the final evil to complete your quest!

## Getting Started

1. With your TV switched on, insert the Sentinel cartridge into your Atari 2600 (or 7800) as described in your owner's manual. Switch on your console.
2. Connect a light gun to the left controller port.
3. To begin the game, press the fire button or press **RESET**.

### Optional Game Controls

To enhance play, the following optional game controls allow you to pause and restart the game:

- If you are using an Atari 7800 press **PAUSE** to pause the game. Repeat to resume play. On a 2600, pause the game by moving the B/W button twice (up and down or down and up, depending on the original location); repeat to resume play.
- To return to the title screen and restart the game, press **RESET**.

## Playing the Game

Sentinel is a fast action arcade-style game requiring lightning fast reflexes and skillful shooting through four deadly alien landscapes. A direct hit on enemy power cells, ground and air attack vehicles, colonists, and other obstacles drains the energy from the alien source and feeds it into the Sentinel.

You begin the game with four lives. Damage from enemy fire bleeds energy from the Sentinel, and too many hits from enemy fire destroys the Sentinel.

The Sentinel moves steadily across each alien landscape. You must destroy enemies on the ground before they have a chance to fire, and blast enemy ships out of the sky before they can touch the Sentinel.

Some aliens do more damage than others. Each alien world contains a greater number and variety of alien obstacles than the previous world. The aliens move with greater and greater speeds, darting in to steal precious energy from the Sentinel. Try to blast as many aliens as you can and absorb their energy. Try not to miss an alien. If you miss an alien twice, your energy decreases by one point. You will need to store a great deal of energy to survive the deadly battles with alien leaders.

At the end of each alien world you will encounter the spinning space station of that world's alien leader. The sinister stations quickly repair damage inflicted upon them. You must shoot fast to destroy the Station before the repairs are completed.

You can also pick up power pods and energy capsules on each alien world. These pods and capsules will enhance your shooting abilities or provide extra capabilities to the Sentinel. (See **Items**.)

## Screens

The Sentinel screen is divided into two sections. The top section shows game action. The lower section is the statistics screen.

The Statistics screen shows, from left to right:

**Top Line**—Current score

**=**—The number of orbs (lives) remaining.

**P**—Your current Power Points (50 max)

**D**—The distance left to the end of the level.

**S**—Super Shots: only works when this number is at 99. Super Shots slowly recharge after each use.

## Items

You can find the following items on enemy worlds to help you in your battle:

Energy Pod circles the Sentinel.

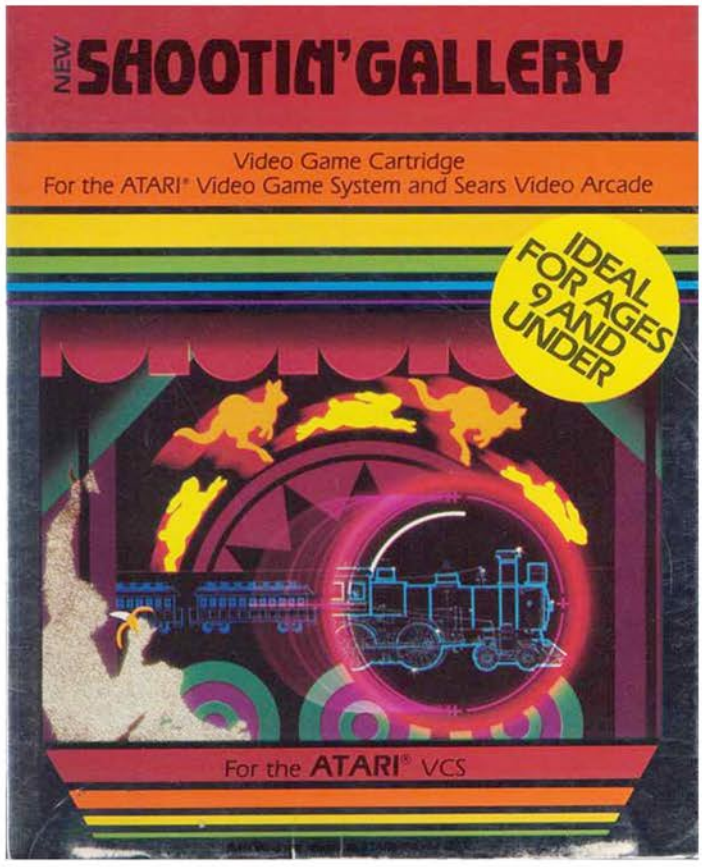
**Super Shots** destroy all enemies on the screen. Activate Super Shots by shooting one shot at the Sentinel orb itself. You begin the

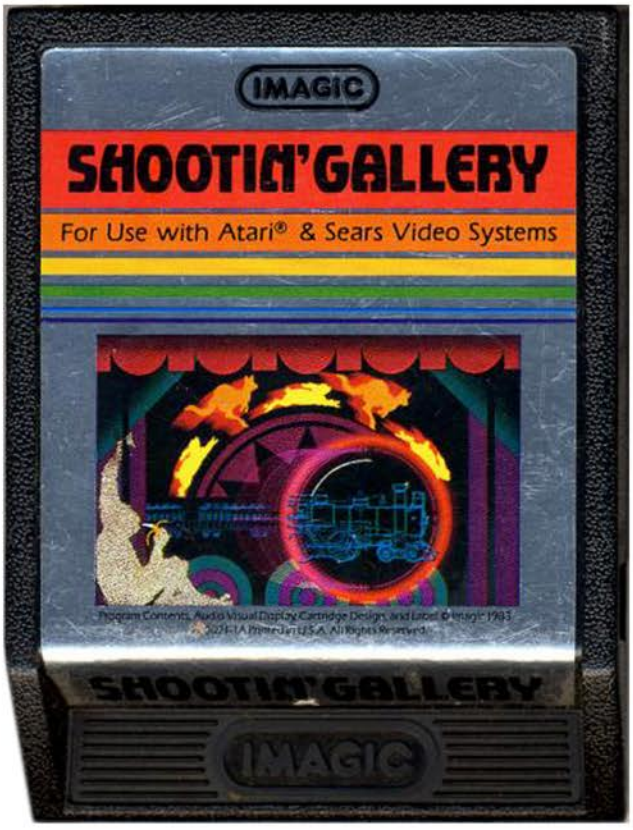
# SHOOTIN' GALLERY

Release Date: 1982
Publisher: Imagic
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: IA3410
Rarity: 5
Programmer: Dennis Koble

This is a simple yet fun target shooting game.

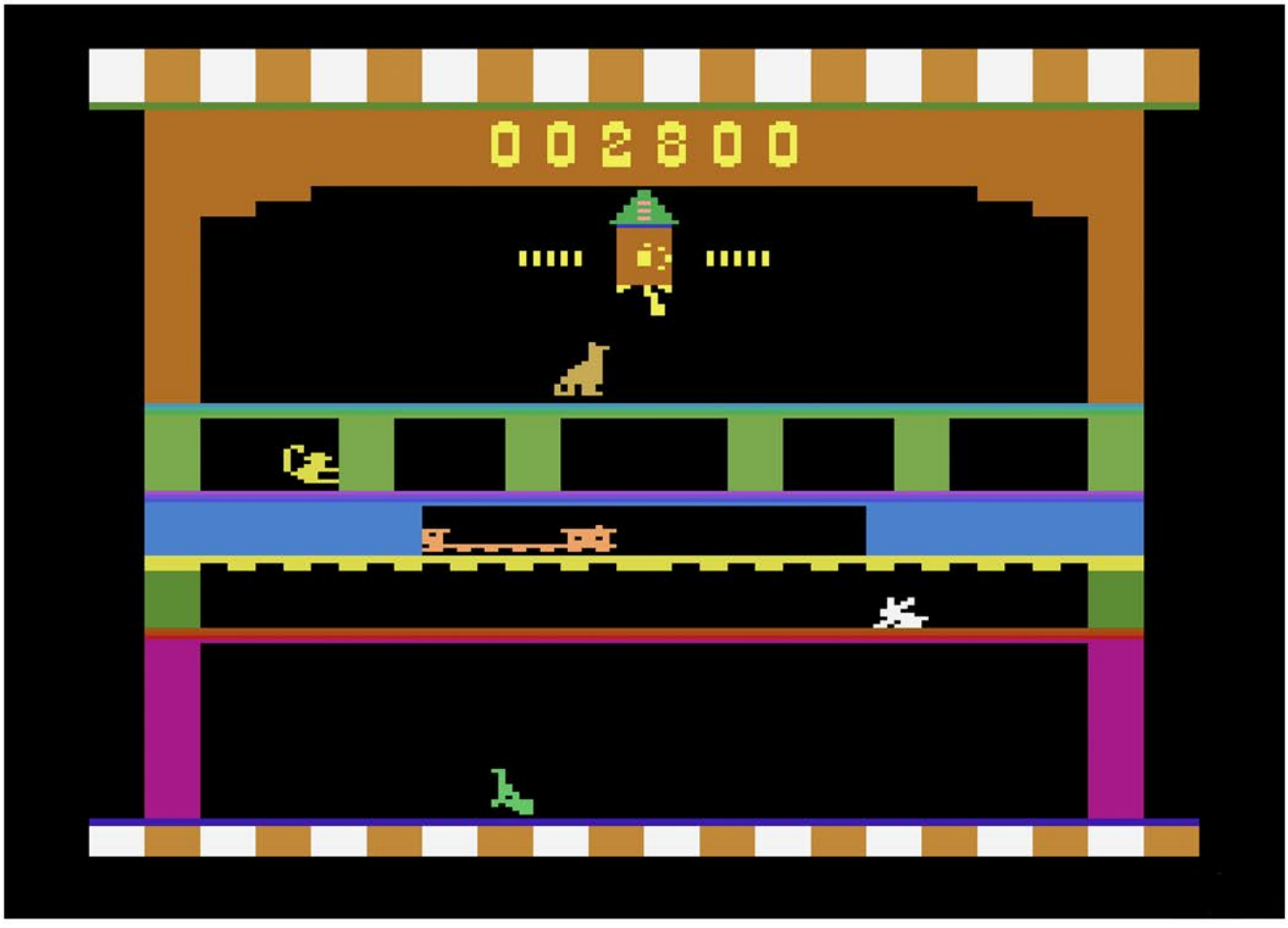


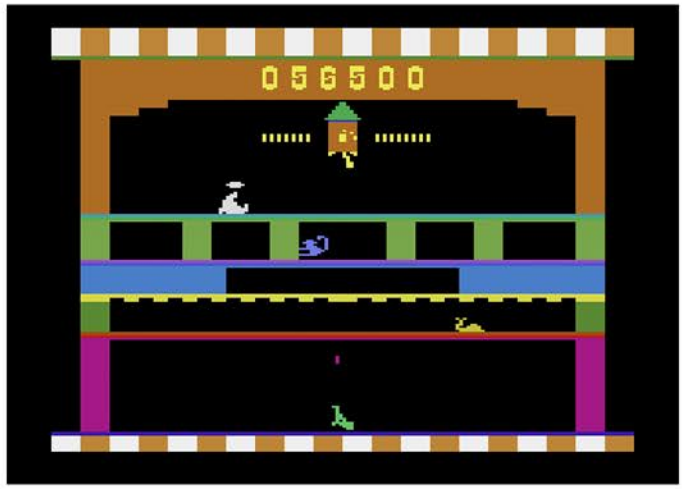



Welcome to the Shootin' Gallery, where there is never a shortage of targets for you to take aim at. You'll need to be at your absolute best though, because not only do you have a limited number of bullets, there are targets that will fight back by snatching them before they can be fired.

The game begins with your gun at the bottom of the screen, aiming up towards four rows of targets as well as a cuckoo clock that counts down. There are several rows of animals that will scamper across the screen, and a train that drives back and forth. Each character has specific point values assigned to them, however with the train if you shoot the caboose and cars before the engine you get bonus points.

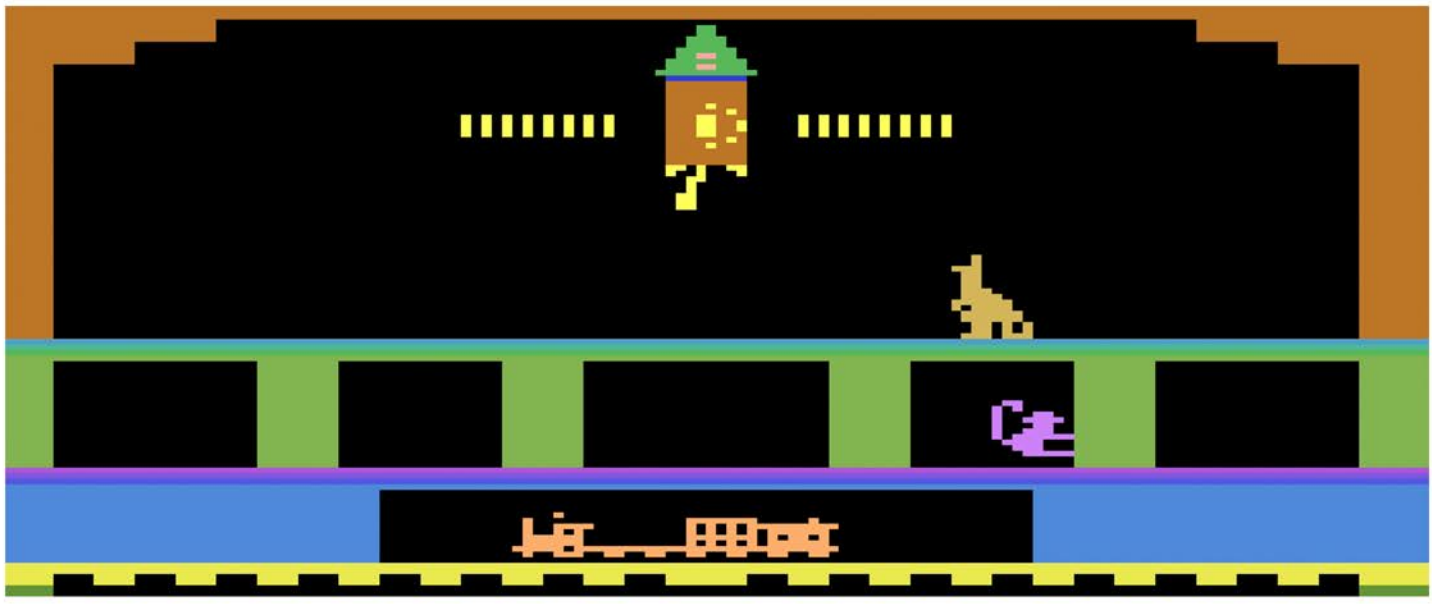
You start out with sixty-four bullets and can earn more in a variety of ways. The easiest of which is to get your score to an increment of twenty thousand, which will grant you as many as eleven additional shots. There are also animals that will appear on the bottom row such as rabbits, rats and something called a gullywhomper that will give you an extra shot when hit. These amount to free shots that help build your score up.



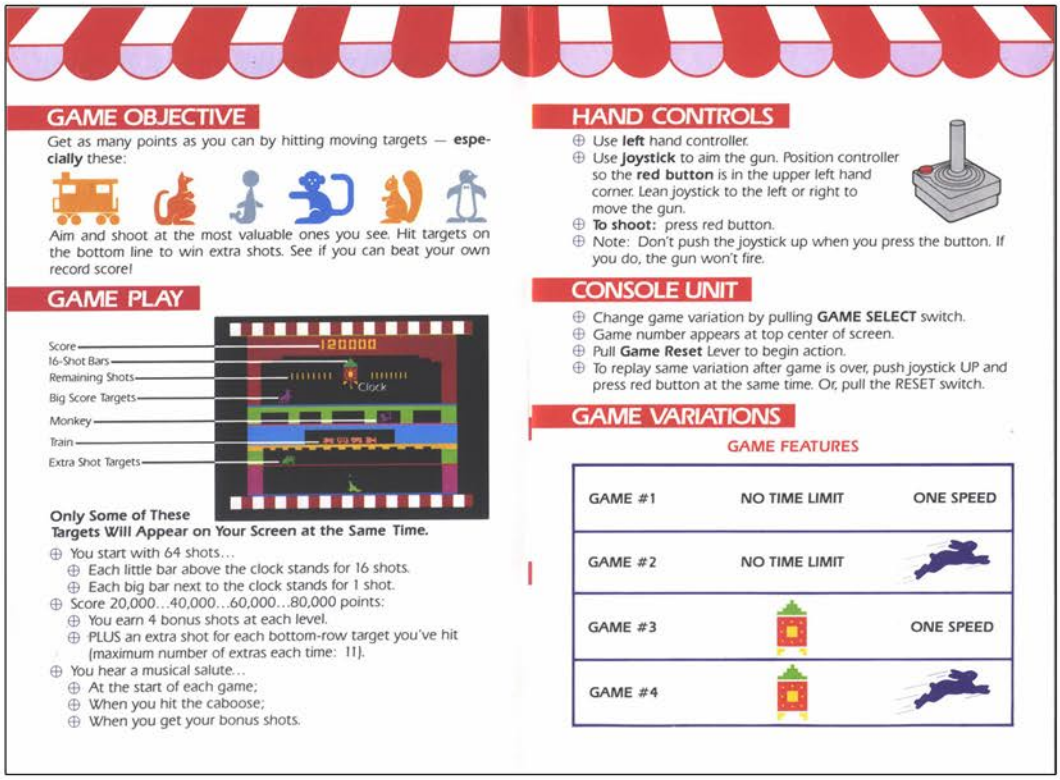



There are four gameplay options that are really just slight variations on the basic gameplay. The first one is just basic target practice, while the second is a sped up version of the first. Games three and four add in the dreaded cuckoo enemy that can devour your bullets. On the clock there is a timer that will countdown, and if it reaches zero the game pauses while the cuckoo eats four of your bullets. If you are able to shoot the clock, the timer resets. Some of the scoring and bonus animal triggers varies from mode to mode, but it's nothing the average player would notice.

While this isn't the deepest shooter that is out there, it is very satisfying. The targeting and firing feels nice, there are a wide variety of constantly moving targets, and the later modes add in a sense of urgency with the cuckoo clock. If you are looking for a laid back, challenging shooter, this is a good way to go.



Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



## GAME OBJECTIVE

Get as many points as you can by hitting moving targets — **especially** these:

Aim and shoot at the most valuable ones you see. Hit targets on the bottom line to win extra shots. See if you can beat your own record score!

## GAME PLAY

Score
16-Shot Bars
Remaining Shots
Big Score Targets
Monkey
Train
Extra Shot Targets
Clock

**Only Some of These Targets Will Appear on Your Screen at the Same Time.**

- You start with 64 shots...
  - Each little bar above the clock stands for 16 shots.
  - Each big bar next to the clock stands for 1 shot.
- Score 20,000...40,000...60,000...80,000 points:
  - You earn 4 bonus shots at each level.
  - PLUS an extra shot for each bottom-row target you've hit (maximum number of extras each time: 11).
- You hear a musical salute...
  - At the start of each game;
  - When you hit the caboose;
  - When you get your bonus shots.

## HAND CONTROLS

- Use **left** hand controller.
- Use **Joystick** to aim the gun. Position controller so the **red button** is in the upper left hand corner. Lean joystick to the left or right to move the gun.
- **To shoot:** press red button.
- Note: Don't push the joystick up when you press the button. If you do, the gun won't fire.

## CONSOLE UNIT

- Change game variation by pulling **GAME SELECT** switch.
- Game number appears at top center of screen.
- Pull **Game Reset** Lever to begin action.
- To replay same variation after game is over, push joystick UP and press red button at the same time. Or, pull the RESET switch.

## GAME VARIATIONS

GAME FEATURES

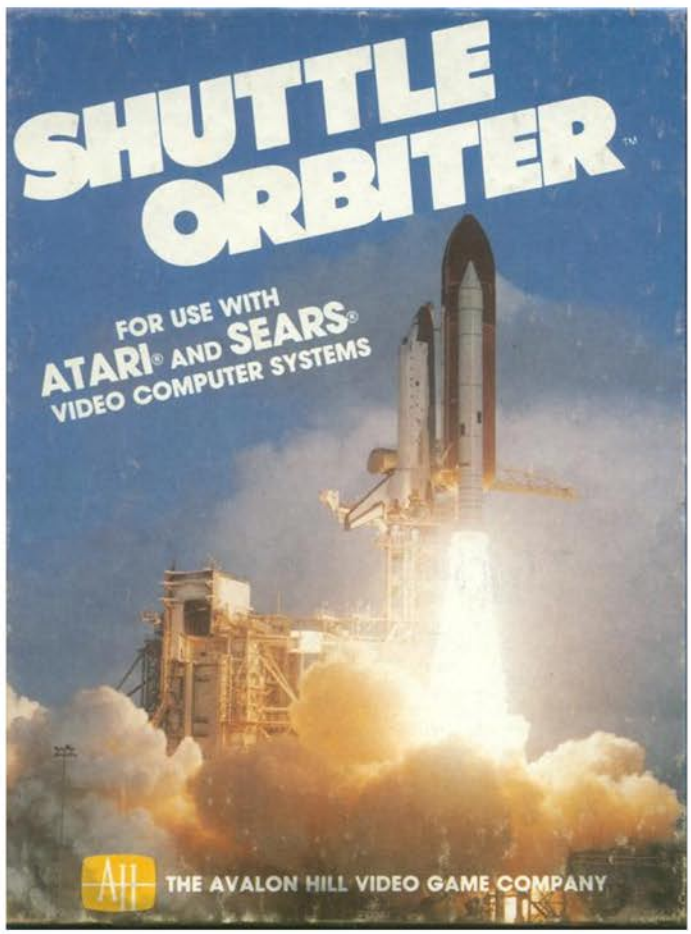
| | | |
|---|---|---|
| GAME #1 | NO TIME LIMIT | ONE SPEED |
| GAME #2 | NO TIME LIMIT | |
| GAME #3 | | ONE SPEED |
| GAME #4 | | |

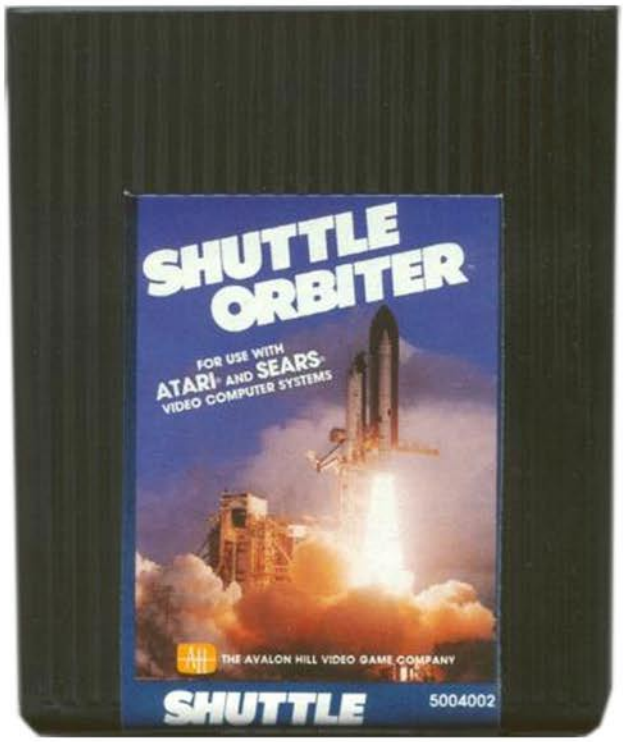
# Shuttle Orbiter

Release Date: 1983
Publisher: Avalon Hill
Controller: Joystick
Players: 1
Genre: Simulation

Alternate Title: N/A
Model #: 50040
Rarity: 7
Programmer: Bill Hood

This space shuttle simulation is for the hardest of the hardcore only.

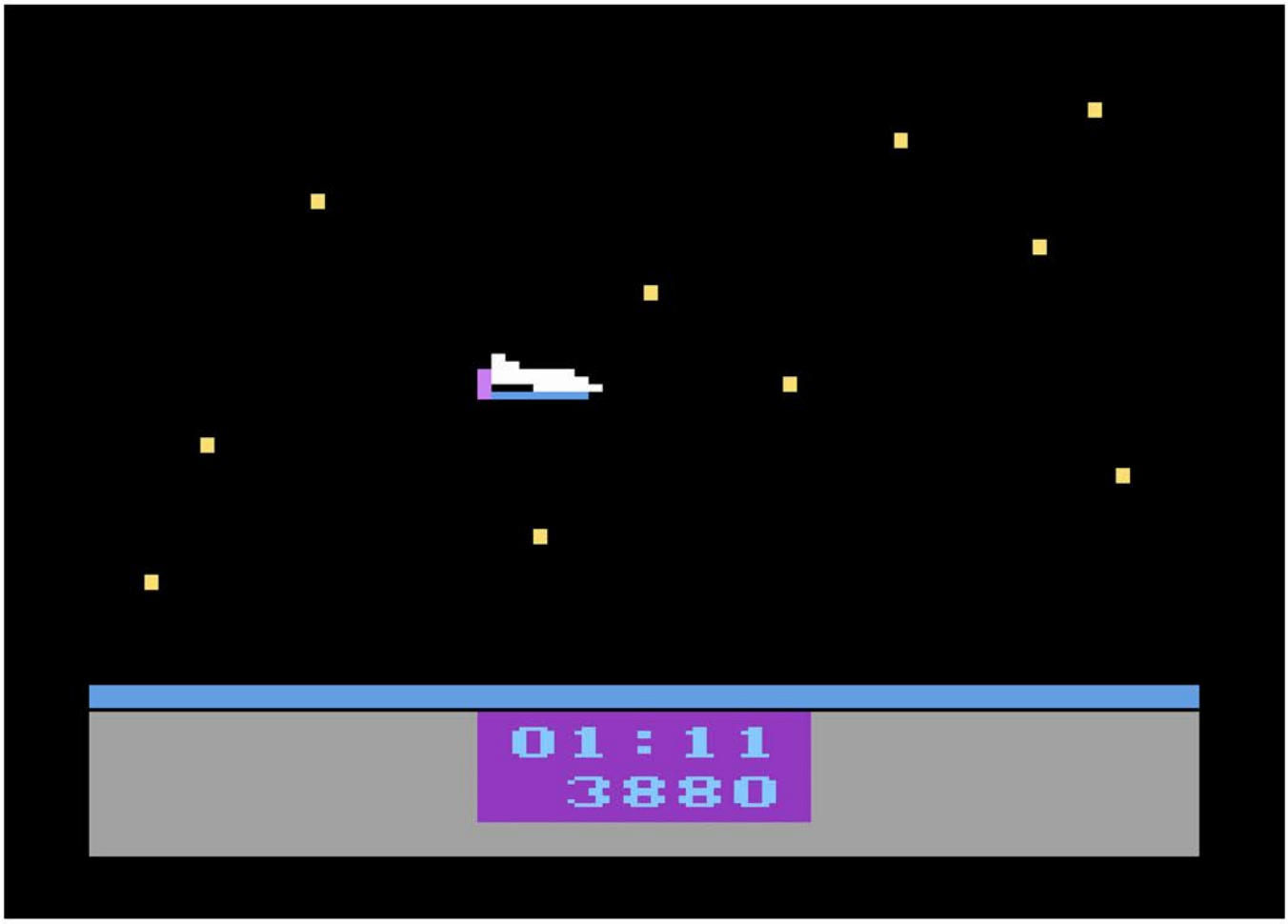


You are in command of the space shuttle Challenger (yes, that Challenger). Your mission is to get up to space, rendezvous with the factory to pick up supplies then head over to the space station to get it back into working order.

When the game begins, you'll take off from the launchpad and get into orbit around the Earth. From there you'll see three different objects orbiting the planet. The gold object is the space station, the red one is the orbiting factory, and the green station is the fuel depot. Your goal from this screen is to select your target (which should be the factory as your first stop) and then proceed to fly over to it. Also visible on this screen is your fuel gauge and the mission timer, which keeps track of how long it's taking you to complete the mission.

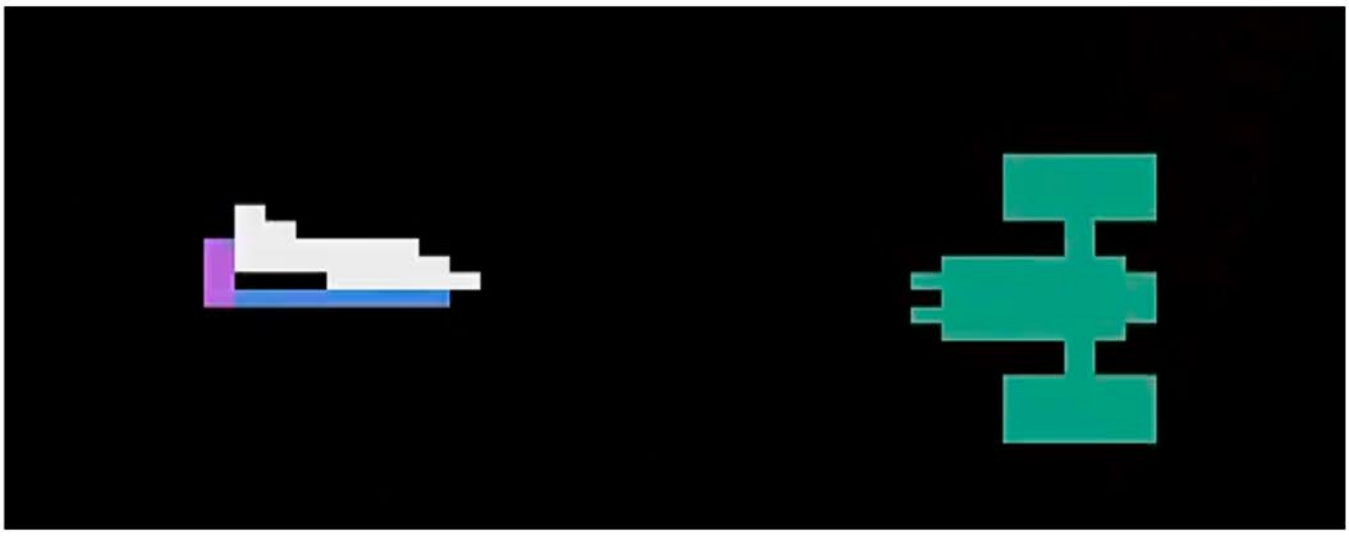
This is accomplished by lining yourself up with your desired target and getting into proper orbit with it then moving towards it for docking. At least that's what's supposed to happen according to the manual, but accomplishing this seems to be more luck than skill. Apparently the designers though it would be appropriate to require gamers to have the same skills as an actual shuttle pilot in order to progress.

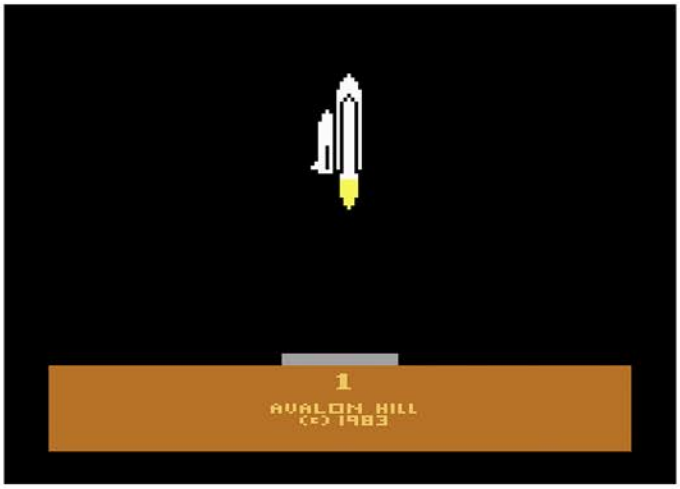


If you somehow manage to trigger the docking screen, the action shifts to a close up view of the shuttle and object. From here you'll need to close in on it, then switch to your astronaut to collect whatever needs to be collected (or delivered) before heading back out into orbit. Occasionally as you move towards docking you'll be caught in a meteor debris field that requires cat like reflexes to dodge. Unfortunately there are instances where this debris field goes on indefinitely, meaning you'll deplete your fuel reserves before you exit it.

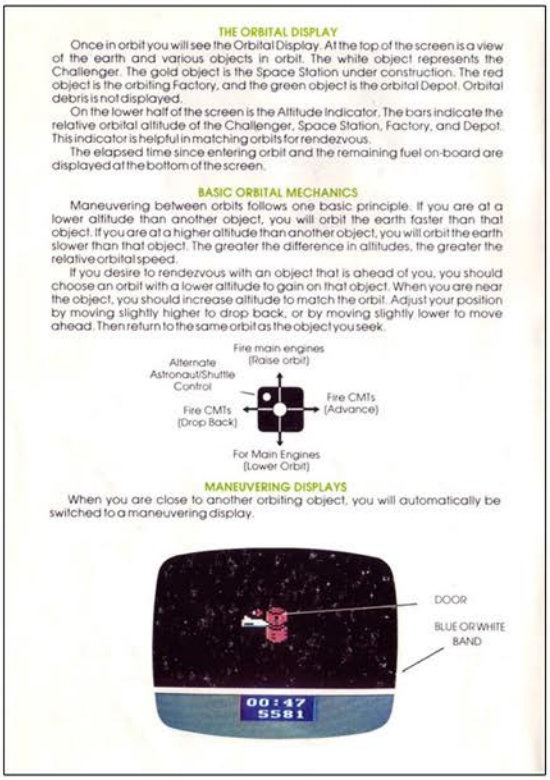
To say that this game is difficult is an understatement. The controls are nearly impossible to figure out, as are the requirements to get into the docking screen. If you don't believe me then just look at the sample "game over" screen in the manual. After nearly six minutes of gameplay, they weren't able to instal a single segment on the space station.

If you don't mind an extremely high difficulty level and learning curve, and love space shuttles, this one is worth a look. For those looking for something playable, look elsewhere.





Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples



THE ORBITAL DISPLAY

Once in orbit you will see the Orbital Display. At the top of the screen is a view of the earth and various objects in orbit. The white object represents the Challenger. The gold object is the Space Station under construction. The red object is the orbiting Factory, and the green object is the orbital Depot. Orbital debris is not displayed.

On the lower half of the screen is the Altitude Indicator. The bars indicate the relative orbital altitude of the Challenger, Space Station, Factory, and Depot. This indicator is helpful in matching orbits for rendezvous.

The elapsed time since entering orbit and the remaining fuel on-board are displayed at the bottom of the screen.

BASIC ORBITAL MECHANICS

Maneuvering between orbits follows one basic principle. If you are at a lower altitude than another object, you will orbit the earth faster than that object. If you are at a higher altitude than another object, you will orbit the earth slower than that object. The greater the difference in altitudes, the greater the relative orbital speed.

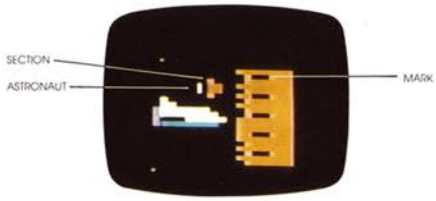
If you desire to rendezvous with an object that is ahead of you, you should choose an orbit with a lower altitude to gain on that object. When you are near the object, you should increase altitude to match the orbit. Adjust your position by moving slightly higher to drop back, or by moving slightly lower to move ahead. Then return to the same orbit as the object you seek.

Fire main engines (Raise orbit)
Alternate Astronaut/Shuttle Control
Fire CMTs (Drop Back)
Fire CMTs (Advance)
For Main Engines (Lower Orbit)

MANEUVERING DISPLAYS

When you are close to another orbiting object, you will automatically be switched to a maneuvering display.




ALIGN TOP OF SECTION WITH TOP OF MARK

In order to complete the space station, you must properly insert the last ten sections into the proper place. After you rendezvous with the Space Station, move the astronaut out of the shuttle near to the rotating station. If you hold down the fire button while the astronaut is out of the shuttle the space station will slow its rotation to facilitate insertion of the section. The section must be inserted so that it properly fits one of the gaps in the left side of the space station. If the section hits the space station or is inserted into the wrong gap, it will be damaged and you will have to return it to the Factory for replacement. If the station is inserted correctly it will remain attached to the space station. If you have carried a second section in the shuttle, return the astronaut to the shuttle and press the fire button TWICE to get the second section.

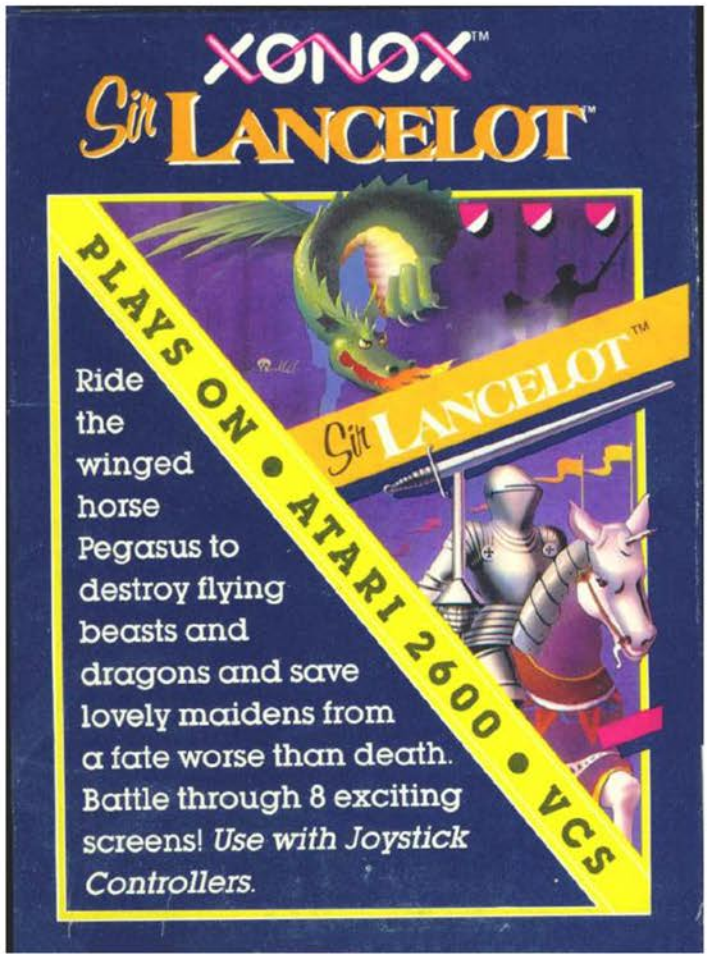
The earth recently passed through the tail of a comet and a ring of debris is forming around the earth. The ring is orbiting in the opposite direction of the shuttle. When you are near the ring the display will automatically shift from the orbital display until you have passed through the debris.

# Sir Lancelot

Release Date: 1983
Publisher: Xonox
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 99006
Rarity: 7
Programmer: Anthony R. Henderson

This medieval themed Joust clone is a solid good time.



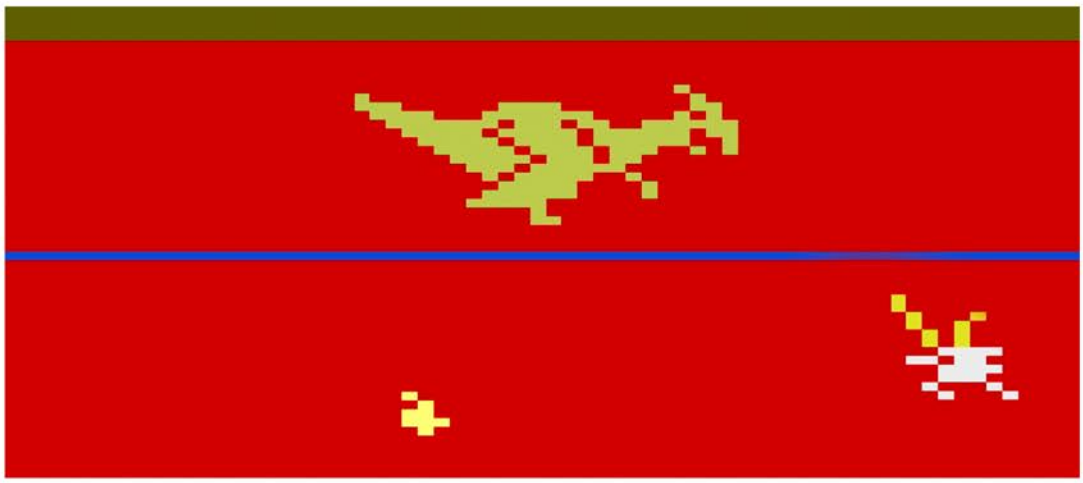
You are Sir Lancelot and have set out on a massive journey to slay numerous creatures to save several fair maidens. In order to succeed, our hero hops onto his winged horse Pegasus and takes to the skies, ready to strike down any and all who stand against him.

The game plays out on two alternating screens, outside the dragon's keep and inside. On the first screen you'll start at the bottom of the screen as several flying creatures such as snakes, monster bees and dragonflies soar above you from side to side. In order to take them out you must use your lance to jab them in the face, which is done by flying slightly above them and flying into them. For the lazy, you can simply fly straight up and hover there while waiting for them to crash into you. Regardless of which strategy you employ, defeat them all and then it's time to face off with the dragon.

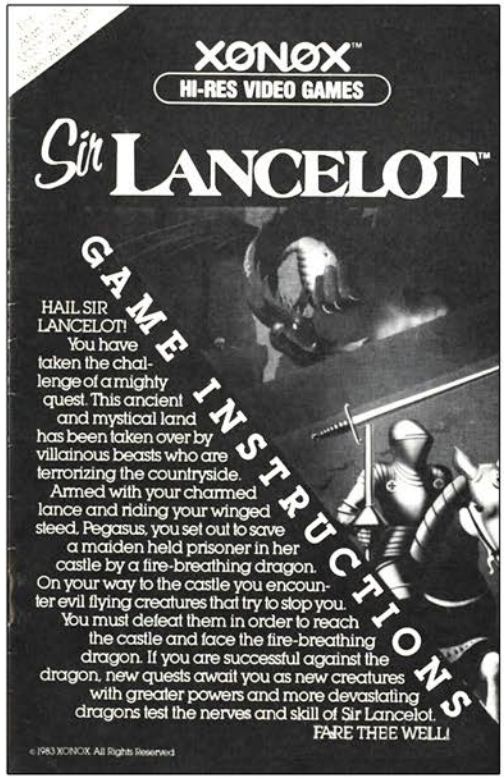
Inside the dragon's lair, the legendary fire breathing creature will be patrolling the top of the screen while the maiden in need of rescue sits on the other side of a giant lava pool. In order to defeat the scaly creature, you must fly up and ram into him, hopefully sticking him directly in his soft underbelly. Defeat the dragon and you'll be off to the next castle. There are a total of eight screens, four each of the outside and inside, with the difficulty increasing the further you get. By the final wave you'll be fighting against nearly invisible enemies as well as a heavily armored dragon.

Each of the two segments play well and are challenging. The outside the keep levels are entertaining, and thanks to screen wraparound, you'll have some alternate ways to attack the enemy. The dragon levels are a little less exciting as they can be ended in a single shot, however lining that up can be stressful since you are on a timer and constantly dodging falling fireballs.

Everything about the game is solid, from the controls to gameplay to difficulty. If you enjoy Joust, or just a fun arcade style game, this one is worth a look.



## Sir Lancelot




Top Left: Additional Screenshot
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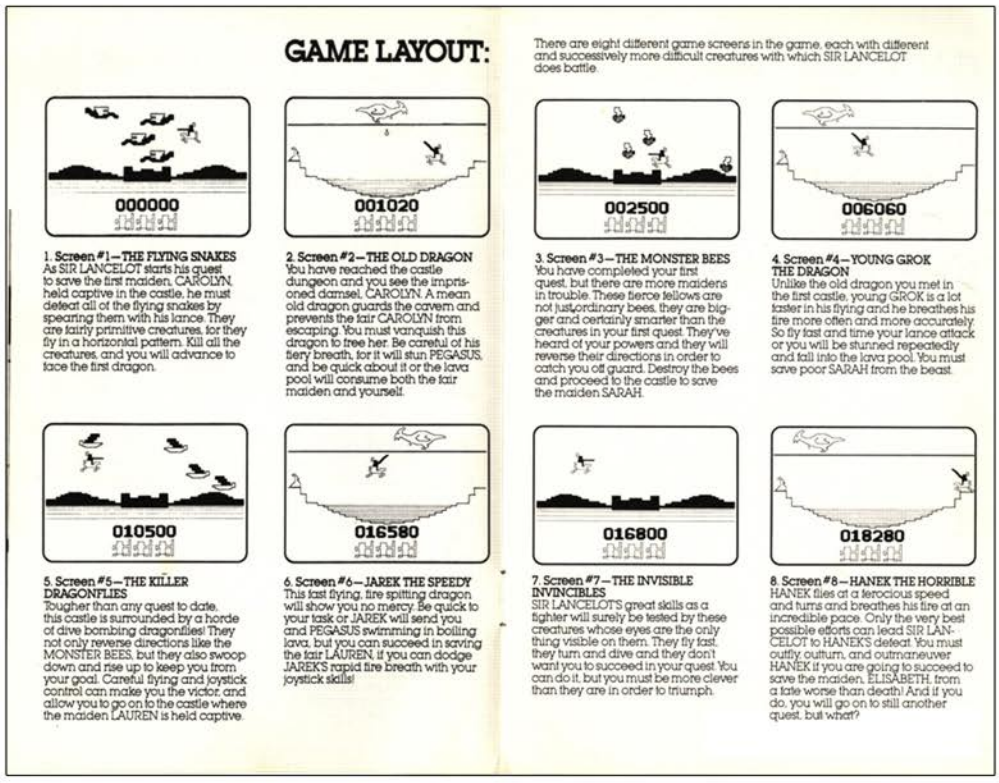


## GAME LAYOUT:

There are eight different game screens in the game, each with different and successively more difficult creatures with which SIR LANCELOT does battle.




1. Screen #1—THE FLYING SNAKES
As SIR LANCELOT starts his quest to save the first maiden, CAROLYN, held captive in the castle, he must defeat all of the flying snakes by spearing them with his lance. They are fairly primitive creatures, for they fly in a horizontal pattern. Kill all the creatures, and you will advance to face the first dragon.




2. Screen #2—THE OLD DRAGON
You have reached the castle dungeon and you see the imprisoned damsel, CAROLYN. A mean old dragon guards the cavern and prevents the fair CAROLYN from escaping. You must vanquish this dragon to free her. Be careful of his fiery breath, for it will stun PEGASUS, and be quick about it or the lava pool will consume both the fair maiden and yourself.




3. Screen #3—THE MONSTER BEES
You have completed your first quest, but there are more maidens in trouble. These fierce fellows are not just ordinary bees, they are bigger and certainly smarter than the creatures in your first quest. They've heard of your powers and they will reverse their directions in order to catch you off guard. Destroy the bees and proceed to the castle to save the maiden SARAH.




4. Screen #4—YOUNG GROK THE DRAGON
Unlike the old dragon you met in the first castle, young GROK is a lot faster in his flying and he breathes his fire more often and more accurately. So fly fast and time your lance attack or you will be stunned repeatedly and fall into the lava pool. You must save poor SARAH from the beast.




5. Screen #5—THE KILLER DRAGONFLIES
Tougher than any quest to date, this castle is surrounded by a horde of dive bombing dragonflies! They not only reverse directions like the MONSTER BEES, but they also swoop down and rise up to keep you from your goal. Careful flying and joystick control can make you the victor and allow you to go on to the castle where the maiden LAUREN is held captive.




6. Screen #6—JAREK THE SPEEDY
This fast flying, fire spitting dragon will show you no mercy. Be quick to your task or JAREK will send you and PEGASUS swimming in boiling lava, but you can succeed in saving the fair LAUREN, if you can dodge JAREK'S rapid fire breath with your joystick skills!




7. Screen #7—THE INVISIBLE INVINCIBLES
SIR LANCELOT'S great skills as a fighter will surely be tested by these creatures whose eyes are the only thing visible on them. They fly fast, they turn and dive and they don't want you to succeed in your quest. You can do it, but you must be more clever than they are in order to triumph.



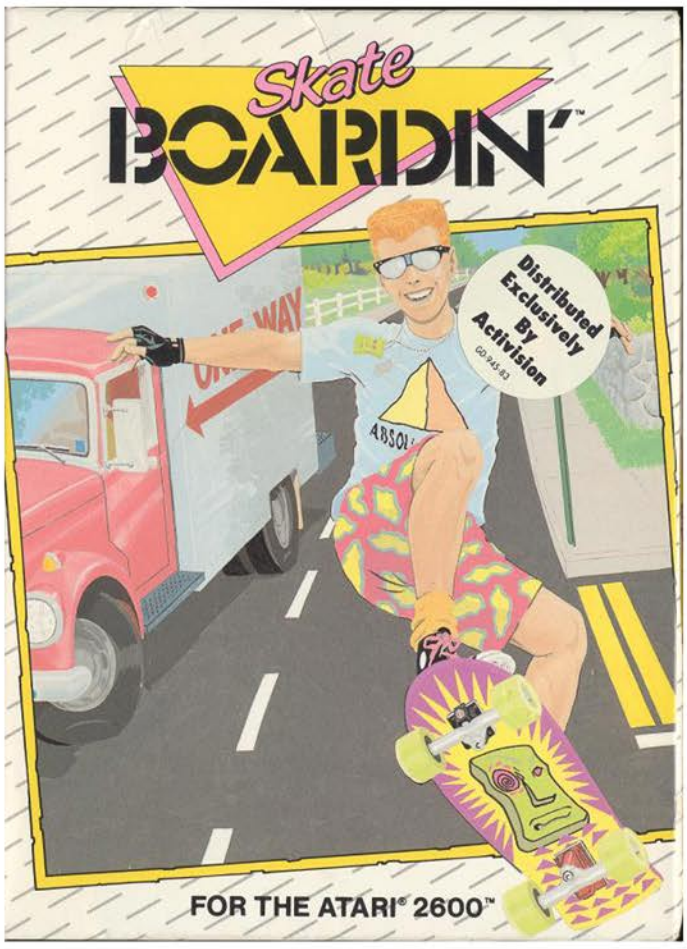

8. Screen #8—HANEK THE HORRIBLE
HANEK flies at a ferocious speed and turns and breathes his fire at an incredible pace. Only the very best possible efforts can lead SIR LANCELOT to HANEK'S defeat. You must outfly, outturn, and outmaneuver HANEK if you are going to succeed to save the maiden, ELISABETH, from a fate worse than death! And if you do, you will go on to still another quest, but what?

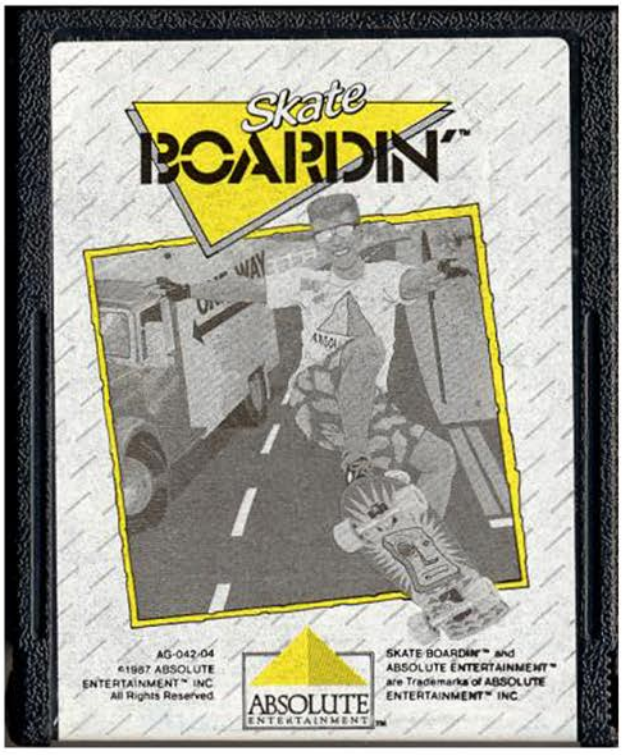
# Skate Boardin'

Release Date: 1987
Publisher: Absolute Entertainment
Controller: Joystick
Players: 1
Genre: Sports

Alternate Title: N/A
Model #: AG-042
Rarity: 4
Programmer: David Crane

This skateboarding title is about as fun as wiping out.



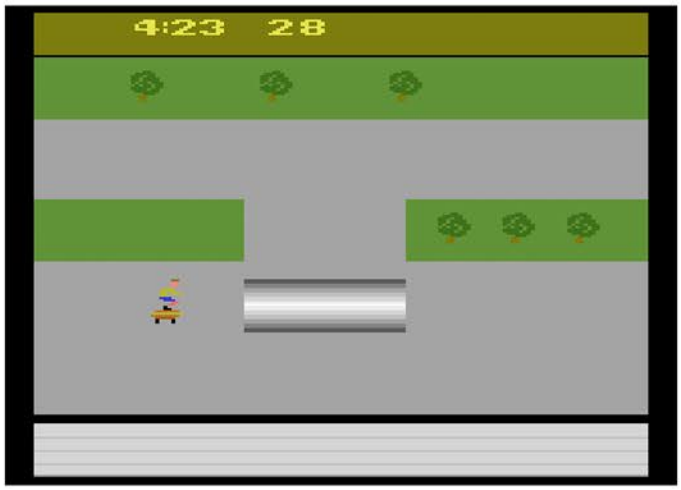
You are a skateboarding enthusiast who is five minutes away from being late to school. Rather than make a beeline for an education, this young man decides it's more important to skate around and find all thirty ramps and tubes that are scattered around town. Of course given the fact he will skateboard into oncoming traffic, I'm not sure an education would be that useful for him.

The game begins with our thrasher standing at the edge of town, and it's an open world so he can skate to the right, up or down. Regardless of the direction the goal is the same, find every ramp to jump off of and every tube to skate through. There are thirty of which that must be found and conquered within the five minute time limit. If successful you'll be granted the rank of "totally awesome" by the skateboard gods and then, well, that's it.

Finding each of the targets is fairly easy, simply ride around until they pop up. To launch off of a ramp all you have to do is be in line with it while moving forward and you'll be airborne. The tubes are a bit trickier as you have to be crouching, which isn't easy to do. Well, getting into a crouch is easy as all you have to do is hold the button down after landing a jump, however lining it up properly with the entrance to the tube can be maddening on some tubes. This is due to them being close to opposite facing ramps and walls, which will require a perfectly aimed and timed jump in order to get in position.

The size of the map is both good and bad. The good news is there is plenty of area to explore, including up to the street where trucks will drive by, giving you something to avoid. The bad news is that once you've explored it, that's all there is. There are no additional layouts, nor is there an option to randomize the ramps and tubes. This means once you've done a complete playthrough there isn't much reason to play again.

While the skating action itself is passable, the difficulty in pulling off some tube moves can be frustrating. Also if you happen to ride through the grass your skater will move at a snail's pace even on concrete until you crash and restart your ride, which is unforgivable. If you are desperate for skateboarding action, it's worth a play or two, however if you are looking for something with replay value this isn't it.



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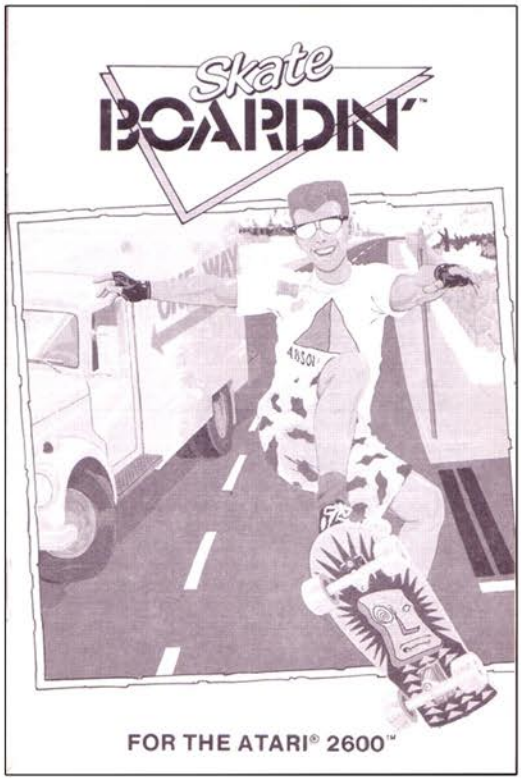
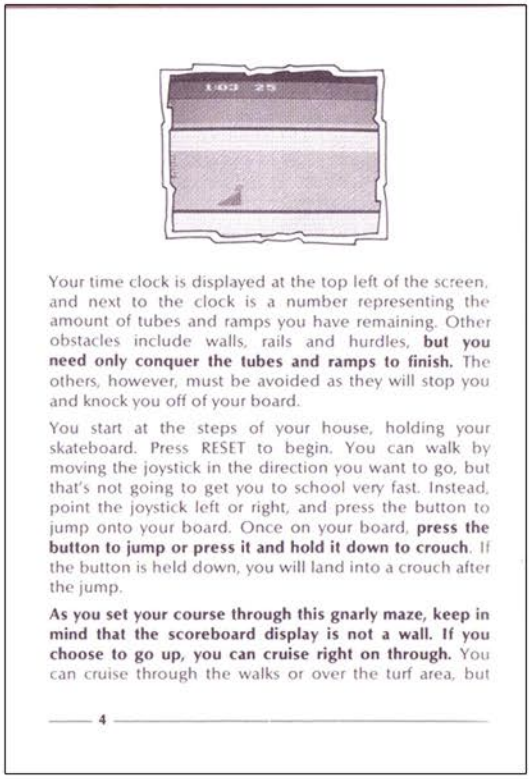


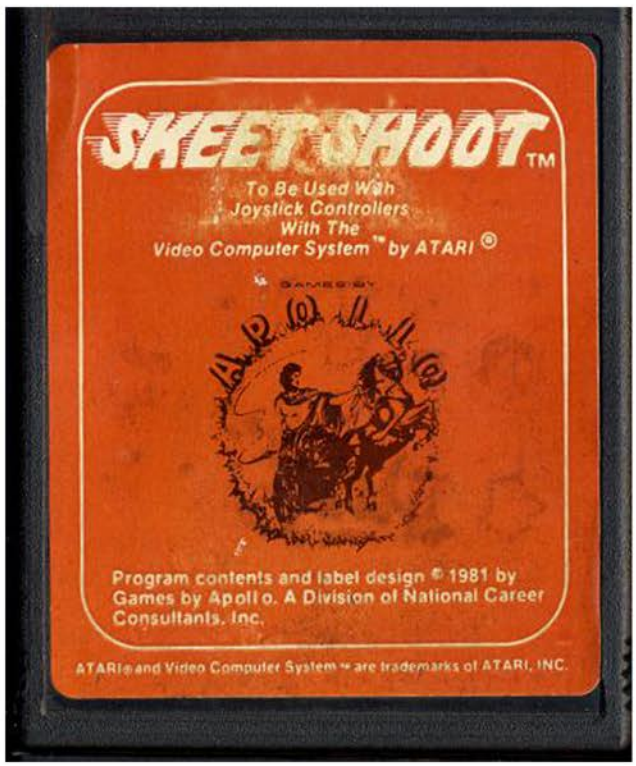

# Skate Boardin'

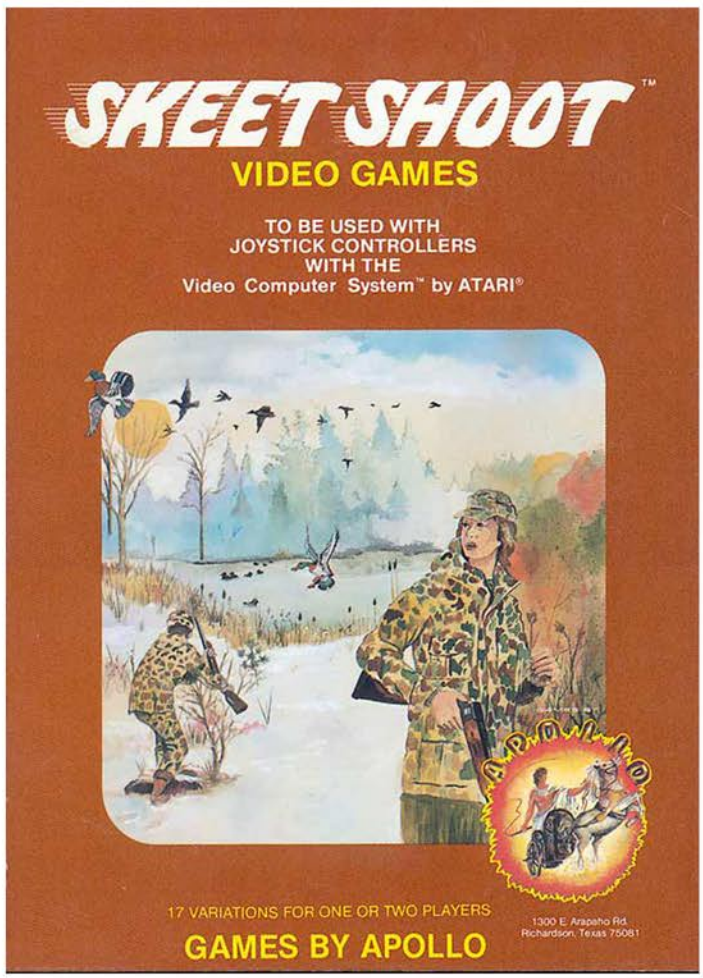
# Skeet Shoot

Release Date: 1981
Publisher: Apollo
Controller: Joystick
Players: 1
Genre: Sports

Alternate Title: N/A
Model #: AP1001
Rarity: 5
Programmer: Ed Salvo

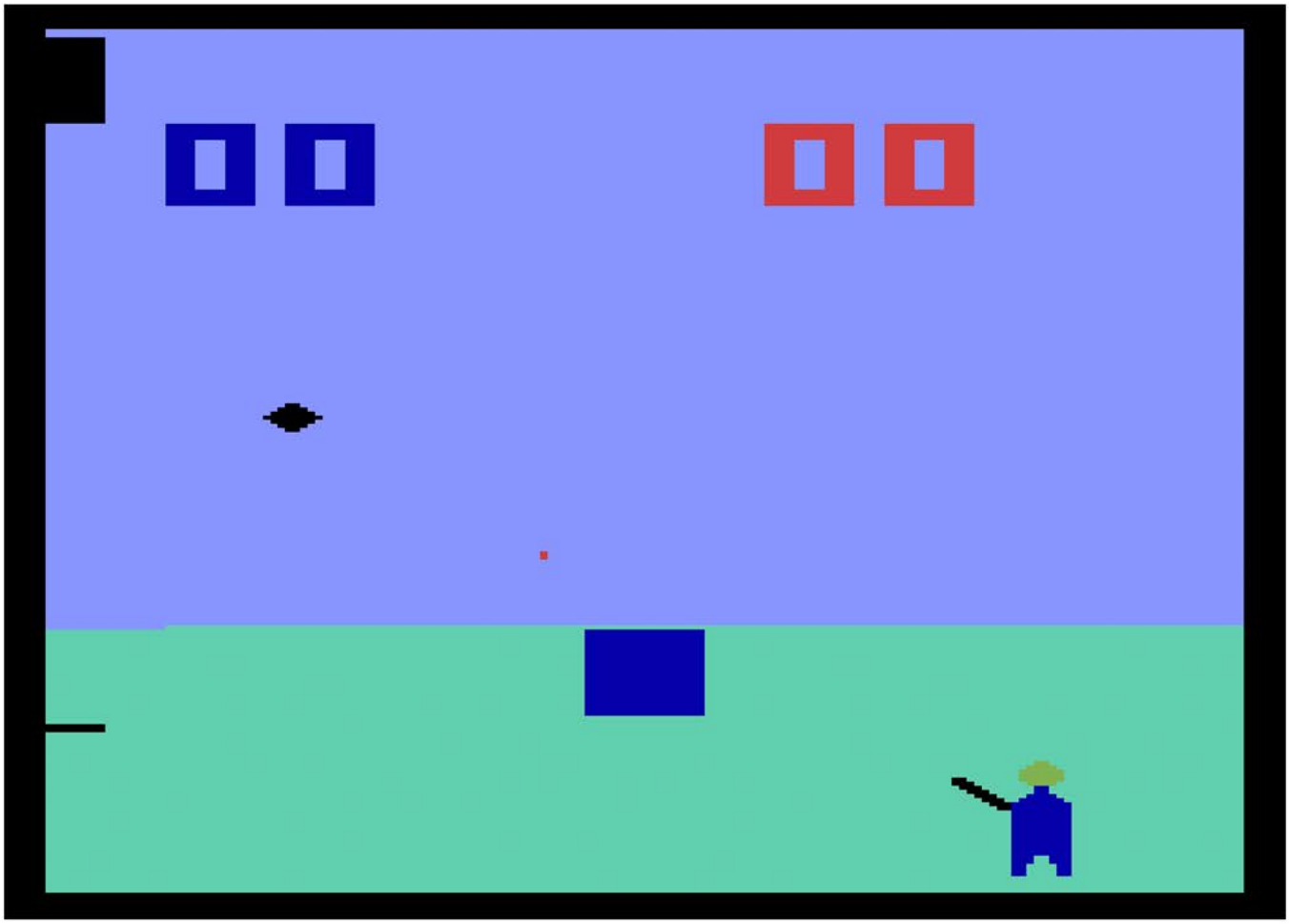
This primitive shooting simulator leave a lot to be desired.

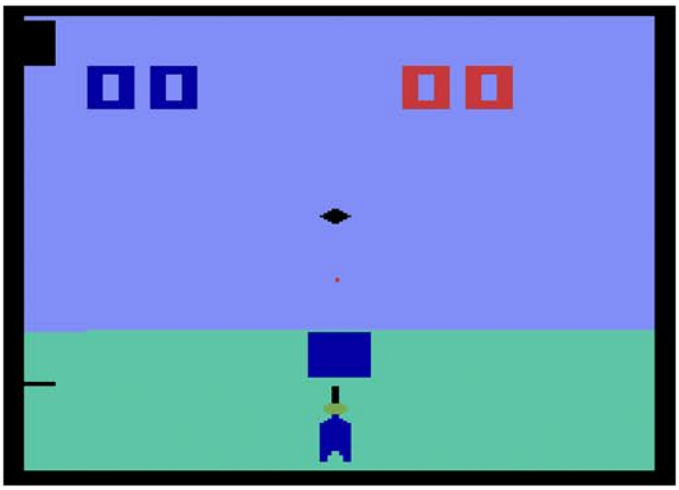


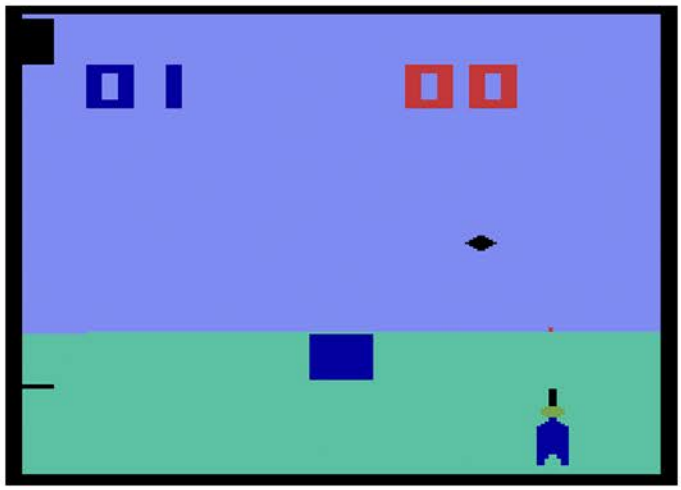



Ah skeet shooting, the target practice event where someone flings clay pigeons into the air while another person shotguns them out of the sky. I imagine this can be quite a fun experience in real life, not so much in video game form however.

At the start of the game your hunter will appear at the bottom of the screen, eagerly awaiting his first target. When you press the button one will fling out in any one of five directions (straight up, slightly to the left/right, and far to the left/right), at which time you must aim and fire your weapon. If you are quick enough and your aim is true, it will explode and you'll be awarded a point. Repeat twenty-four more times to get your final score then attempt to beat it in the next round.



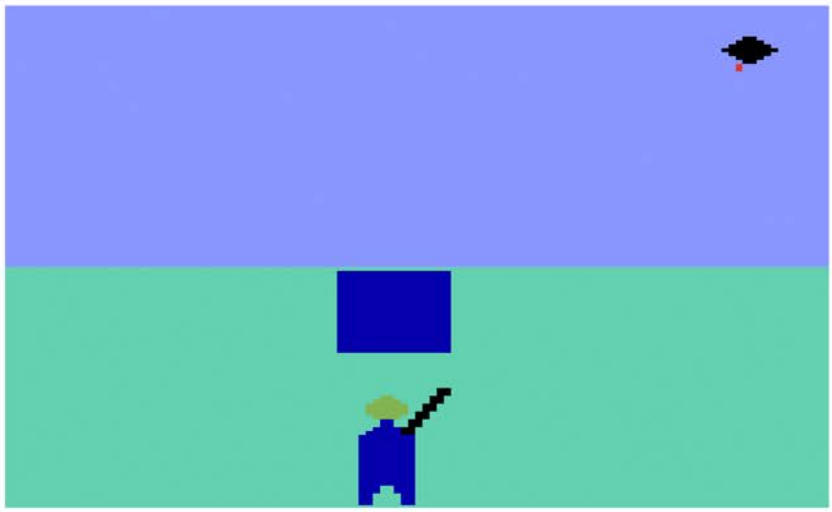


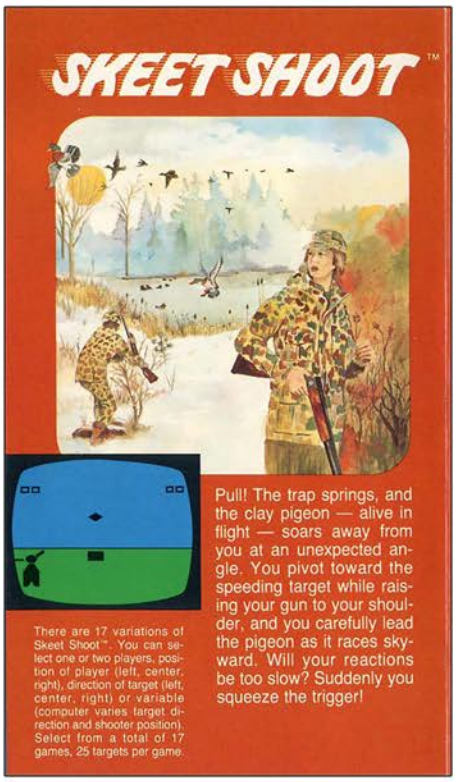


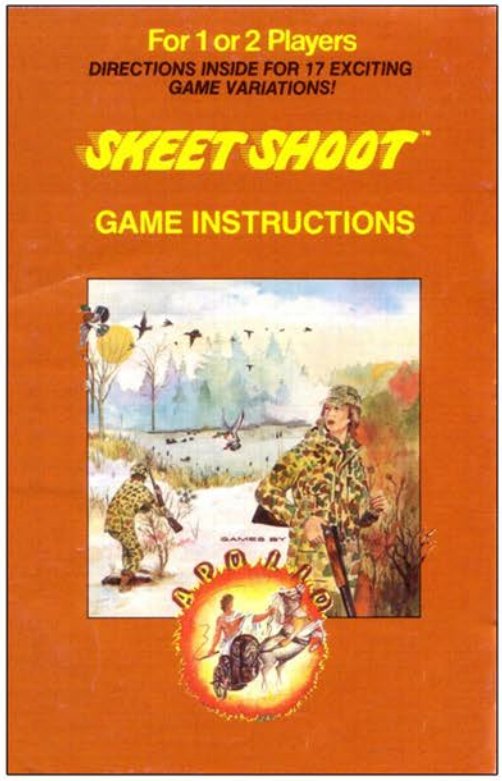
The biggest issue with the game is the speed at which targets travel. Depending on your difficulty selection, they might be taking a leisurely stroll across the sky, or they may be moving like they were shot out of a cannon. And that's not an exaggeration since they will be moving almost as fast as your bullets. As you can imagine, this presents a bit of a problem because unless your reflexes are at a professional athlete level, it's going to be incredibly difficult to trigger the pigeon, see where it's going, aim and fire in time for the bullet to catch up. The slow setting isn't much better since it moves at such a snail's pace that you'll have time to brew, pour and sip your coffee before it makes it off screen.

The only gameplay variations involve picking where your shooter is positioned, or if the computer randomly assigns it for each shot. There is a two player mode of sorts, where your friend can pick where you shoot from and what direction the clay target comes out of. Not the most exciting mode, but sadly it's the best you're going to find here.

If you want to test out whether or not you have ESP, which is all but required to hit the fast targets, then you should check it out. Anybody looking for fun should look elsewhere.



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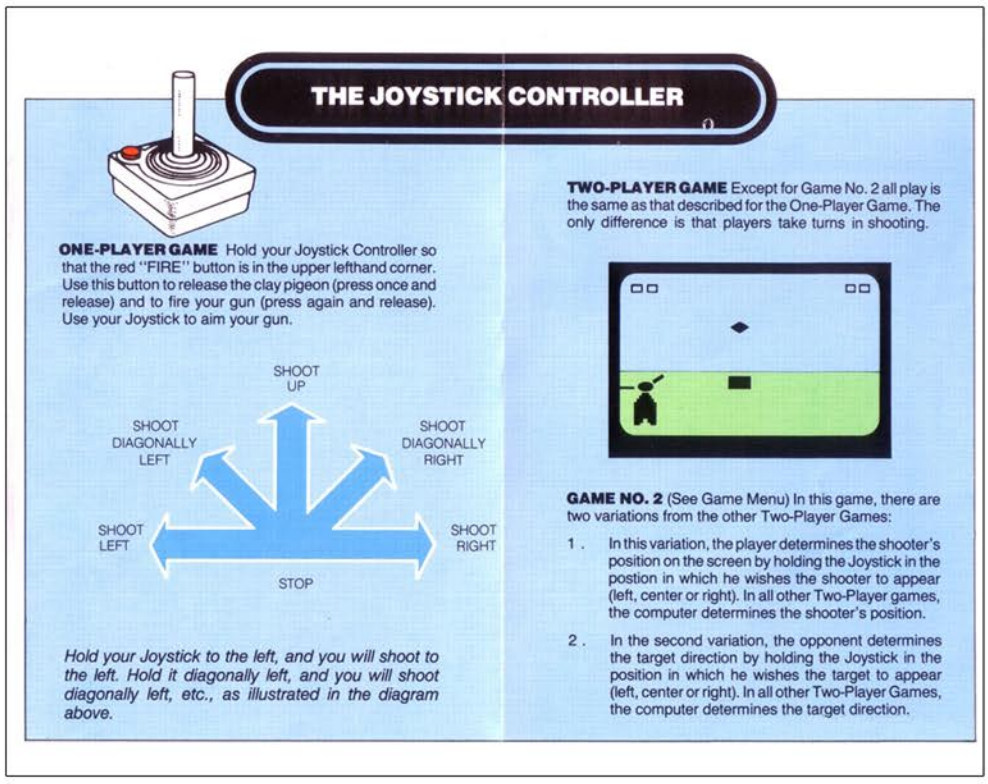
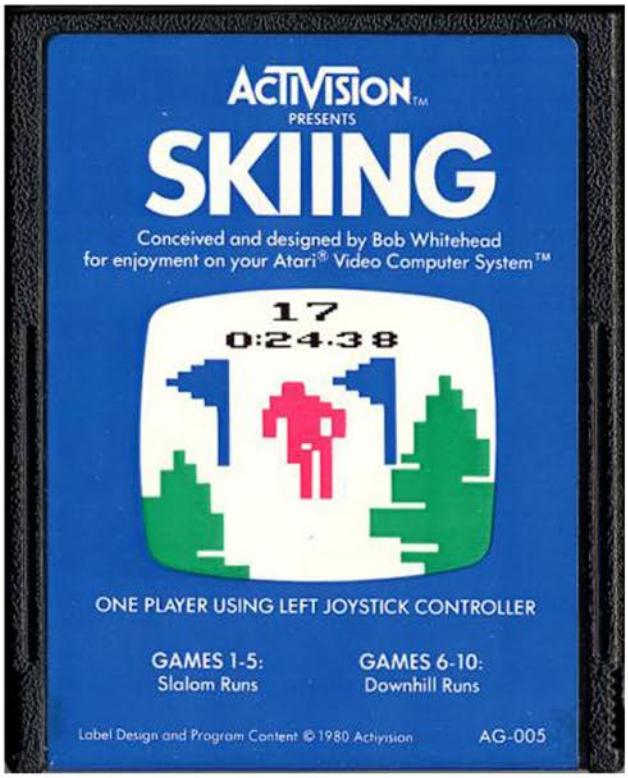


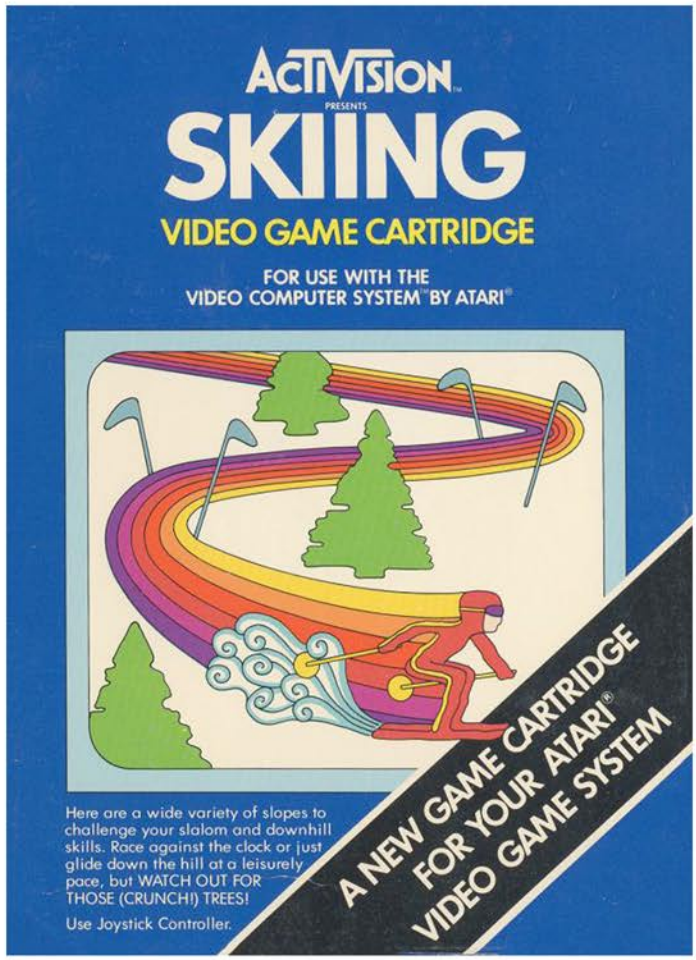
# SKIING

Release Date: 1980
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Sports

Alternate Title: N/A
Model #: AG-005
Rarity: 2
Programmer: Bob Whitehead

A simple but very solid skiing simulator.



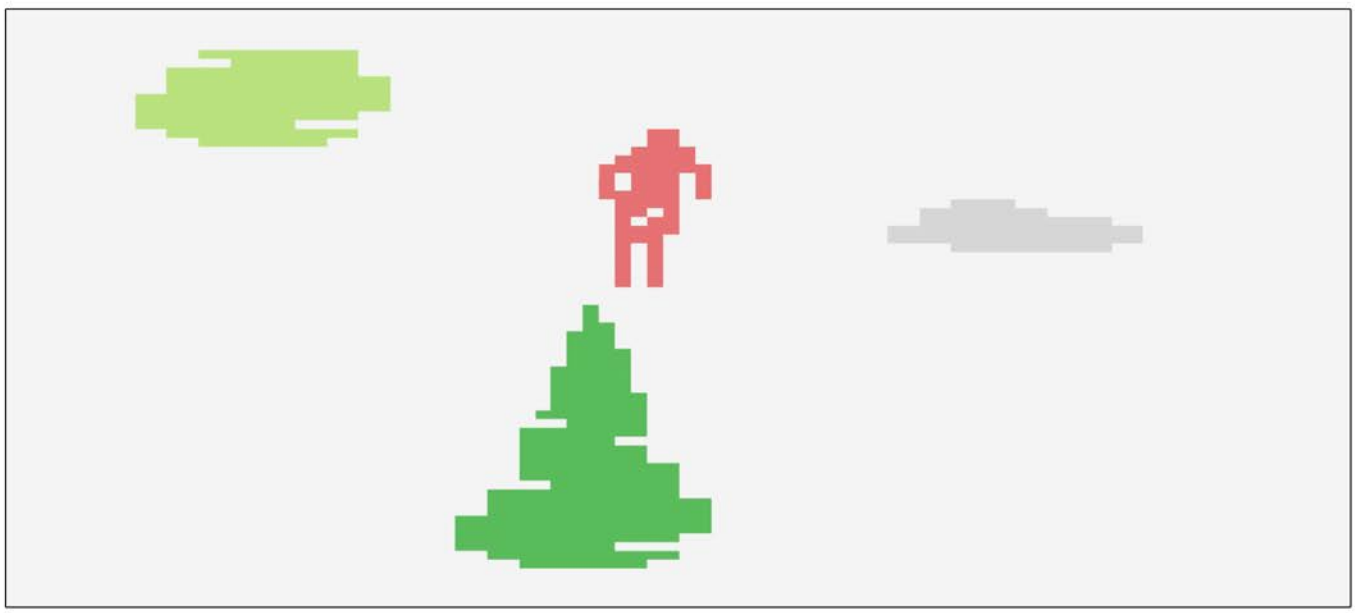



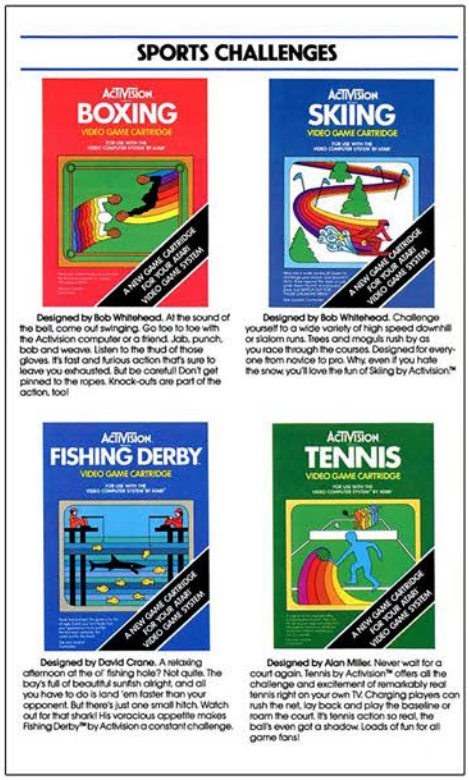
Strap on the skis, grab your poles and hit the slopes. Choose your racing style, either slalom or the downhill race, and prepare to race against the only thing that matters, the clock!

When the game begins you'll be at the top of a powdery white hill, ready to slide gracefully down it as quickly as possible. The slalom race is up first, and requires you to ski through gates that have been set up on the hillside. You can select the length of the race, picking between twenty and fifty gates, all of which will be in the same place every time you attempt it (same goes for the trees and the moguls as well). If you are in need of an extra challenge, there is a thirty gate expert mode that randomized everything from the gates to the trees, creating a new experience each time. Once you have mastered this, it's on to the downhill.

In this mode the goal is simple, get to the bottom of the hill as quickly as you can. You can increase your speed by holding down on the controller, however this will require you to have cat like reflexes to avoid becoming mountain roadkill when you slam into a tree. There are also moguls along the path that will cause your athlete to jump in the air, which slows his momentum. These races range from two hundred to nine hundred meters, with an expert nine hundred meter randomized race to challenge you. Unlike the slalom mode, there is no finish line to aim for, only a meter counter at the top of the screen. When it hits zero, your race is over.

Despite the simplicity in terms of graphics and gameplay, this is a pretty entertaining skiing sim. The controls are tight, which makes doing runs fun and tense. If you are looking for some laid back time on the slopes, this is a good option.





## SPORTS CHALLENGES




**Designed by Bob Whitehead.** At the sound of the bell, come out swinging. Go toe to toe with the Activision computer or a friend. Jab, punch, bob and weave. Listen to the thud of those gloves. It's fast and furious action that's sure to leave you exhausted. But be careful! Don't get pinned to the ropes. Knock-outs are part of the action, too!




**Designed by Bob Whitehead.** Challenge yourself to a wide variety of high speed downhill or slalom runs. Trees and moguls rush by as you race through the courses. Designed for everyone from novice to pro. Why, even if you hate the snow, you'll love the fun of Skiing by Activision.™




**Designed by David Crane.** A relaxing afternoon at the ol' fishing hole? Not quite. The bay's full of beautiful sunfish alright, and all you have to do is land 'em faster than your opponent. But there's just one small hitch. Watch out for that shark! His voracious appetite makes Fishing Derby™ by Activision a constant challenge.




**Designed by Alan Miller.** Never wait for a court again. Tennis by Activision™ offers all the challenge and excitement of remarkably real tennis right on your own TV. Charging players can rush the net, lay back and play the baseline or roam the court. It's tennis action so real, the ball's even got a shadow. Loads of fun for all game fans!

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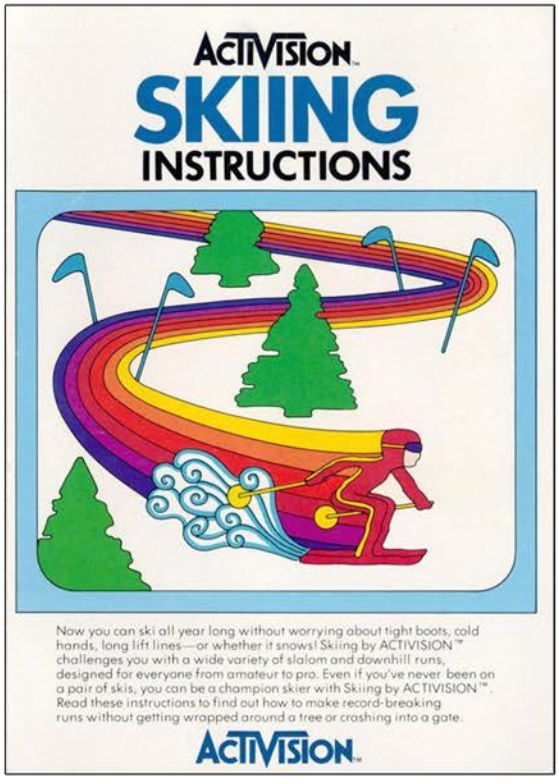
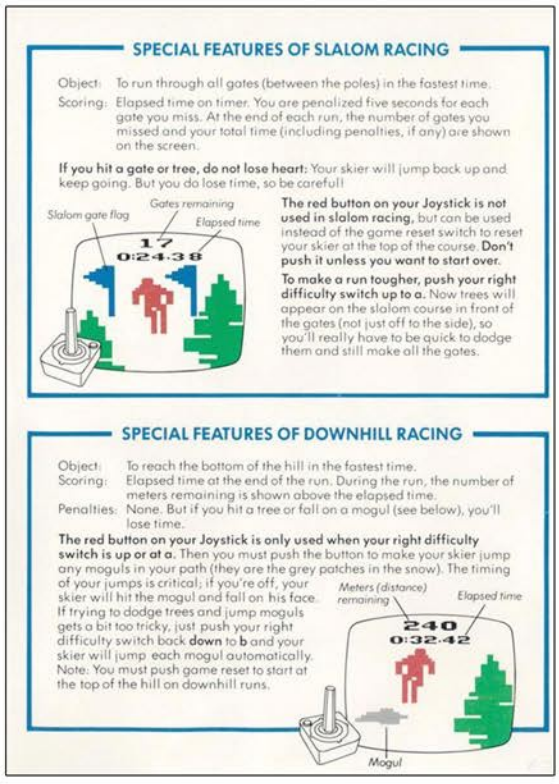


ACTIVISION

# SKIING
## INSTRUCTIONS

Now you can ski all year long without worrying about tight boots, cold hands, long lift lines—or whether it snows! Skiing by ACTIVISION™ challenges you with a wide variety of slalom and downhill runs, designed for everyone from amateur to pro. Even if you've never been on a pair of skis, you can be a champion skier with Skiing by ACTIVISION™. Read these instructions to find out how to make record-breaking runs without getting wrapped around a tree or crashing into a gate.

ACTIVISION



### SPECIAL FEATURES OF SLALOM RACING

Object: To run through all gates (between the poles) in the fastest time.
Scoring: Elapsed time on timer. You are penalized five seconds for each gate you miss. At the end of each run, the number of gates you missed and your total time (including penalties, if any) are shown on the screen.

**If you hit a gate or tree, do not lose heart:** Your skier will jump back up and keep going. But you do lose time, so be careful!

Slalom gate flag
Gates remaining
Elapsed time
17
0:24.38

**The red button on your Joystick is not used in slalom racing,** but can be used instead of the game reset switch to reset your skier at the top of the course. **Don't push it unless you want to start over.**

**To make a run tougher, push your right difficulty switch up to a.** Now trees will appear on the slalom course in front of the gates (not just off to the side), so you'll really have to be quick to dodge them and still make all the gates.

### SPECIAL FEATURES OF DOWNHILL RACING

Object: To reach the bottom of the hill in the fastest time.
Scoring: Elapsed time at the end of the run. During the run, the number of meters remaining is shown above the elapsed time.
Penalties: None. But if you hit a tree or fall on a mogul (see below), you'll lose time.

**The red button on your Joystick is only used when your right difficulty switch is up or at a.** Then you must push the button to make your skier jump any moguls in your path (they are the grey patches in the snow). The timing of your jumps is critical; if you're off, your skier will hit the mogul and fall on his face. If trying to dodge trees and jump moguls gets a bit too tricky, just push your right difficulty switch back **down** to **b** and your skier will jump each mogul automatically. Note: You must push game reset to start at the top of the hill on downhill runs.

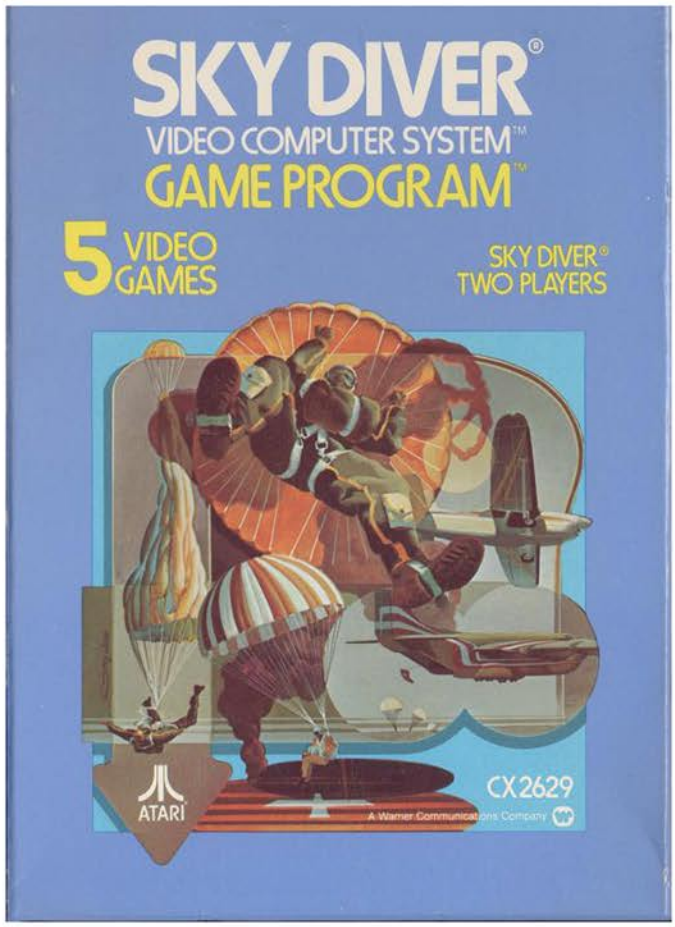
Meters (distance) remaining
Elapsed time
240
0:32.42
Mogul

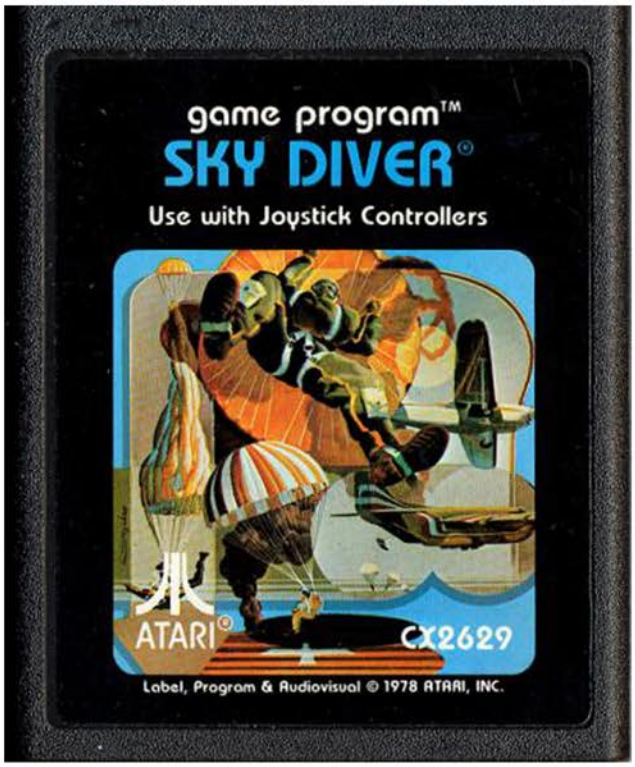
# Sky Diver

Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2629
Rarity: 2
Programmer: Jim Huether

This is a solid one on one competitive game.



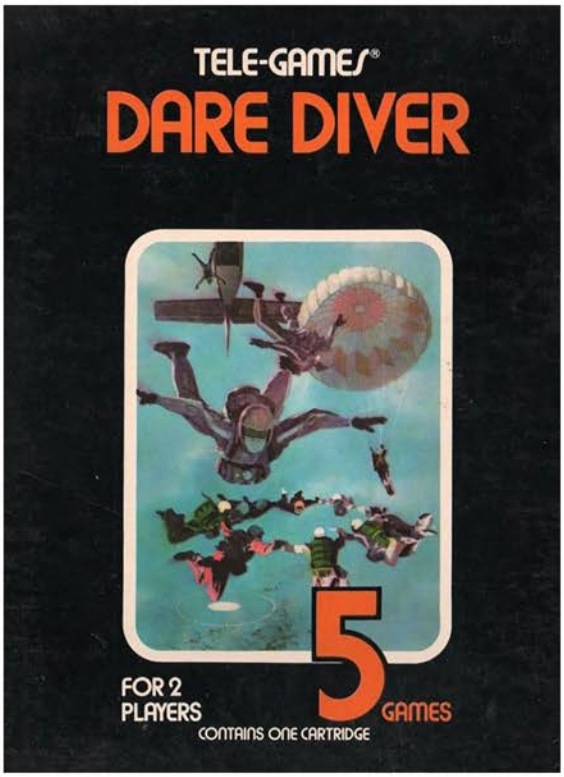
Strap on your parachute, hop in the plan and prepare to leap out from a great height.  You are the daring sky diver, who is competing with a friend to see who is the most death defying stunt man around.

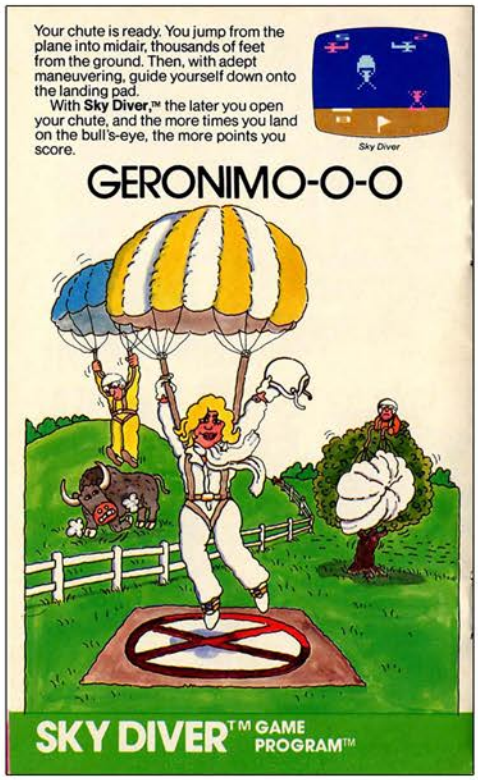
When the game begins there are two planes on either side of the screen, as well as color coded targets on the bottom.  When you feel you are ready, release from the plan and begin your plummet towards the ground.  Hit the release on your chute at the right moment and float gracefully towards the target.  The longer you wait to pull the cord, the more points you get provided you land safely.  Mistime the pull and you will miss the landing spot, or worse, go splat.

Each game consists of nine jumps, giving you plenty of opportunities to rack up the score. On the first two gameplay modes you can pick from large or small targets. On games three and four you have the same size picks, however the targets are now moving. The fifth game changes things up a bit by having you play chicken. In this mode there is only one landing zone in the center of the screen, and with each jump only the first player to land safely collects the points. This is a nice change of pace that forces you to release your chute at the last possible second in order to beat your friend to the goal.

The only other obstacle is the wind, which is indicated by a wind sock at the center of the screen. When there is little to no wind, you have some control over your dare devil once his parachute is deployed. However if the wind is howling you'll have to fight just to stay on your original intended trajectory. If you just plan on coasting down you can expect to watch as your parachutist drifts far off course.

Since this is one of the earliest 2600 games the options are limited and there isn't a one player mode. Still, it's a solid two player competitive game and should be checked out if you are in need of another title in that genre.

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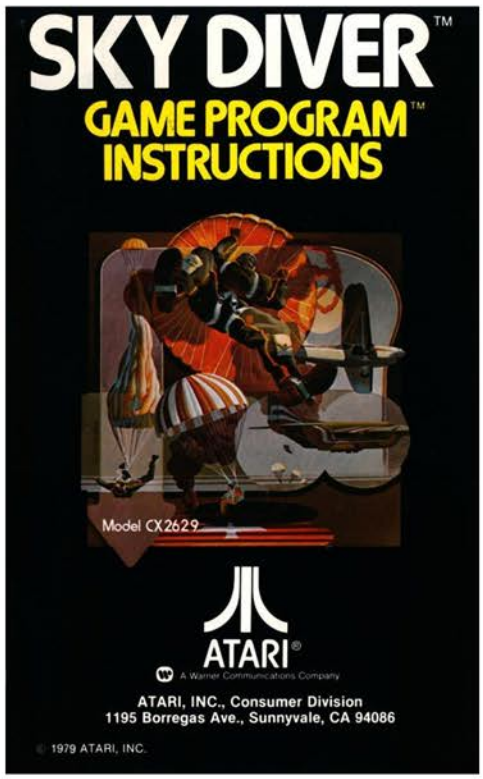
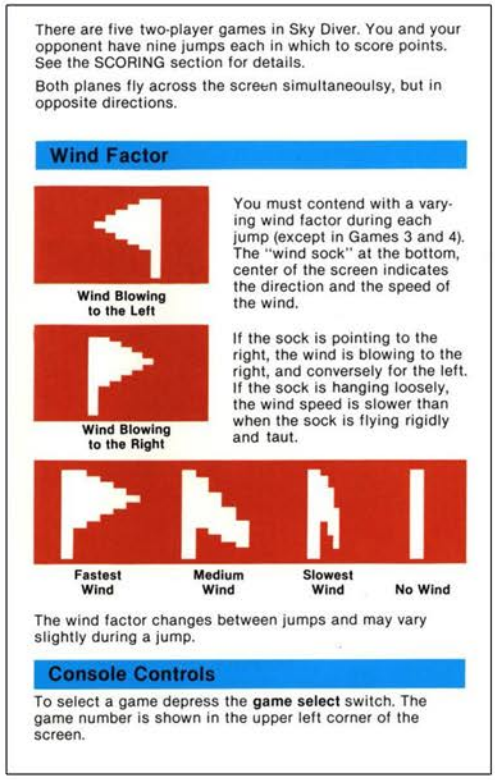


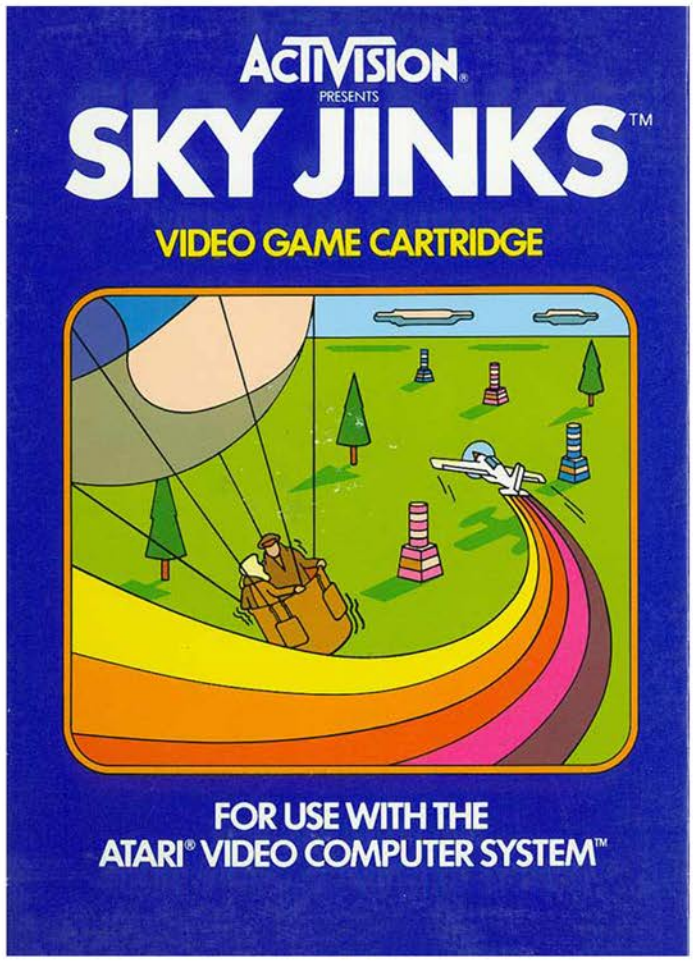

# Sky Diver

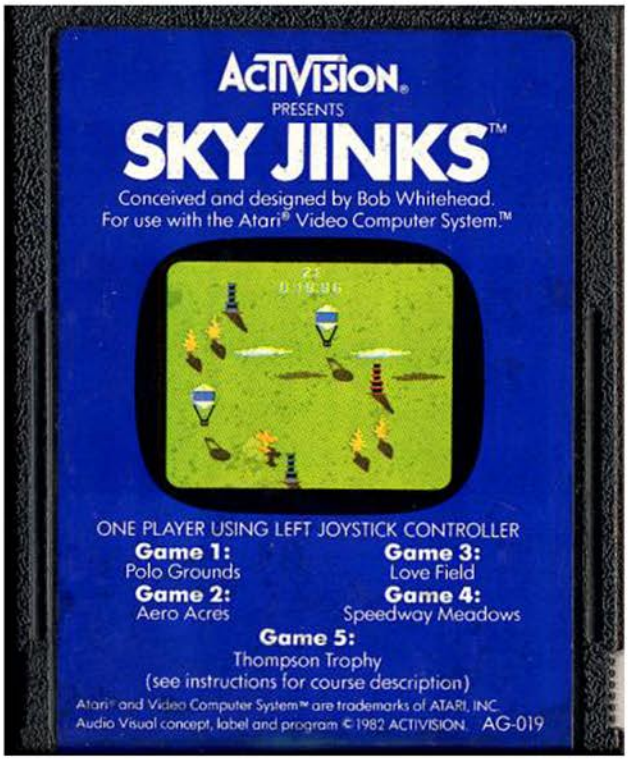
# Sky Jinks

Release Date: 1982
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: AG-019
Rarity: 2
Programmer: Bob Whitehead

Who doesn't love a nice leisurely stroll through the sky?



Climb aboard your P41 aircraft and take to the skies as you attempt to navigate a challenging obstacle course. Pass on the correct side of the pylons and you'll be off to the next one without any penalty. Fly on the incorrect side and it's three more seconds added to your time. Completely misjudge it and clip a wing on the side of it, and you'll go down in a blaze of glory slowing you down even further.

When the game begins you'll be in the center of the screen with a red pylon in sight. Hit the button to speed up and maneuver to the right hand side of it before veering hard to the left to make it to the left side of the upcoming blue one. Keep swaying back and forth until you've cleared the prerequisite number of pylons and claim your time, the lower the better of course.

You won't be alone on the race course, which feels like a bit of a failure on the part of the organizers. There will be couples flying across your path in hot air balloons, as well as an overabundance of trees. Touch either of those while flying and you're plane will hit the ground hard, costing you precious time.

There are five different tracks you can tackle, each ranging from twenty-five to ninety-nine pylons. The Polo Grounds, Aero Acres, Love Field and Speedway Meadows have set courses that will be the same every time you attempt them. The Thompson Tourney however will challenge you with ninety-nine pylons that will show up in a random order, keeping the racing action fresh.

While the game looks great and the controls are spot on, it just feels very shallow in terms of gameplay. The first course can be finished in forty-five seconds, with the toughest mode taking up just a few minutes of your time. And that's all there is, no other variations to challenge you. If you are fan of flying games, it's worth checking out, but for those wanting something deeper and more challenging this isn't the game for you.

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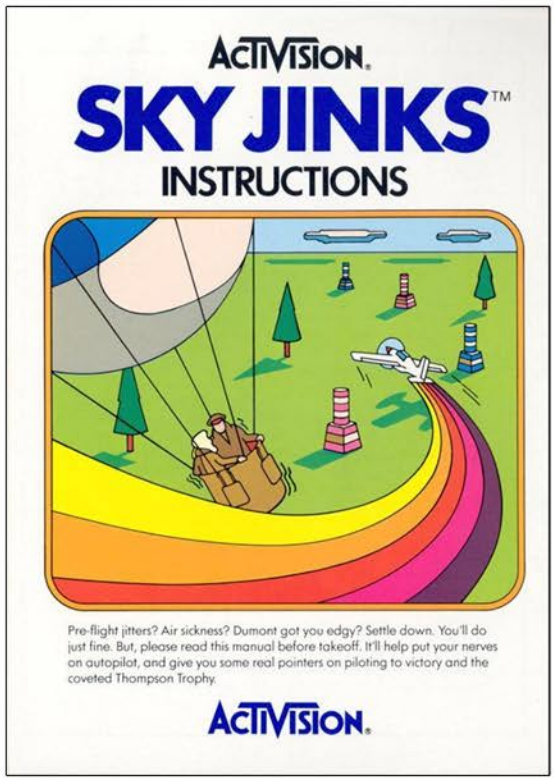
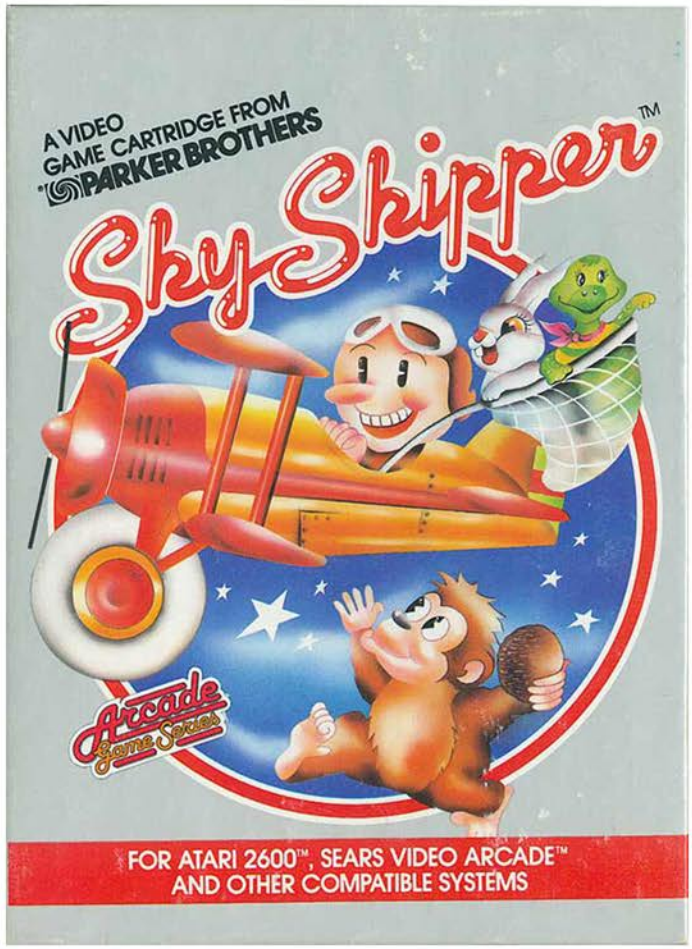


# Sky Skipper

Release Date: 1983
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Arcade

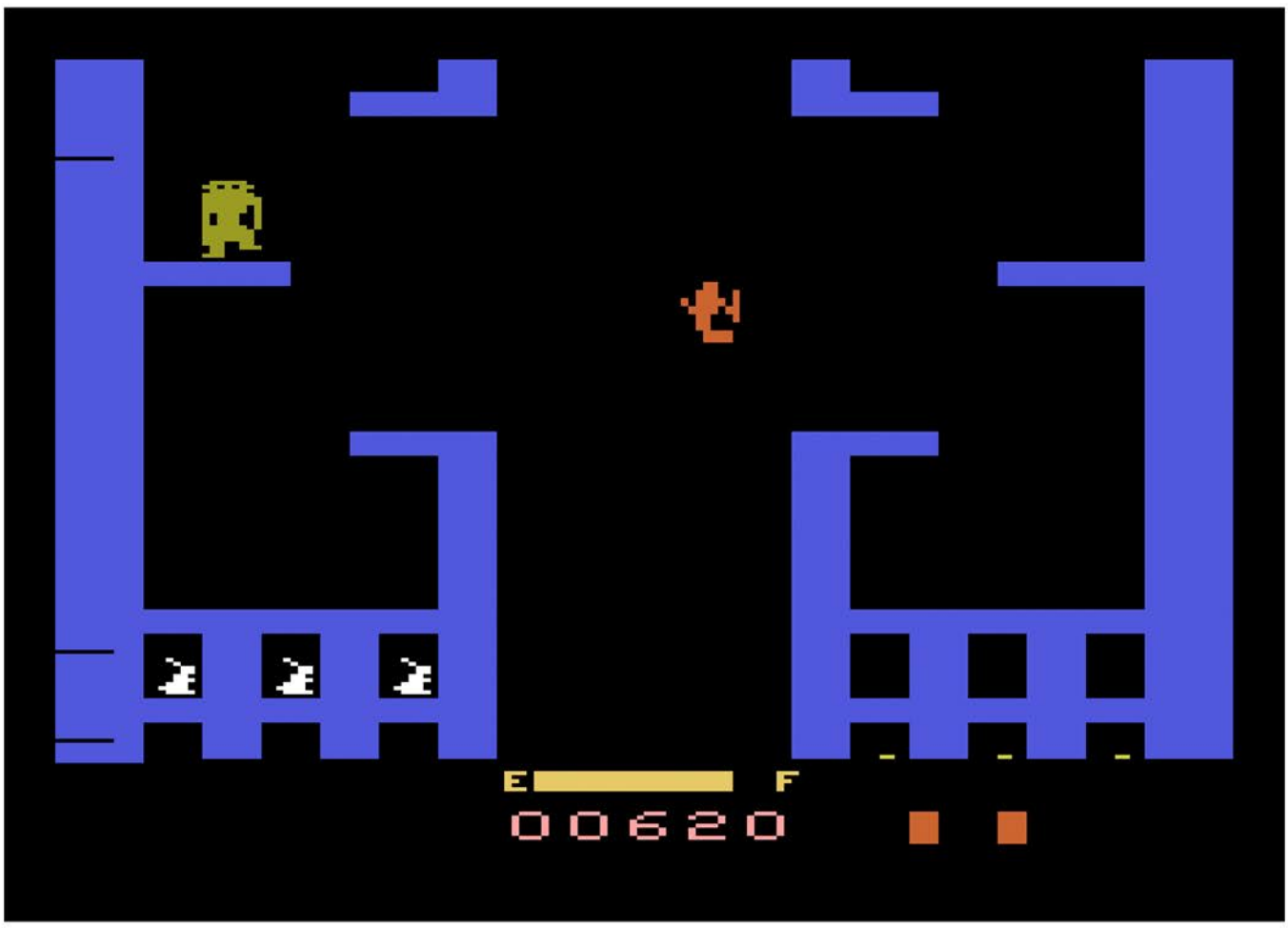
Alternate Title: N/A
Model #: PB3550
Rarity: 3
Programmer: N/A

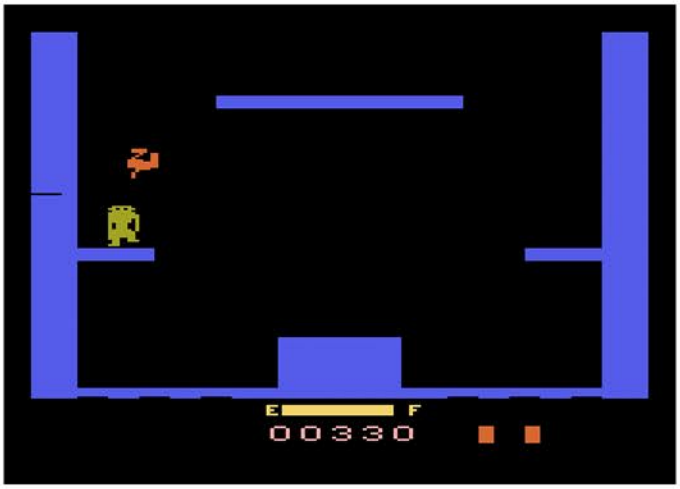
This arcade port has a great concept that is undermined by an insanely high difficulty level.

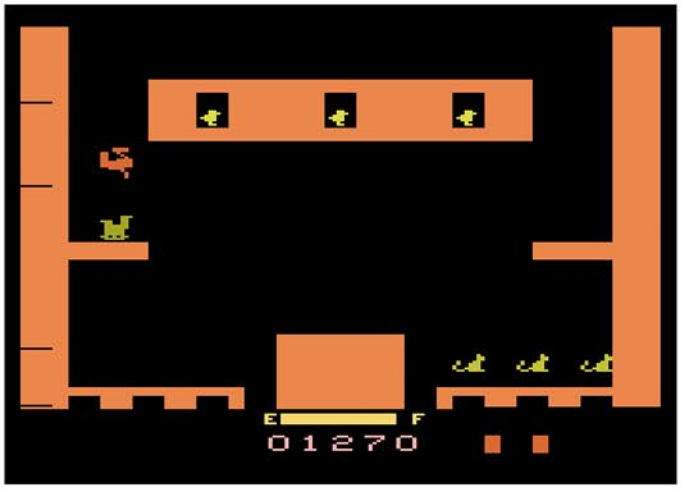


You are the Sky Skipper, a bi-plane flying animal protector who has taken to the skies to rescue all manner of fuzzy creatures from certain doom. Spread all around the city are their cages resting high atop skyscrapers, and the gatekeepers are angry gorillas who must be bombed into submission in order to set them free.

When the game begins you find yourself at the launch pad, and to either side of you there are two trios of animals trapped in cages. By flying up then to the left at the correct height you can drop a bomb on the offending gorilla, temporarily freeing the captives and giving you an opportunity to swoop in and rescue them. Wait too long and the gorilla will regain his composure and shut the cages, requiring you to drop another bomb on his head. This continues until you have rescued every single animal and can move on to the next stage.



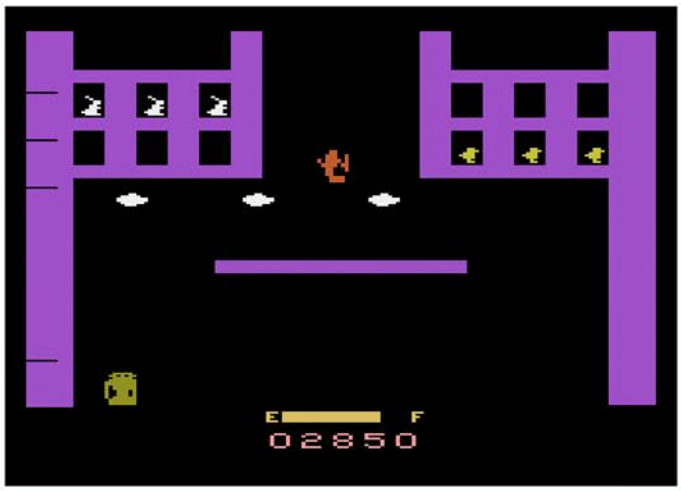


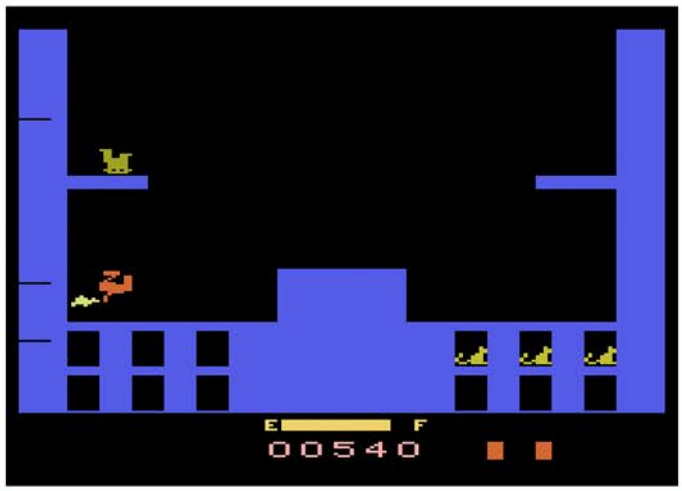




While this sounds easy enough, it might actually be easier to fly a real bi-plane than it is to get very far in this game. The first gorilla you face is easy enough, although you still have to be quick in order to rescue the animals on the far right before they get caged up again. The top level gorilla on the other hand requires pixel perfect precision in order to hit him. One pixel too high on the approach, and you crash. One pixel to the side in the wrong direction and you crash. Don't release the bomb on the perfect pixel and the animals on the far right can't be rescued. It quickly becomes infuriating. Miss more than once and you'll crash due to running out of fuel.

The difficulty only increases from there, with the need for precision present at every turn. Some of the levels have winding turns that can only be navigated in time with perfect piloting and bomb dropping. Throw in some additional obstacles like clouds and you're in for a rough time.

While the concept and controls are spot on, the difficulty is so high that most casual players will ultimately skip this one. If you are fan of arcade style gameplay and want one heck of a challenge though, this is a good choice.



SKY SKIPPER™



Become an airplane pilot and rescue animals held captive by giant gorillas. You'll need split-second timing to swoop down and save the animals without crashing into the ground or surrounding buildings. 1 player

**Atari Video Computer System**
(graphics shown)
**Sears Video Arcade**



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TUTANKHAM™



Wander King Tut's tomb in search of fabulous treasure! Keys are used to unlock the passageways to the treasure. But snakes, griffins, and beetles will guard the tomb at all costs. With lasers and flash bombs, try to defeat these protectors of the tomb and escape with the loot. 1 or 2 players

**Atari Video Computer System**
(graphics shown)
**Sears Super Video Arcade**
**Sears Video Arcade**
**Intellivision**
**Intellivision II**
**Tandyvision**
**ColecoVision**
**Atari 5200**
**Commodore VIC 20**
**Atari Home Computers**



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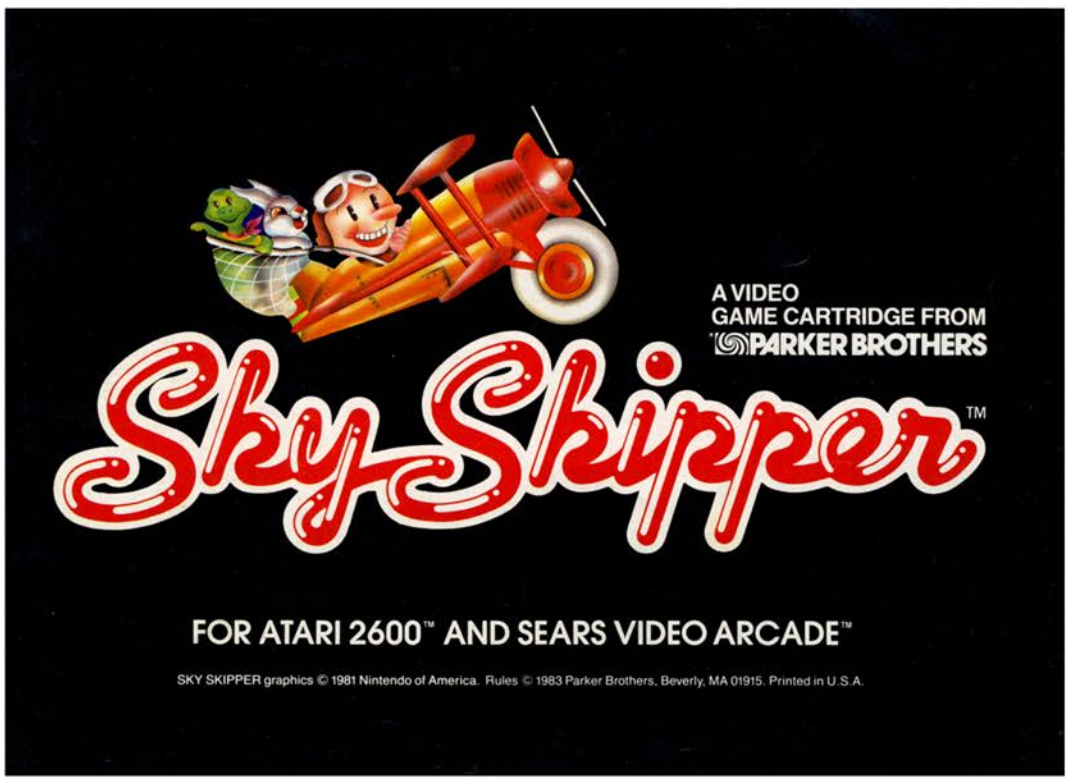


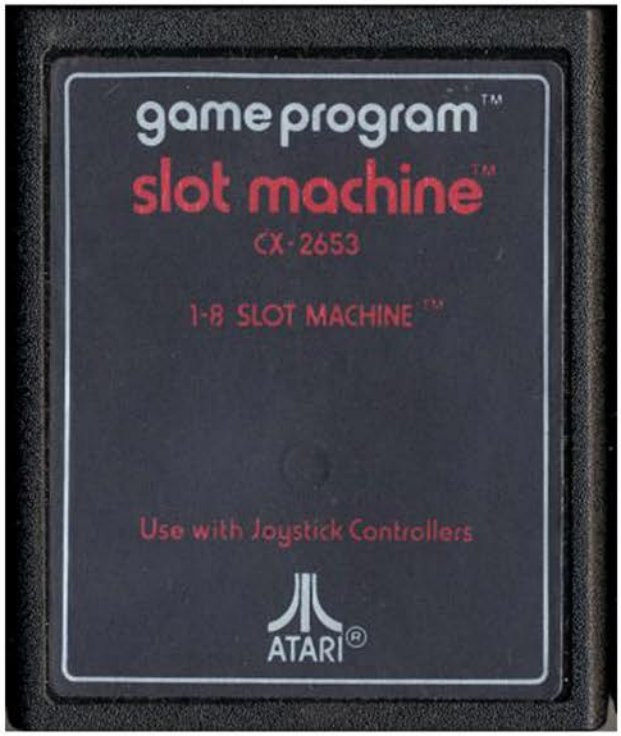

# SKY SKIPPER

# Slot Machine

Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Gambling

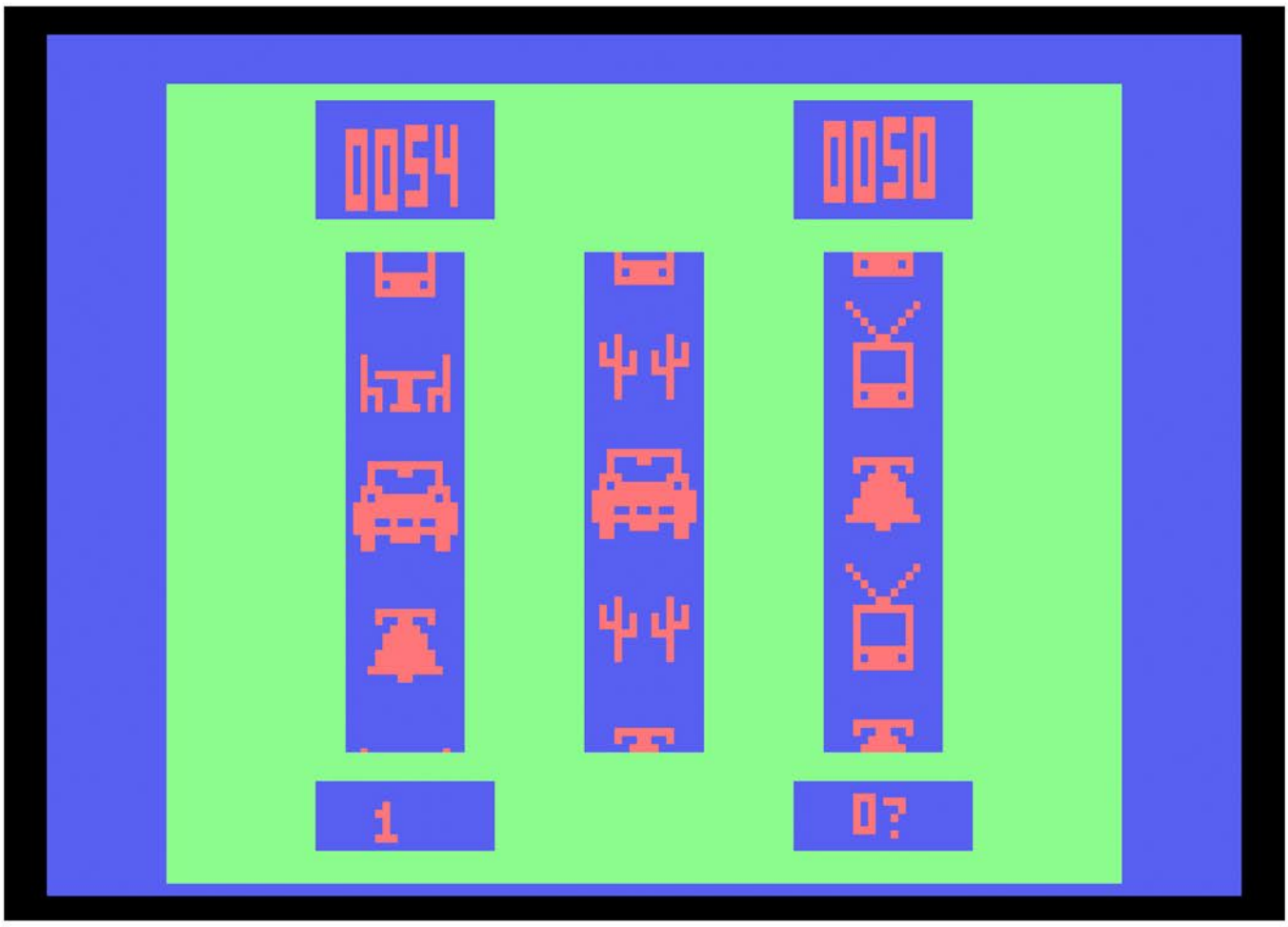
Alternate Title: N/A
Model #: CX2653
Rarity: 3
Programmer: David Crane

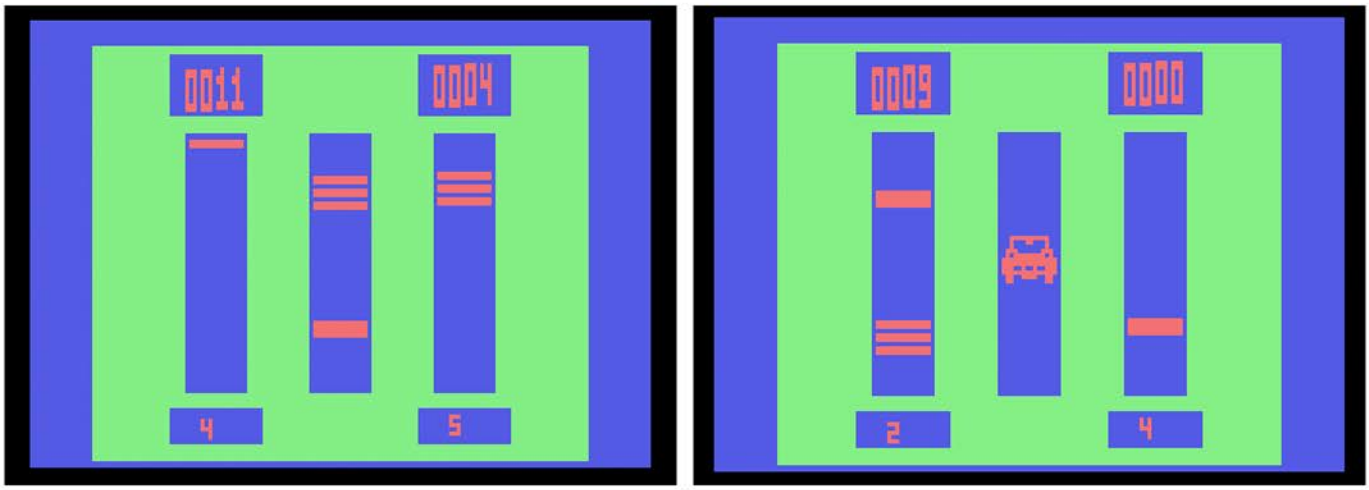
Bring the fun and excitement of Las Vegas home via your Atari 2600!



Walk into any casino in the world and you'll be greeted by a never ending line of flashing lights and spinning wheels adorned with various objects. If they land in the correct configuration, then you won't have to go into work ever again. They land in the wrong spot, and you'll be selling your wedding band for a bus ticket home. Luckily in this case, the only thing you'll win or lose is your bragging rights.

There are two different varieties of slots you can play, either a jackpot game or a payoff game. The jackpot game is just that, as it will only reward you with a jackpot configuration across the center line. This happens when you get three of the same object across the center line, either a bar, trio of bars, or a car. The jackpot amount is based on how many coins you risked and what the item is. If you want more points changing hands, then the payoff game is for you.

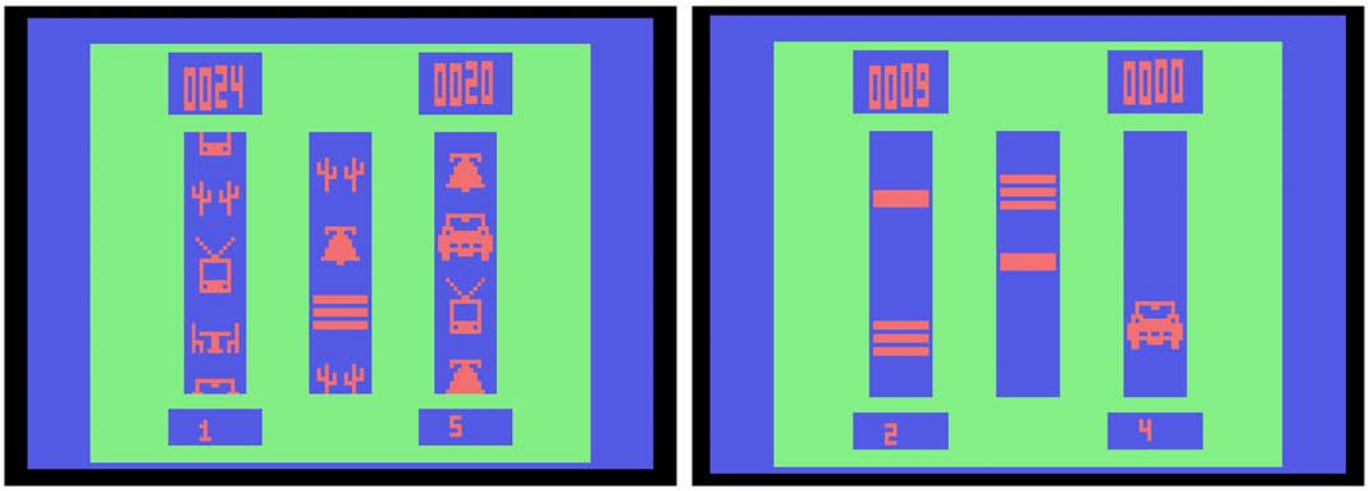


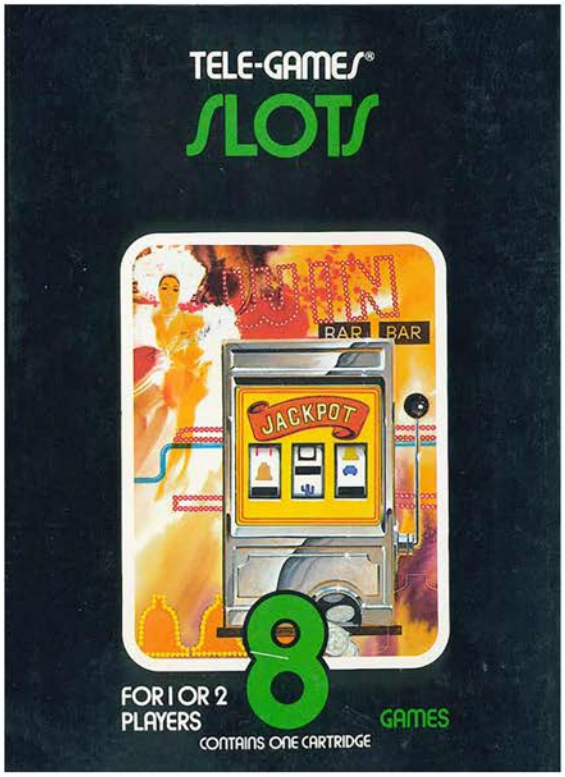


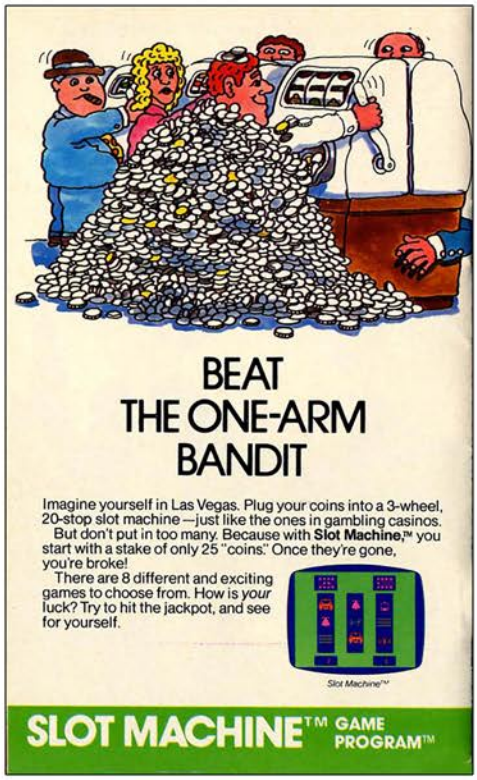

In this gameplay mode you can get points on any of five lines (three straight across and two diagonal) when certain objects appear in specific orders. For example, two tables and a trio of bars will get you ten points, while three television sets will net you fourteen. If you manage to hit three cars, then you're in the money with two hundred. There are ten combinations that will get you paid, provided you spent the coin to play that line on this spin.

You can play against the computer or with a friend, but the goal is the same which is to be the last person with money. You start out with twenty-five points and can wager up to five per spin. As you both gain or lose points, some strategy comes into play as you might want to try and outlast your opponent when they are low by betting one a spin.

Even with the minimal competition, the entire game really just boils down to luck. The only action is hitting the button to increase your bet, while the rest of the time is spent watching the icons spin around and around. While this would have been novel when it first came out, any entertainment value has since faded.



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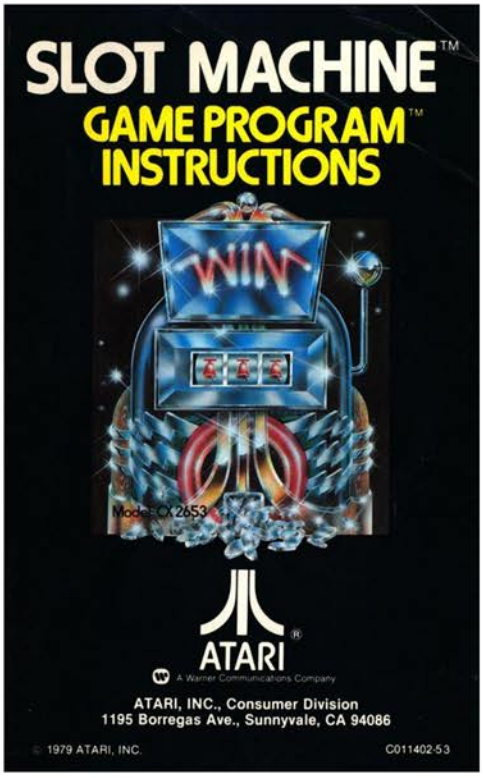
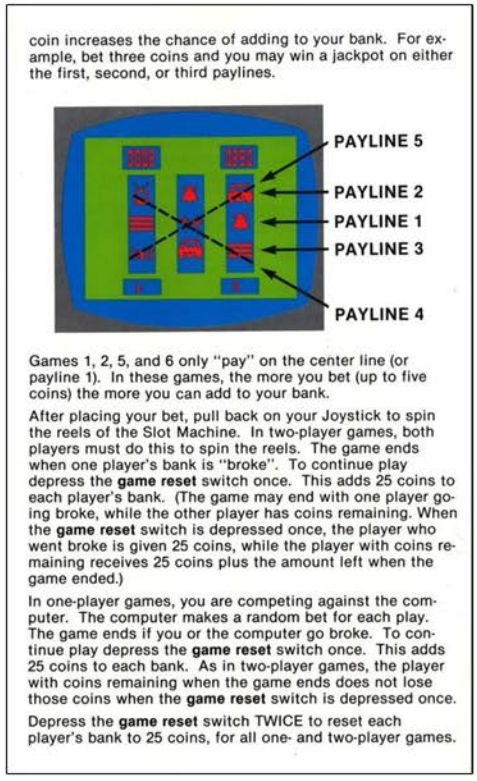


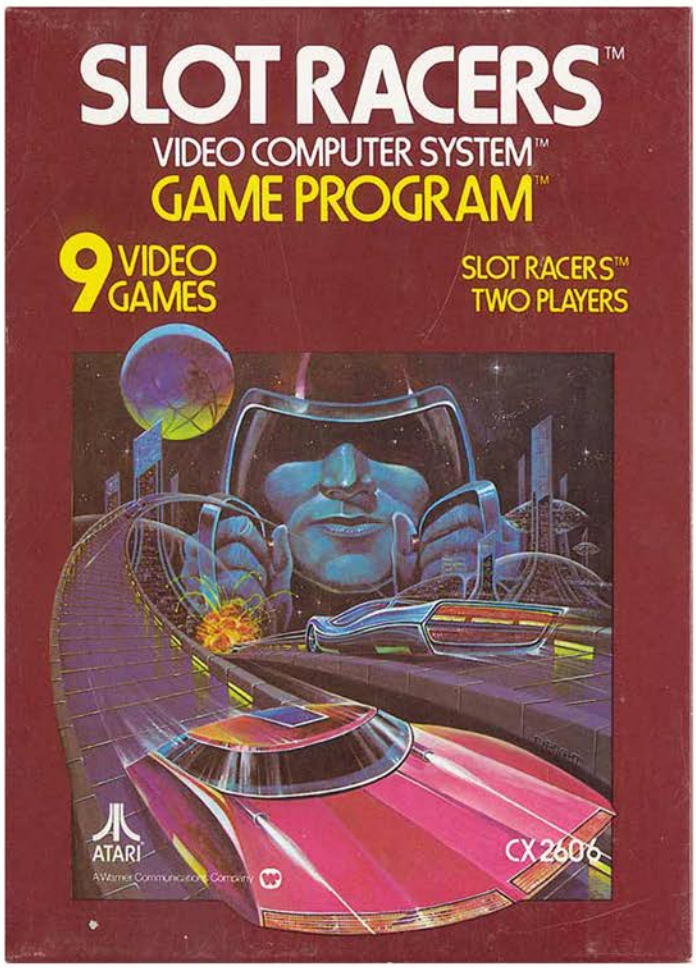



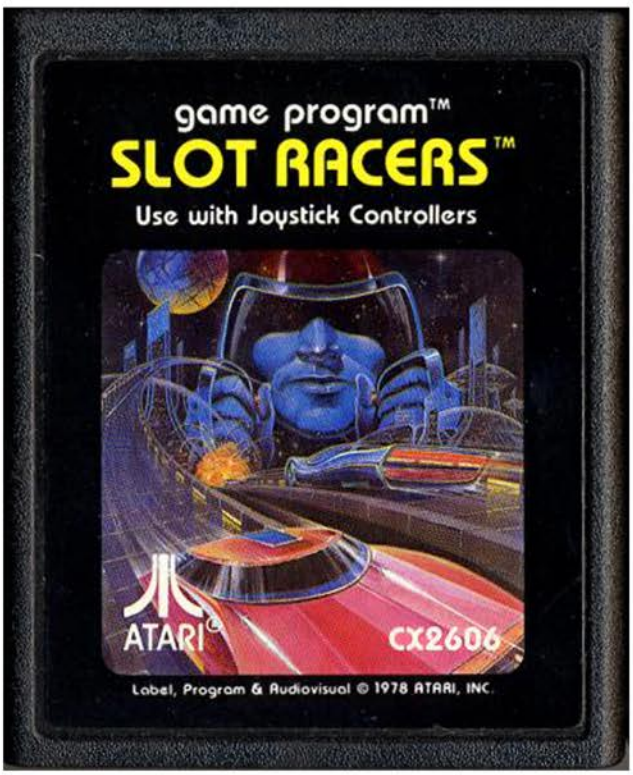
# Slot Racers

Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 2
Genre: Racing

Alternate Title: N/A
Model #: CX2606
Rarity: 2
Programmer: Warren Robinett

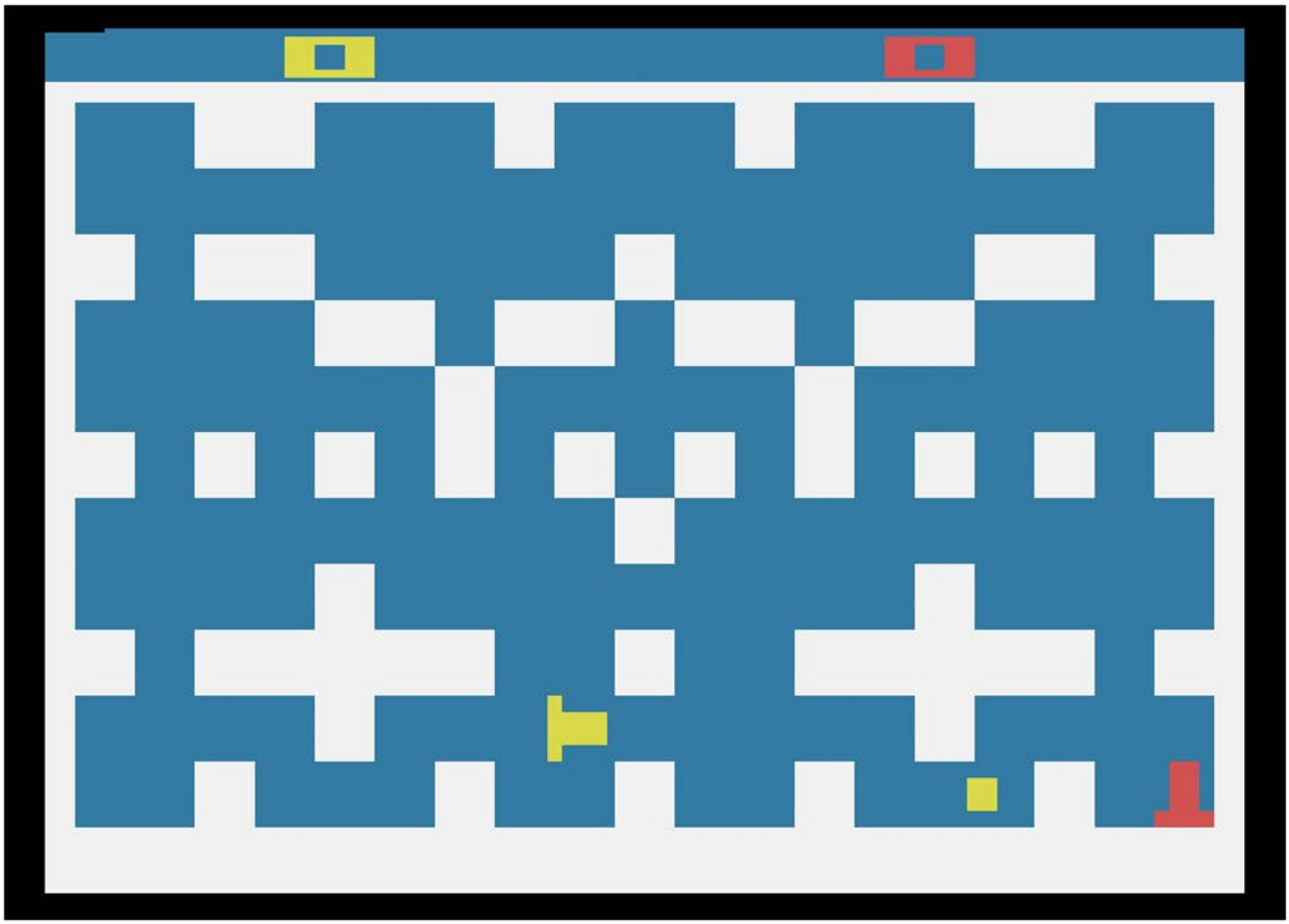
This is an early attempt at car based combat.

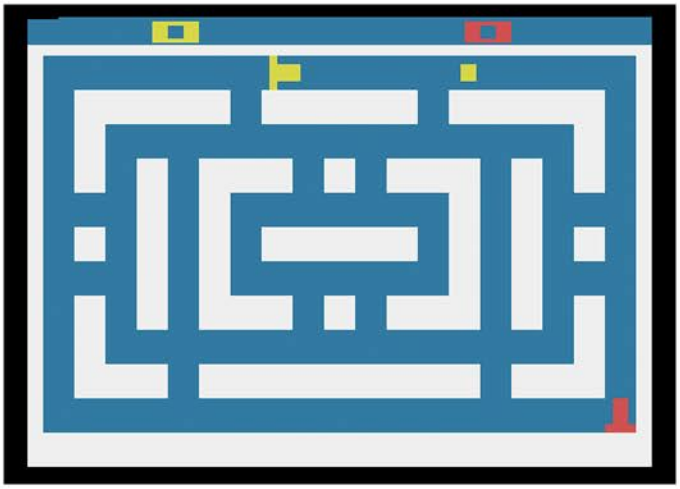


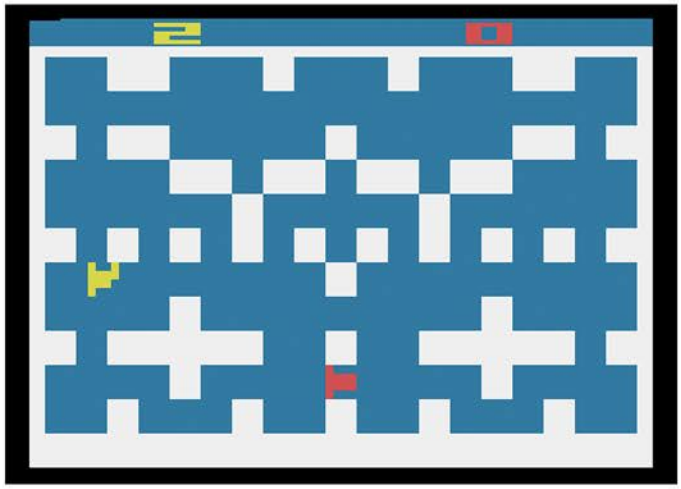



Strap yourself into a Super Chasemobile, and rev the engine before tearing down the track in search of your opponent so that you can send a missile in his direction.  Be careful though, because he could be hot on your tail as well.

The game begins with you and your enemy on opposite sides of a maze, ready to do battle.  When you start to move it may take a moment to get your bearings as the control scheme is a bit unorthodox.  Instead of moving in the direction you are pressing on the controller, you can only turn right or left, with the up and down directions being assigned to accelerate and brake respectively.  To further complicate things, the turn directions are based on the direction your car is facing, leading to the potential for some wrong turns at inopportune moments.



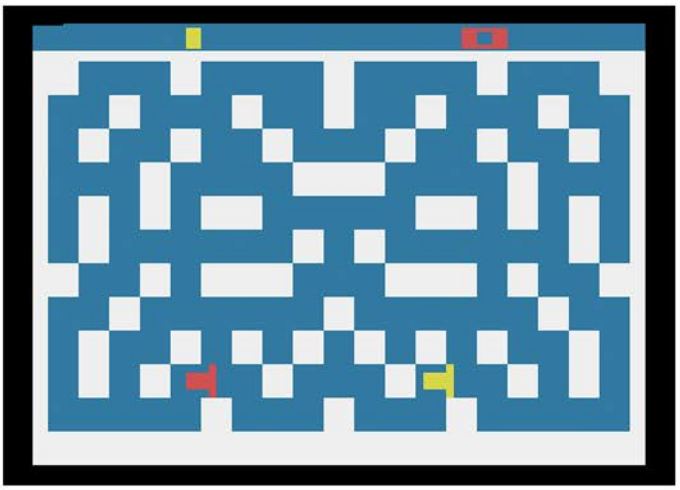


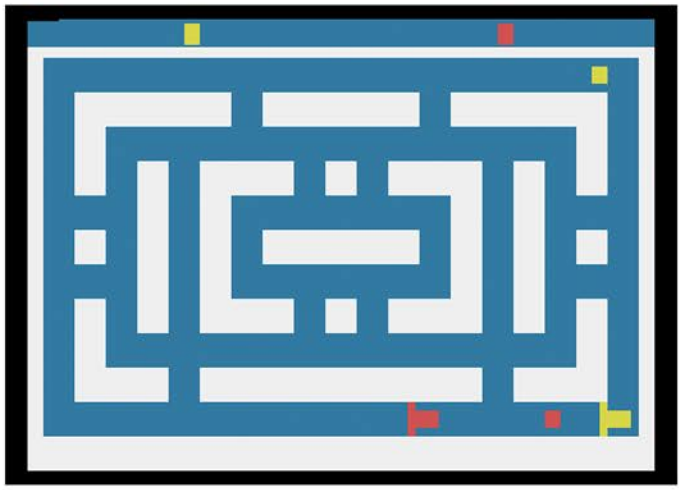


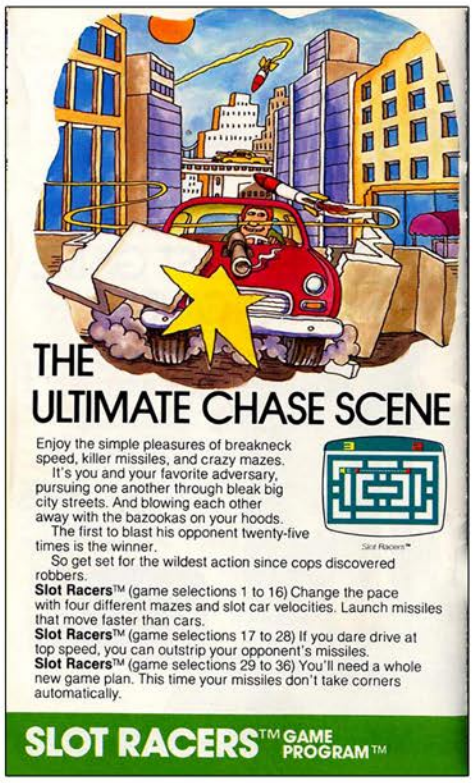
Thankfully the combat is a little more straightforward. When you fire a missile it will go along the path you are on, even making turns as it speeds towards your adversary. If your projectile makes contact with them, you'll get a point while sending them careening across the screen. The first player to get twenty-five points is deemed the winner.

There are four different mazes in which to do combat in. These range from the simple corridor style with few turns to some with vast open areas, to others that are filled with random blocks so constant turning is a must. In addition to the maze types, there are a few gameplay variations to mix things up. You can pick whether your missiles move faster than the cars or vice versa, as well as whether or not you want your missiles to navigate the maze on their own. It's not a ton of variety, but it does give you some choices.

Since this was one of the earliest 2600 games it is two player only, so if you want to engage in car based combat you'll need a friend. While it's not on the same level as Combat, it still provides some entertainment should you need another competitive title.

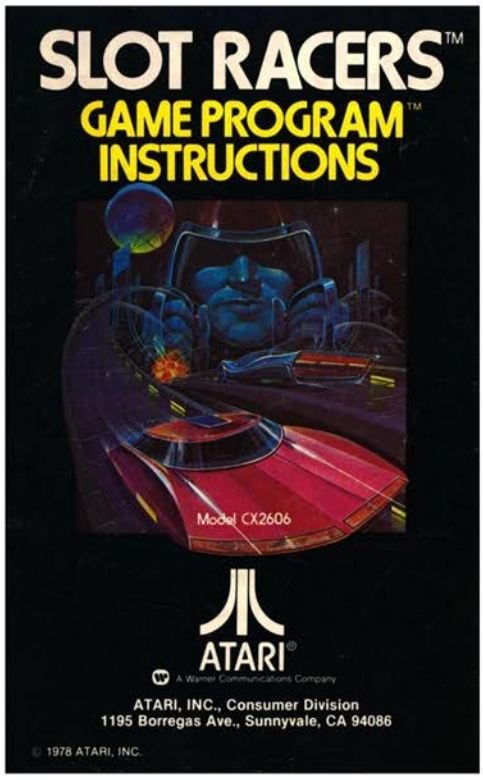






Above: Catalog Samples

Below: Manual Cover and Page Sample

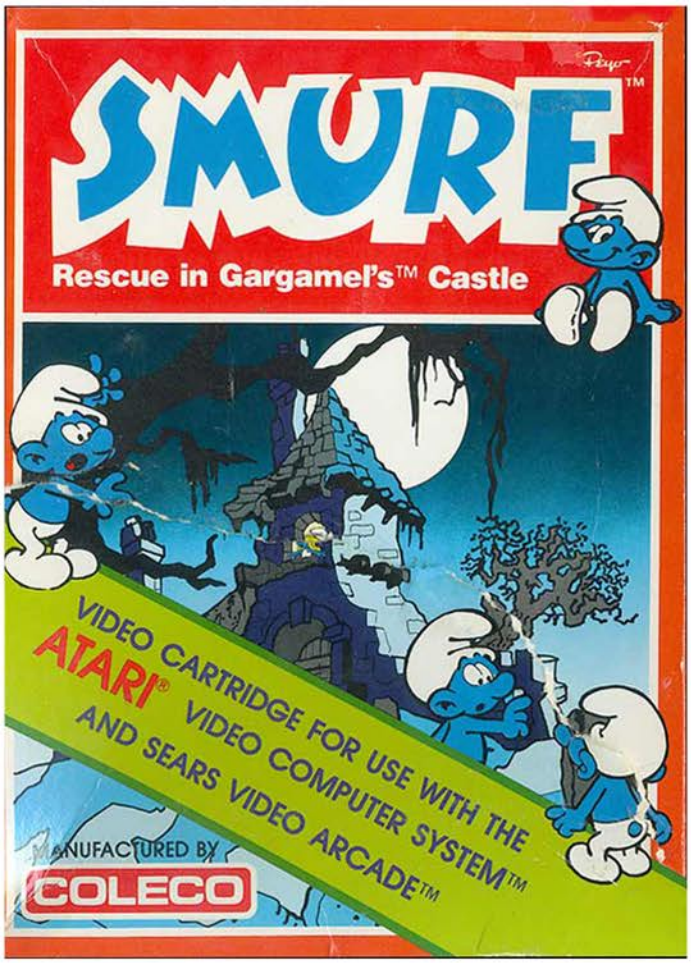


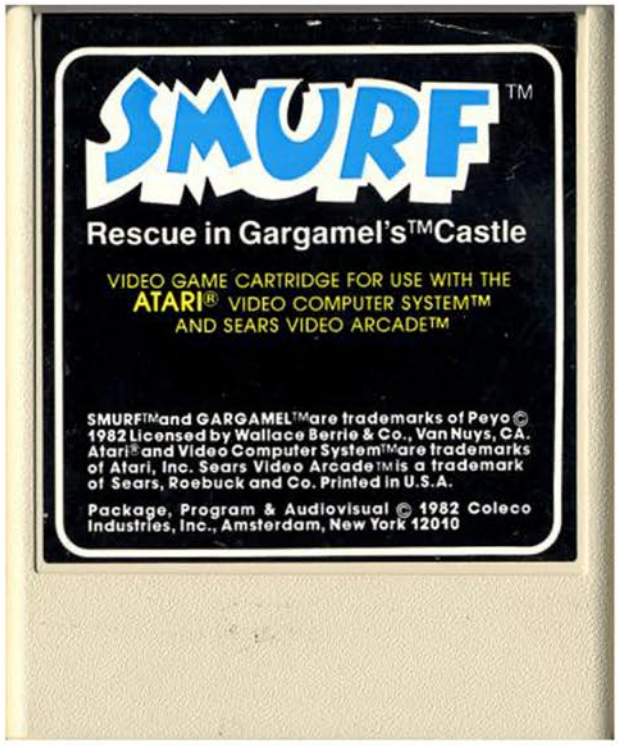
# Smurf Rescue in Gargamel's Castle

Release Date: 1982
Publisher: Coleco
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 2465
Rarity: 4
Programmer: Henry Will IV

This is a delightful kids game based on the popular cartoon series.

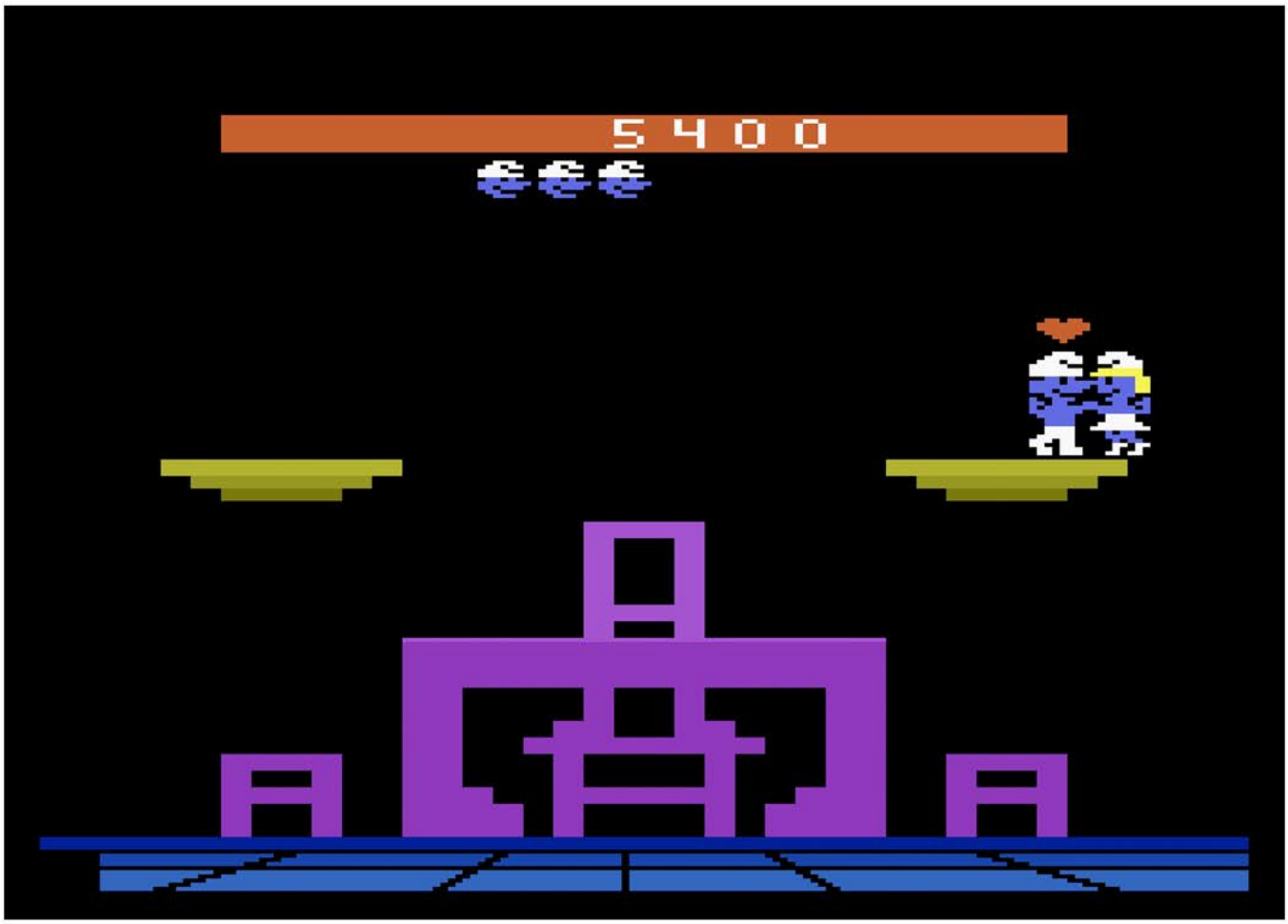


You are in control of a generic Smurf who must risk life and limb in order to rescue the lovely Smurfette from the clutches of the evil Gargamel. In order to achieve this he must venture across the land, through scary caves, and ultimately into Gargamel's labratory.

The game begins with our heroic Smurf leaving his home in search of adventure. On his first playthrough the bulk of the enemies will not appear, meaning he will simply have to jump over fences, rivers and onto rock ledges. However in the cave the spider will appear, meaning he will have to time his crossing or perish.

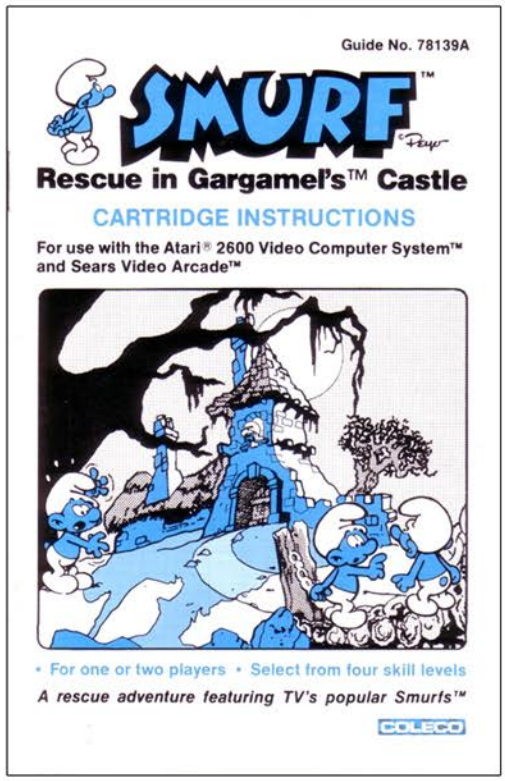
From the second round on however each screen will have a bat, hawk or snake that will appear, making the clearing of the obstacles more difficult. Once the speed boost kicks in on the third round this can become extremely difficult due to the Smurf's odd way of jumping.



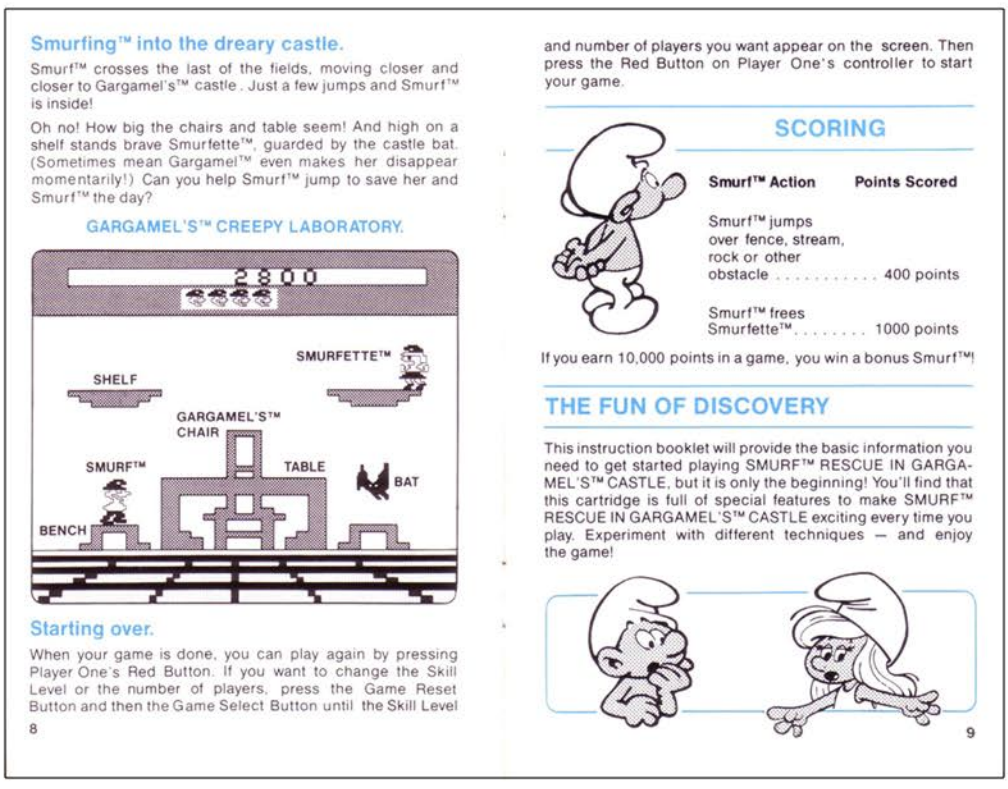
In order to take a short hop you have to hit up on the controller, however if you want to clear most obstacles and enemies a double tap is required. This is a slow process that can lead to certain death against flying enemies that can make it most of the way across the screen before you land from your first jump. This turns a casual kid friendly game into a precise arcade platformer in a hurry.

There are five types of screens that will repeat numerous times depending on what stage you are on. The fence hop, the river, the spider cave, the rock cliff, and Gargame's labratory. In addition to enemies being able to kill you, it's possible to die if you don't aim your jump right. On several of these levels your Smurf will end up in Smurf heaven if he comes into contact with a corner, as he'll pass right through it and slam into the ground below. While it's mostly avoidable, it's still frustrating to see him fall through solid objects to his death.

While this is aimed at the younger crowd, the challenge after the second level will give even the most seasoned gamer a run for their money. If you were a fan of the franchise it's worth checking out.




Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples



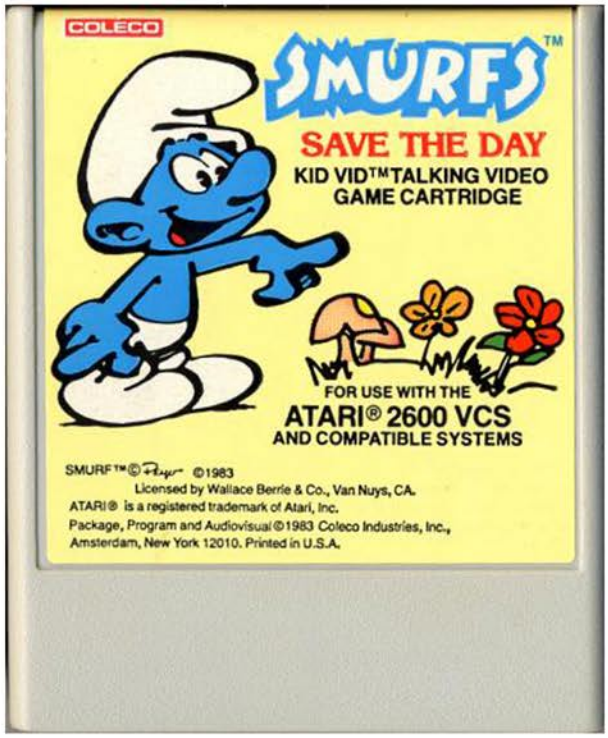

# Smurf Rescue in Gargamel's Castle

# Smurfs Save the Day

Release Date: 1983
Publisher: Coleco
Controller: Kid Vid Controller
Players: 1
Genre: Education

Alternate Title: N/A
Model #: 2465
Rarity: 8
Programmer: N/A

This title that utilized the Kid Vid system is all but lost to modern gamers.



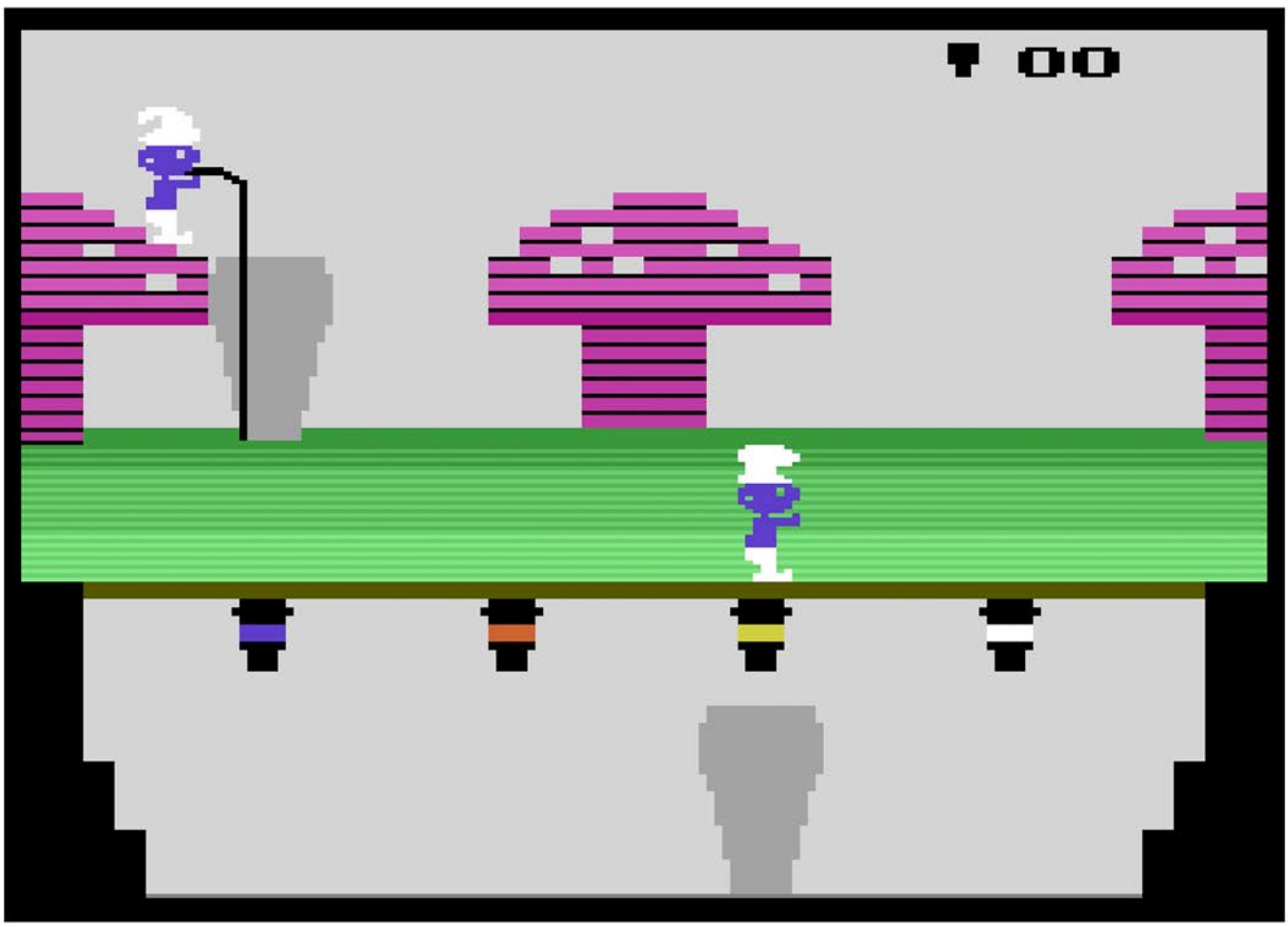
This Smurf themed kids game contains a trio of mini-games staring some of your favorite Smurfs. Well, maybe not favorite, but definitely characters on the show.

First up Harmony Smurf teaches musical relationships and allows the players to make simple melodies. This is done by picking up notes on the ground and placing them on the musical staff.

Greedy Smurf teaches how primary colors are used to make secondary colors. This is done by filling a cone with colors and mixing them together to get the desired one.

Handy Smurt teaches objects, and how they are different sizes and shapes. This is done with a conveyor belt mini-game.

This is certainly a bare bones review, and that is entirely due to the fact this game was released for a unique cassette based system that requires it for the game to be played. Unless you are in possession of one of these incredibly rare systems, this game simply isn't playable.

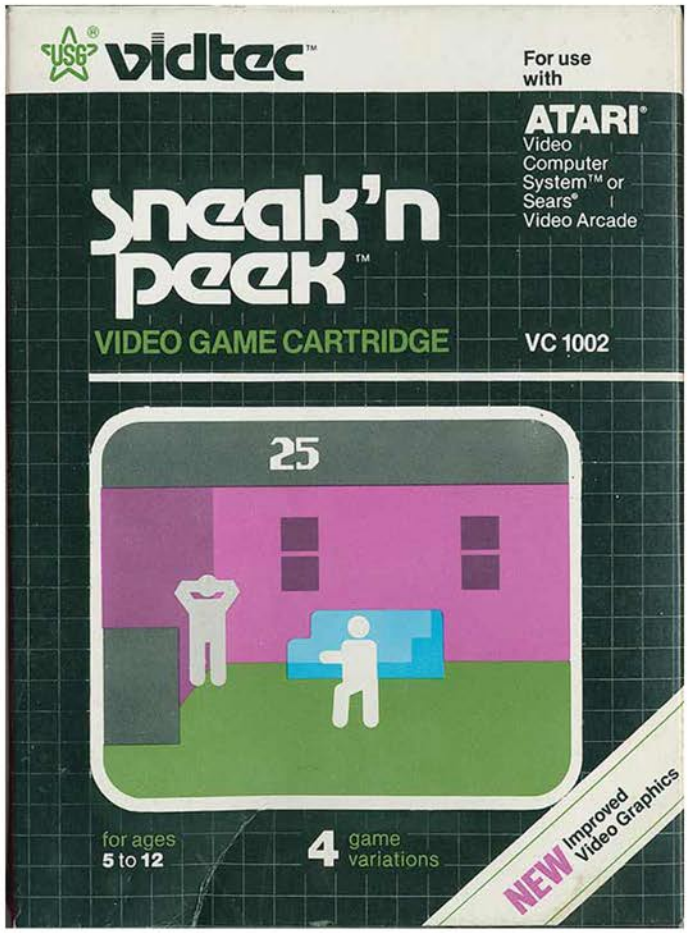


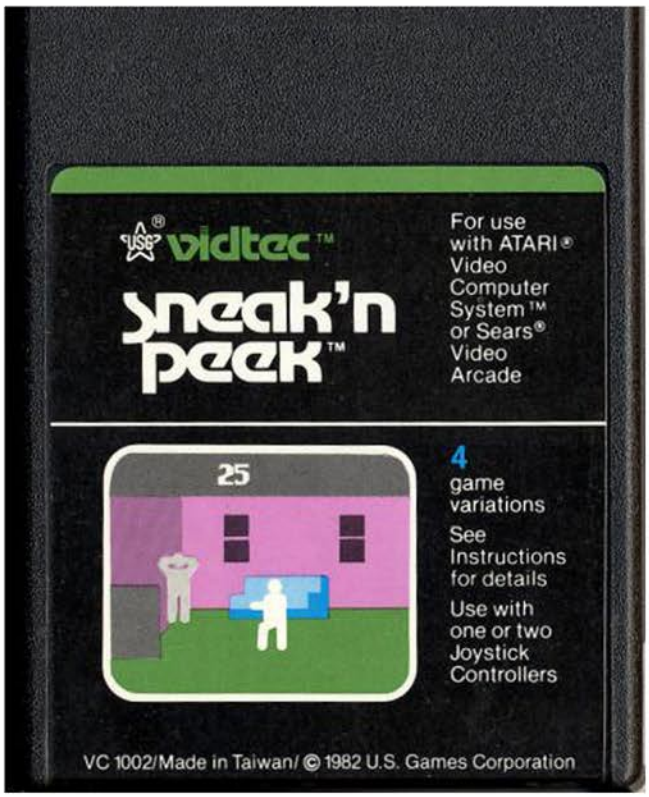
# Sneak'n Peek

Release Date: 1982
Publisher: U.S. Games
Controller: Joystick
Players: 1 - 2
Genre: Brain

Alternate Title: N/A
Model #: VC1002
Rarity: 2
Programmer: Paul Willson

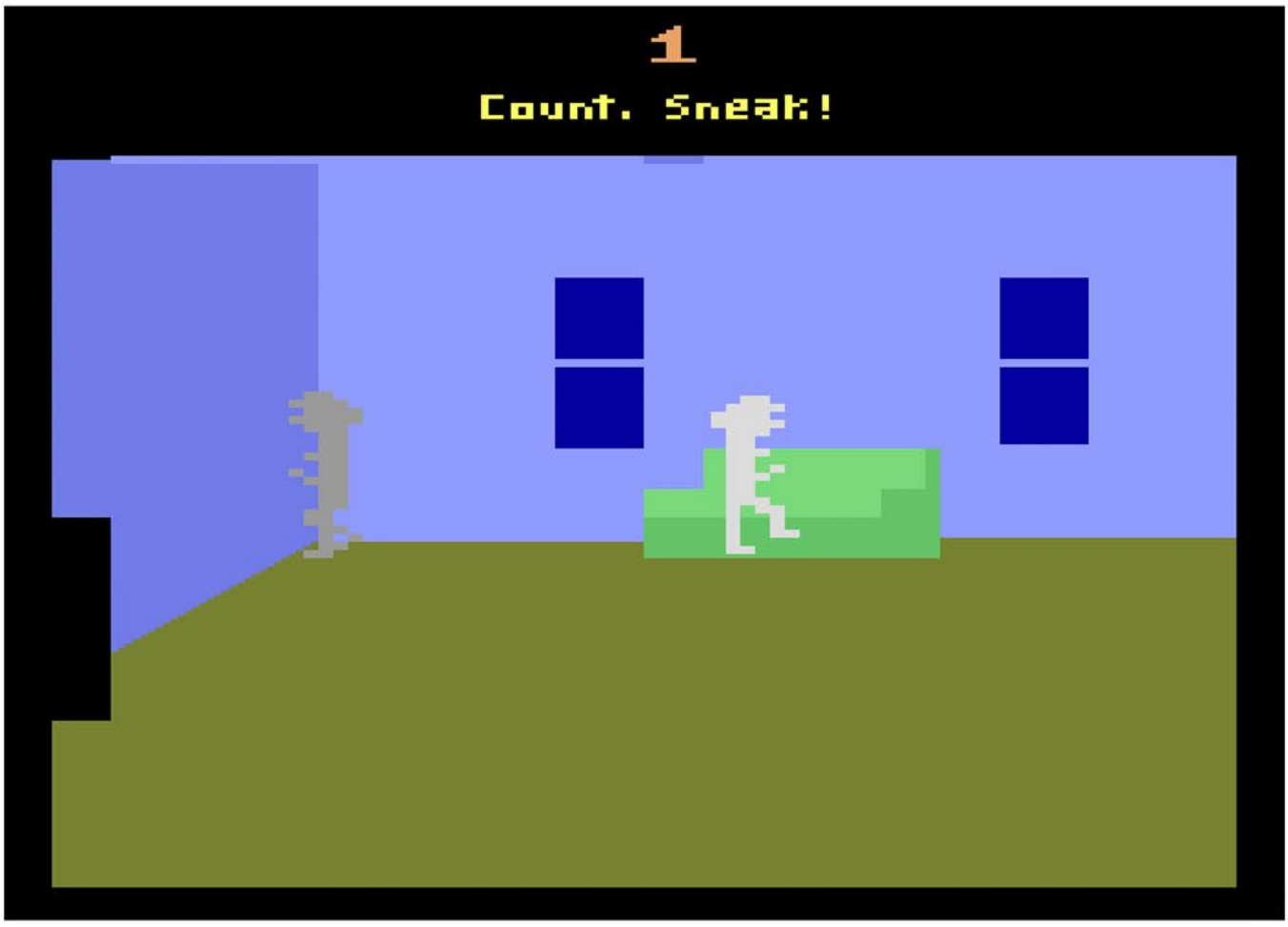
This poor excuse for a video game should hide and never be found.

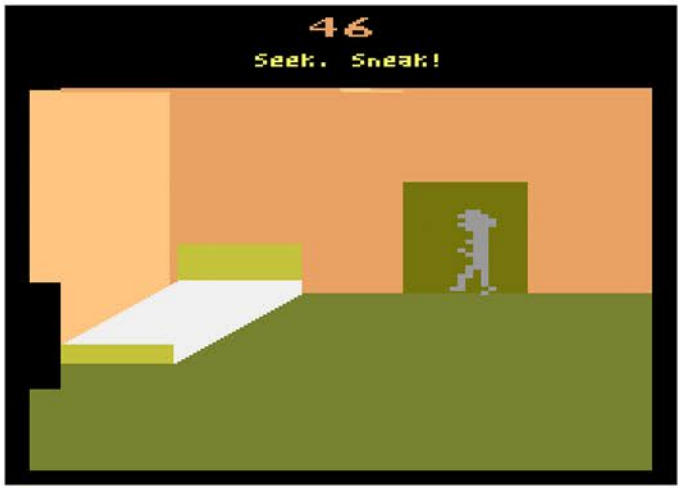


Who doesn't love a good game of Hide and Go Seek? When playing with friends it's a great way to figure out what areas of your house are in dire need of a deep clean. When playing with people you don't like, it's a great way to get some peace and quiet as they sit in hiding until they get tired of you not looking for them.

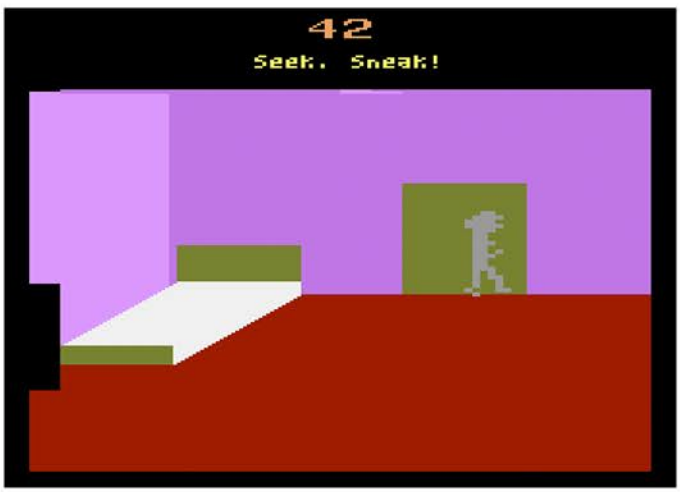
The game begins with the seeker standing in the corner counting, and the hider running throughout three rooms of the house (or outside) for a place to hide. When it's time to go on the hunt, you'll have fifty seconds to attempt to find your friend. This is done by walking all around the four screens and hoping that you are moving in the right direction to trigger a find. If you are successful you'll join your friend in hiding before the roles reversing (unless you are playing the computer, at which point you'll just reset).

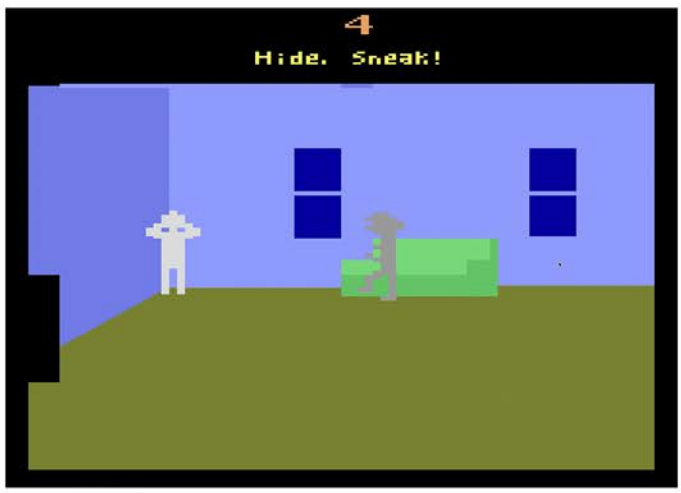


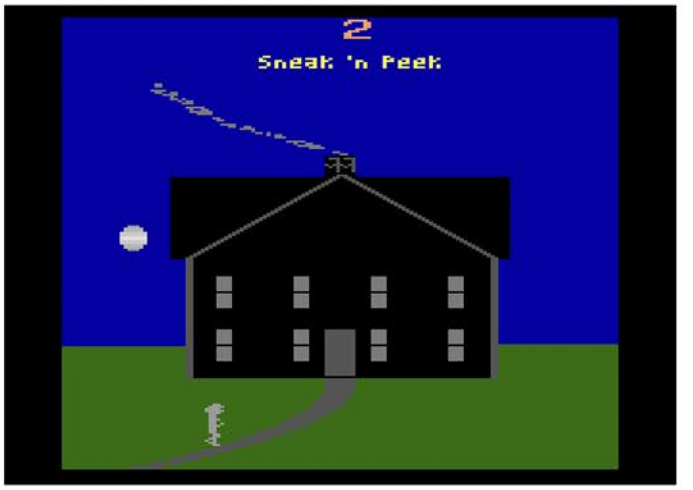


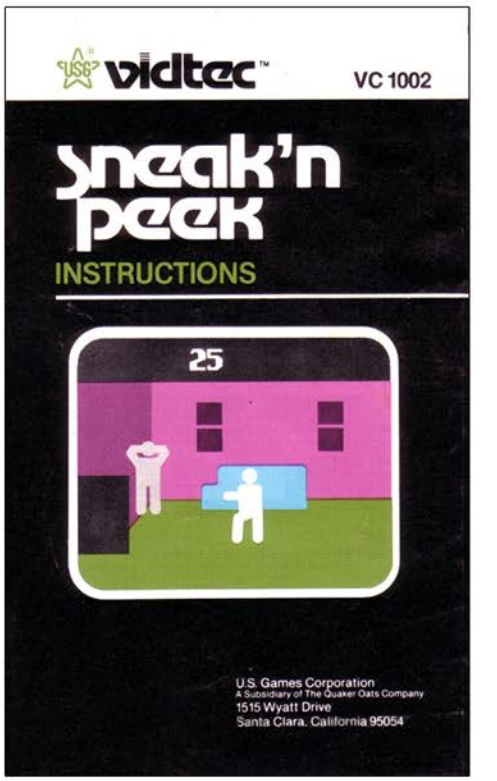
There are a grand total of twenty potential hiding spots across the four screens, and with an overly generous fifty second timer for a single player game it's impossible not to win once you know where the triggers are. The two player game is a bit more intriguing, albeit not by much. One player goes around and finds their hiding spot while being timed, and the counting player will have that much time on the clock, although it does move slower than the hider's did. For those players wanting to cheat their way to victory, there is a hiding spot just behind the couch you start on that is impossible to check in the allotted time if you move quickly enough to hide.

With such a limited number of rooms to explore as well as tiny number of hiding spaces, the entire game can be mastered within a couple of playthroughs. That said, the gameplay is so mind numbingly dull that it's not worth playing a single time, let along multiple.





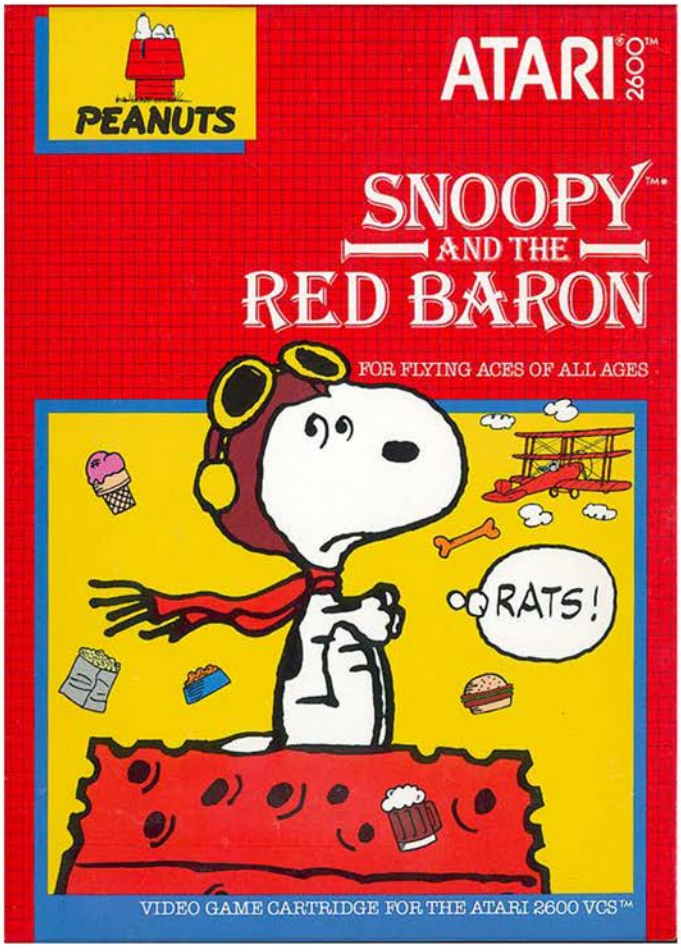

Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

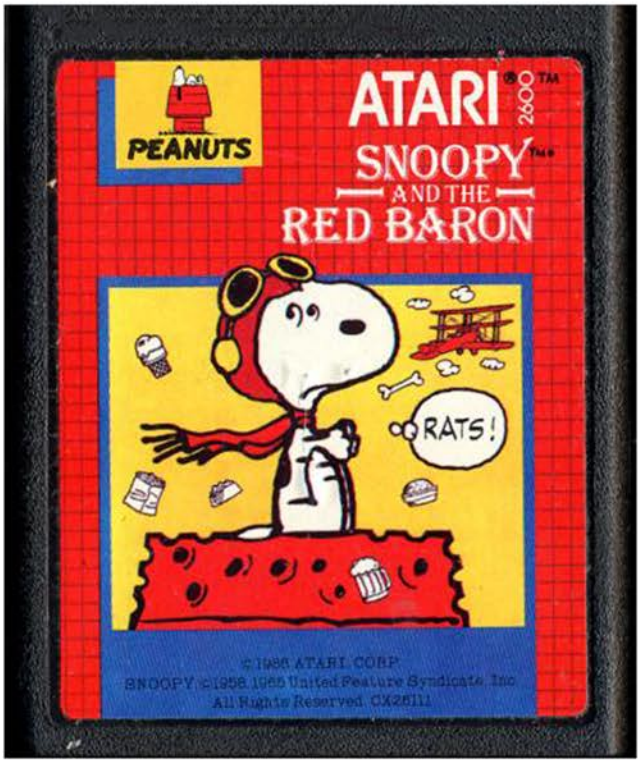
# Snoopy and the Red Baron

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX26111
Rarity: 5
Programmer: Nick Turner / Richard Dobbis

This comic strip inspired dog fighting shooter is held back due to some poor decisions.



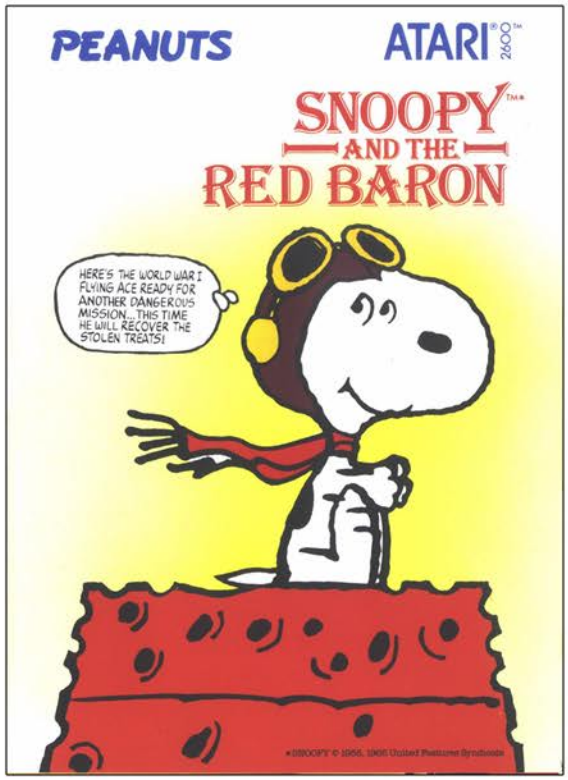



Take control of everyone's favorite cartoon dog Snoopy as he engages in thrilling aerial combat against his arch nemesis, the World War I flying ace, the Red Baron. Exchange fire with the combat master as you try to avoid having your flying doghouse from being filled with bullet holes.

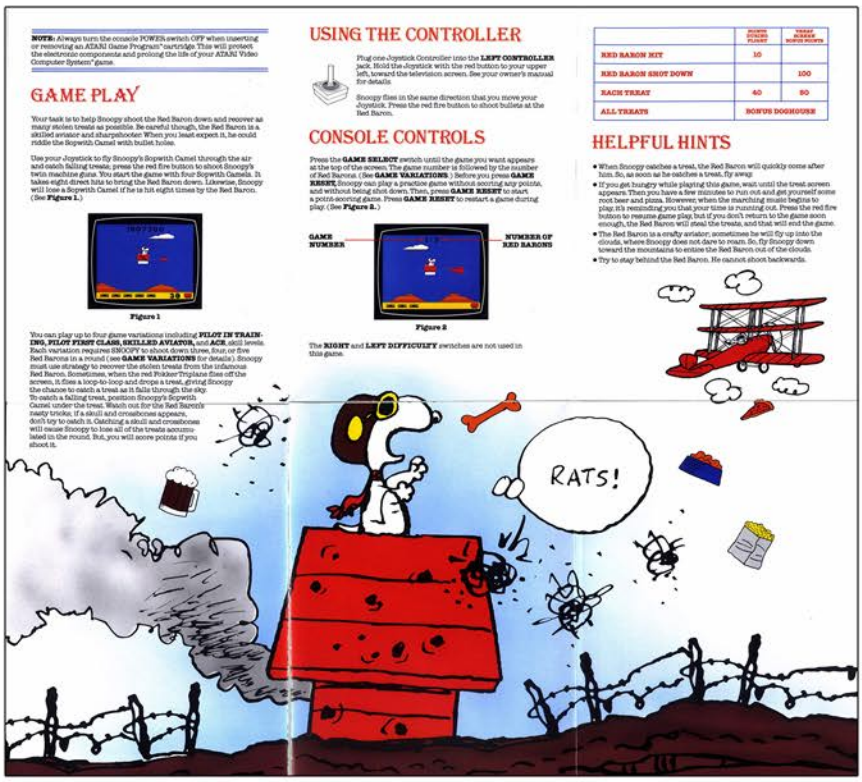
As you start you'll be in the middle of the sky, gracefully flying along. Without warning, the Red Baron will drop into view and begin his assault. You can maneuver in any direction, however you are limited as to how high you can fly. This is a shame since the Baron can fly much higher than you, putting him at a severe advantage since if he gets into trouble he can simply call a time out and pick his next move. As he glides along though he will drop treats like a dog bone, hamburger or pizza that can be used to boost your score and gain extra fighters.

The dog fighting is fairly intense as you'll constantly be forced to bob and weave in order to avoid being gunned down. The biggest problem though is with your machine gun. If you hit the button a single time, you'll fire a bullet that will go the length of the screen, however if you hold it down your stream will only travel about six inches in front of you. This really becomes a problem because it's far too easy to hold the button down just a hair too long, so instead of delivering a direct shot, you'll eliminate your bullet in favor of a later one which gives the Baron time to escape. Having the ability to go full auto would have made a world of difference here.

Both you and your opponent can take a beating before crashing to the ground, which is a nice change from the typical one hit deaths found in a lot of shooters. You can select from three to five Barons per round, although regardless of what you pick only one will be on screen at a given time. Even with the height restrictions and gun limitations, the dog fighting action is engaging and the graphics are a spot on representation of the famous pooch. If you are looking for something a bit different with your shoot'em ups, this one is worth a look.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Sample



**NOTE:** Always turn the console POWER switch OFF when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

## GAME PLAY

Your task is to help Snoopy shoot the Red Baron down and recover as many stolen treats as possible. Be careful though, the Red Baron is a skilled aviator and sharpshooter. When you least expect it, he could riddle the Sopwith Camel with bullet holes.

Use your Joystick to fly Snoopy's Sopwith Camel through the air and catch falling treats; press the red fire button to shoot Snoopy's twin machine guns. You start the game with four Sopwith Camels. It takes eight direct hits to bring the Red Baron down. Likewise, Snoopy will lose a Sopwith Camel if he is hit eight times by the Red Baron. (See **Figure 1.**)

Figure 1

You can play up to four game variations including **PILOT IN TRAINING, PILOT FIRST CLASS, SKILLED AVIATOR,** and **ACE**, skill levels. Each variation requires SNOOPY to shoot down three, four, or five Red Barons in a round (see **GAME VARIATIONS** for details). Snoopy must use strategy to recover the stolen treats from the infamous Red Baron. Sometimes, when the red Fokker Triplane flies off the screen, it flies a loop-to-loop and drops a treat, giving Snoopy the chance to catch a treat as it falls through the sky.
To catch a falling treat, position Snoopy's Sopwith Camel under the treat. Watch out for the Red Baron's nasty tricks; if a skull and crossbones appears, don't try to catch it. Catching a skull and crossbones will cause Snoopy to lose all of the treats accumulated in the round. But, you will score points if you shoot it.

## USING THE CONTROLLER

Plug one Joystick Controller into the **LEFT CONTROLLER** jack. Hold the Joystick with the red button to your upper left, toward the television screen. See your owner's manual for details.

Snoopy flies in the same direction that you move your Joystick. Press the red fire button to shoot bullets at the Red Baron.

## CONSOLE CONTROLS

Press the **GAME SELECT** switch until the game you want appears at the top of the screen. The game number is followed by the number of Red Barons. (See **GAME VARIATIONS**.) Before you press **GAME RESET**, Snoopy can play a practice game without scoring any points, and without being shot down. Then, press **GAME RESET** to start a point-scoring game. Press **GAME RESET** to restart a game during play. (See **Figure 2.**)

GAME NUMBER — NUMBER OF RED BARONS

Figure 2

The **RIGHT** and **LEFT DIFFICULTY** switches are not used in this game.

| | POINTS DURING FLIGHT | TREAT SCREEN BONUS POINTS |
|---|---|---|
| RED BARON HIT | 10 | |
| RED BARON SHOT DOWN | | 100 |
| EACH TREAT | 40 | 50 |
| ALL TREATS | BONUS DOGHOUSE | |

## HELPFUL HINTS

- When Snoopy catches a treat, the Red Baron will quickly come after him. So, as soon as he catches a treat, fly away.
- If you get hungry while playing this game, wait until the treat screen appears. Then you have a few minutes to run out and get yourself some root beer and pizza. However, when the marching music begins to play, it's reminding you that your time is running out. Press the red fire button to resume game play, but if you don't return to the game soon enough, the Red Baron will steal the treats, and that will end the game.
- The Red Baron is a crafty aviator; sometimes he will fly up into the clouds, where Snoopy does not dare to roam. So, fly Snoopy down toward the mountains to entice the Red Baron out of the clouds.
- Try to stay behind the Red Baron. He cannot shoot backwards.



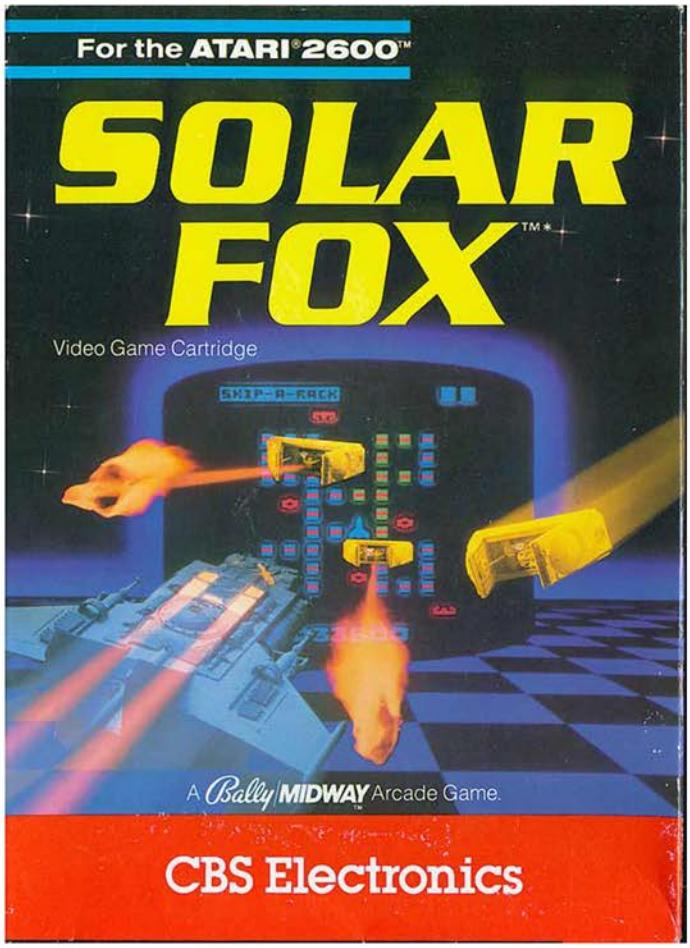
# SNOOPY AND THE RED BARON

# Solar Fox

Release Date: 1983
Publisher: CBS Electronics
Controller: Joystick
Players: 1 - 2
Genre: Arcade

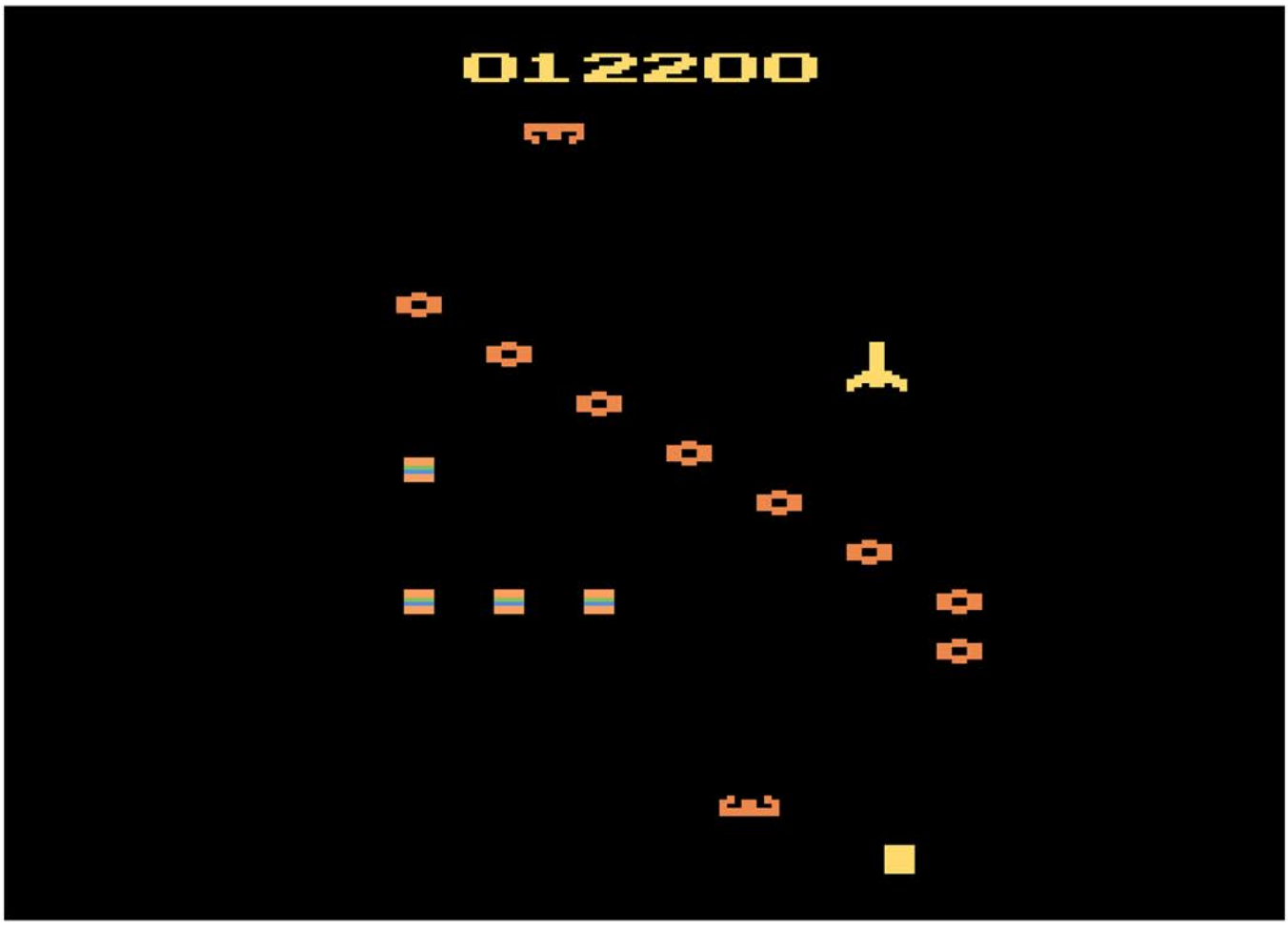
Alternate Title: N/A
Model #: 80020
Rarity: 3
Programmer: Bob Curtiss

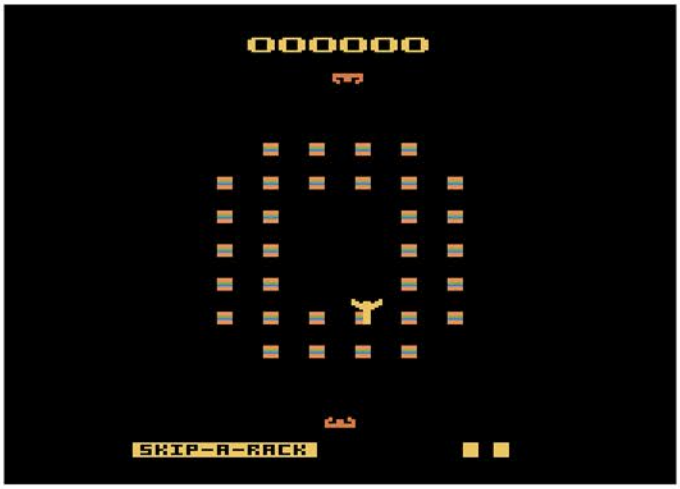
This engaging arcade port is one of the finest titles on the 2600.

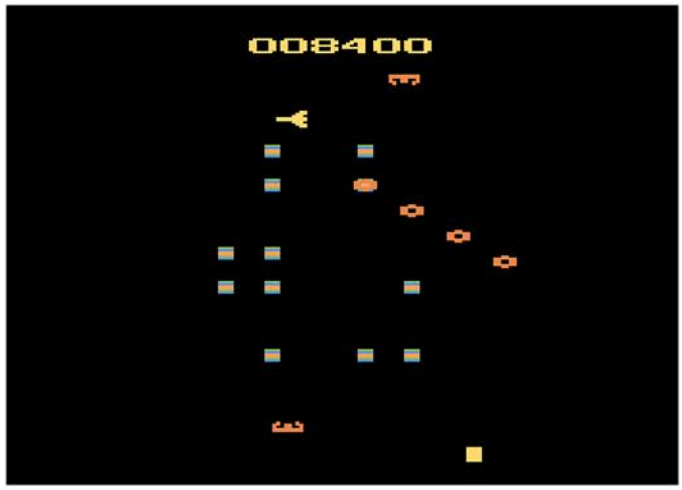


You are the Solar Fox, a pilot sent to the far reaches of space in search of solar energy cells that are needed to prevent all out war on Earth due to limited resources. Your mission is more difficult than a simple pick up and delivery mission, as the owners of these panels aren't too happy about you confiscating them.

When you start you'll be in the middle of the screen surrounded by the solar panels, which are in an intricate design. At the top and bottom of the screen are two fireball spewing Sentinels who will send a barrage of ship destroying projectiles your way. Your mission is to fly around and touch every one of the solar panels to collect them. Despite the fact the planet is on the brink of war, nobody thought to provide your ship with any weaponry, so you'll have to rely on your piloting skills alone for survival.



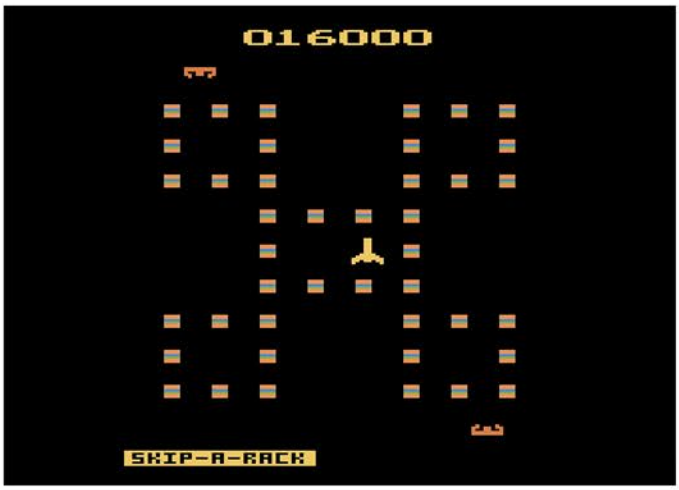


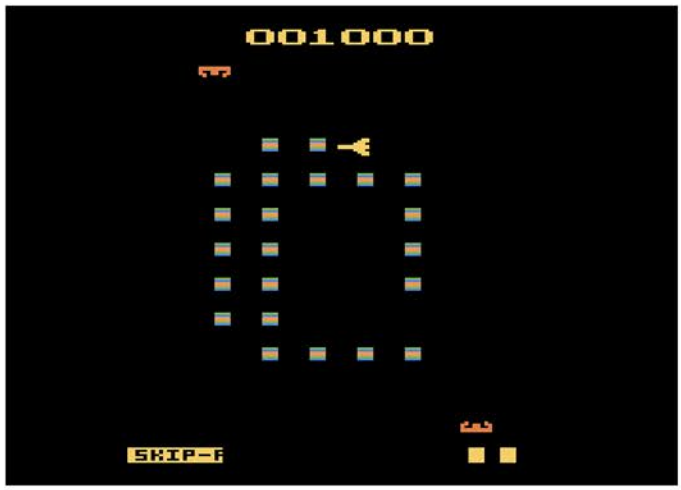



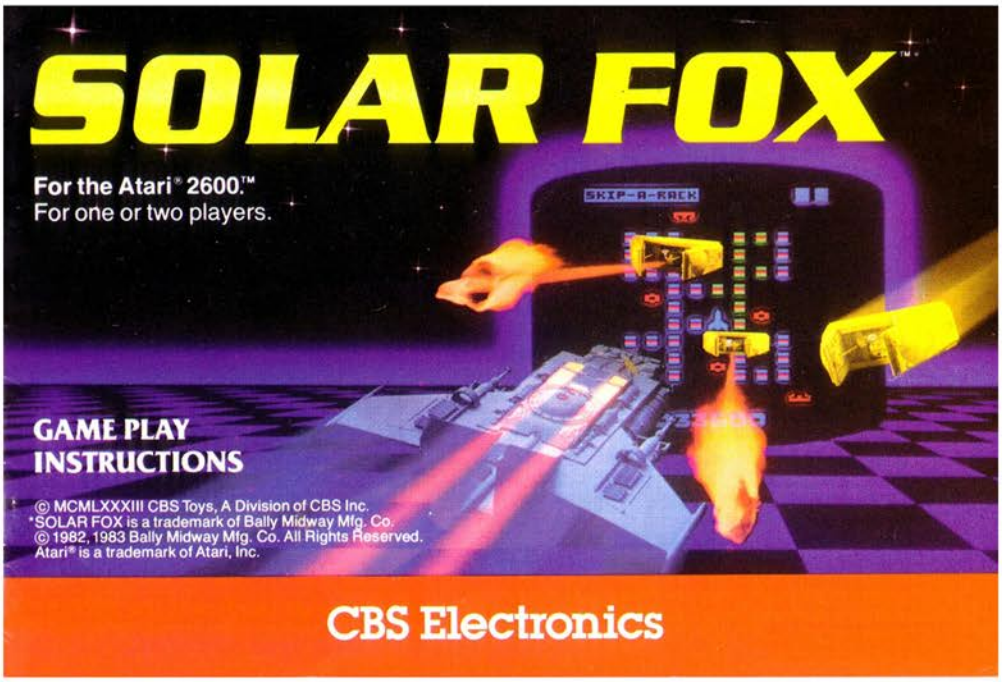

Your ship isn't without any perks though, as when you press the button you activate supersonic speed mode. This is great for when you are lined up with a lot of your targets and have no fireballs hurtling towards you. It should be used sparingly however since it's a lot easier to go out of control and fly directly into death. At the bottom of the screen there is a "skip-a-rack" timer that slowly counts down. If you are able to collect everything before it runs out, you'll get to skip a level. There are twenty main stages as well as six bonus "challenge" racks to help boost your score.

For the first six stages you'll only need to fly over everything once to collect them, however the panels on every stage after seven requires two passes to pick them up. When you fly over it the first time the color changes, so you'll never be left guessing where you need to fly back to.

The difficulty is spot on, as are the controls. The Sentinels will occasionally spaz out and fill the screen with a flood of fireballs that sometimes cover the entirety of the screen, but other than that it rarely feels like a death is unfair. If you are a fan of fast paced arcade action, this is a great choice.





Above: Manual Cover
Left: Title Screen
Below: Manual Page Sample

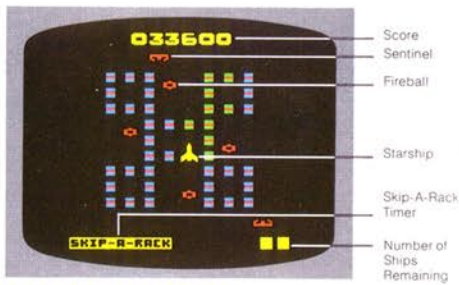
### SOLAR MATRIXES (RACKS)

There are twenty different solar cell matrixes, not counting Challenge Racks. Each matrix varies in its shape, composition, complexity and, in some cases, color. The more you play SOLAR FOX, the more familiar you'll become with the unique challenges each matrix presents to you. Racks 1 to 6 are composed of single solar cells. Racks 7 to 20 are made up of double solar cells; each cell must be passed over twice to be cleared from the screen. (Points are scored for both passes.)

When the last matrix is cleared the cycle of matrix patterns is repeated.

### SENTINELS & FIREBALLS

Each of the twenty matrixes is guarded by two Sentinels. Each Sentinel continuously oscillates along the perimeter, shooting a pattern of deadly fireballs across the play field. Fireball patterns are based, in part, on your own Starship flight path. Fireballs will not destroy Sentinels; just your Starship. As you advance into more complex matrixes, the frequency of fireballs increases and their patterns become more erratic.




### SKIP-A-RACK™ TIMER

Each of the twenty matrixes is equipped with a Skip-A-Rack timer. If you begin a matrix and manage to clear it before the letters of SKIP-A-RACK disappear, you'll automatically skip the next matrix and earn all the points available from it. The length of time alotted for the Skip-A-Rack timer varies with the complexity of each matrix.

If your Starship is destroyed by a fireball before the Skip-A-Rack timer has elapsed, the timer is forfeited for that matrix.

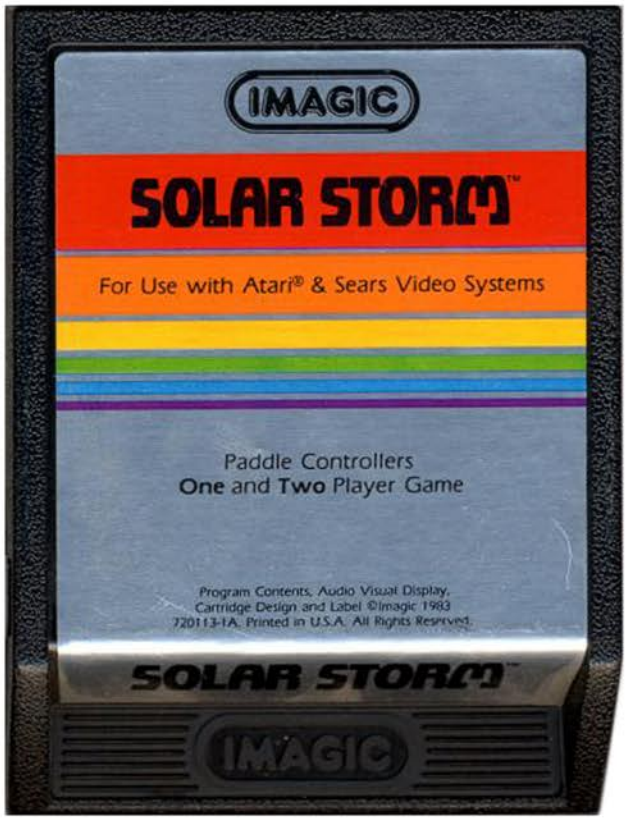
There is no penalty for failing to beat the Skip-A-Rack timer.

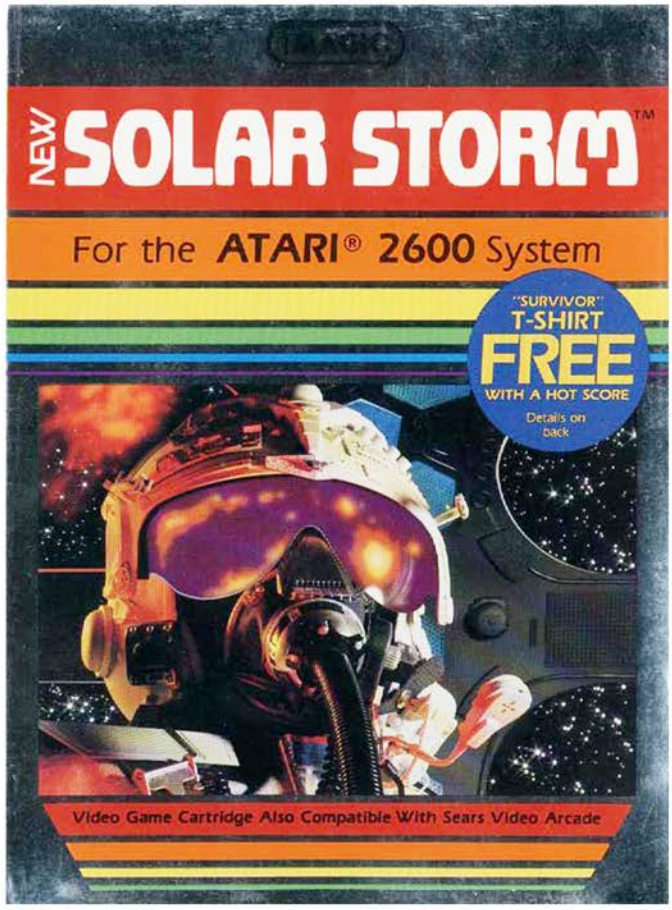
# Solar Storm

Release Date: 1983
Publisher: Imagic
Controller: Paddles
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 03206
Rarity: 4
Programmer: Dennis Koble

This has a nice concept that is completely ruined by some unfair difficulty.



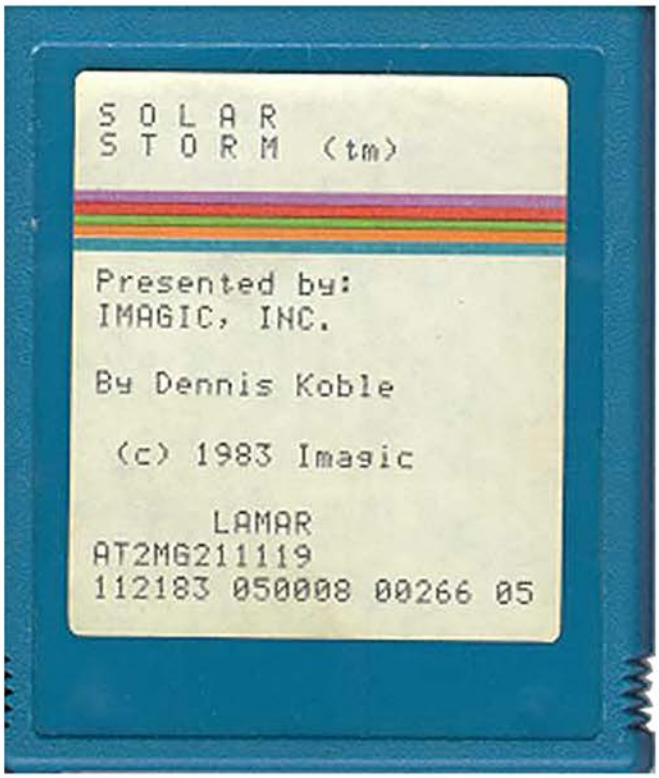
Hop into your laser ship and protect the planet from the enemy Deltoid invaders. The ships won't be your only adversary as a far-off sun has gone supernova and exploded, sending super heated fragments hurtling towards your home world. If you aren't successful in your attempts at defense, then your plant will boil, ending all life on it.

As the game begins you are at the bottom of the screen, hovering just above the atmosphere. On either side of you is a pulsating bar that lets you know just how hot the surface is becoming. Above you the invasion begins, with a fleet of vessels taking turns dive bombing you and firing at your ship. If they make it past you, then the heat bars inch up ever so slightly. Shortly after their attack, the sun fragments appear, moving far faster than their ship counterparts.

These consist of solar flares, sun spots, and the dreaded sizzloids which can ratchet up the temperature very quickly. If you manage to score five hundred points you'll be taken to a bonus screen, where you rotate around your planet and fire outward towards fleet ships. Shoot five of them down in the allotted time, and you'll get a bonus ship.

The action will continue until you have lost all of your ships, or the planet has completely melted down. Due to the extremely unfair firing from the enemy vessels, it's highly likely you won't survive long enough for your planet to perish. Instead of firing a projectile, the invaders fire what amounts to a bolt of lightening that reaches the entire length of the screen instantaneously. This means you won't have any time to react, and basically let's the computer decide when it's time for you to die. On the plus side your ship has the same feature, which can hit multiple objects at the same time, but being on equal footing actually puts you at a disadvantage.

The paddle controls seem to work pretty well, and there's always plenty of things to shoot at. If it wasn't for the instant death mode this could have been an enjoyable title. As it stands you are better off getting your space themed shooter fix elsewhere.




Top Left: Catalog Sample
Top Right: Xante Cartridge
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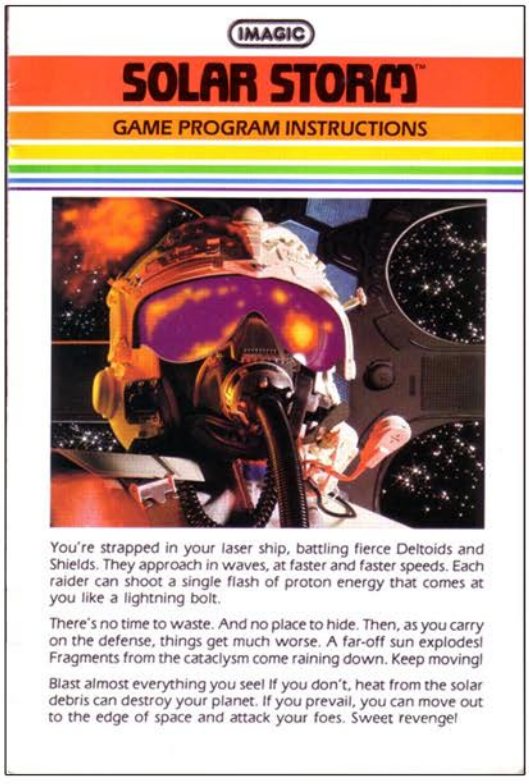
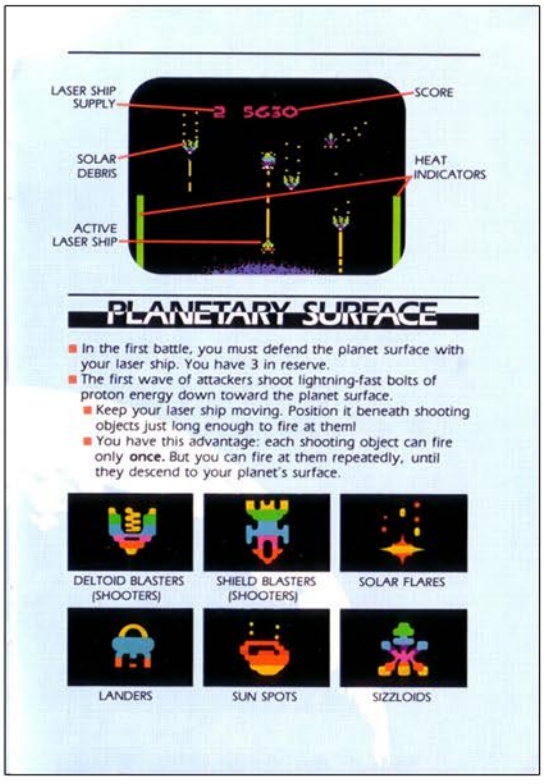


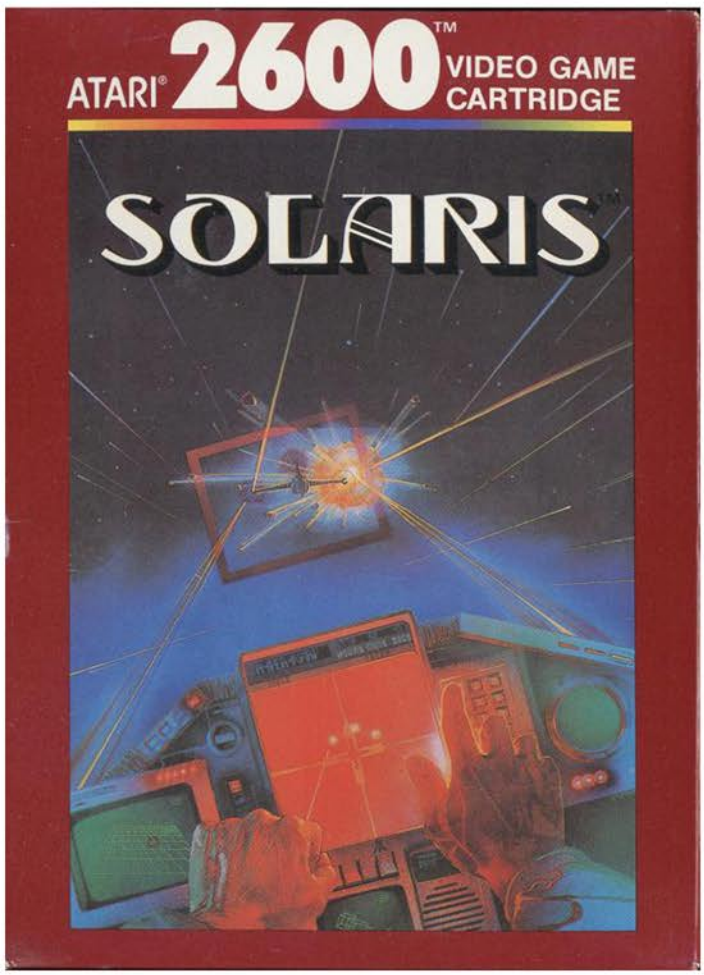

# Solar Storm

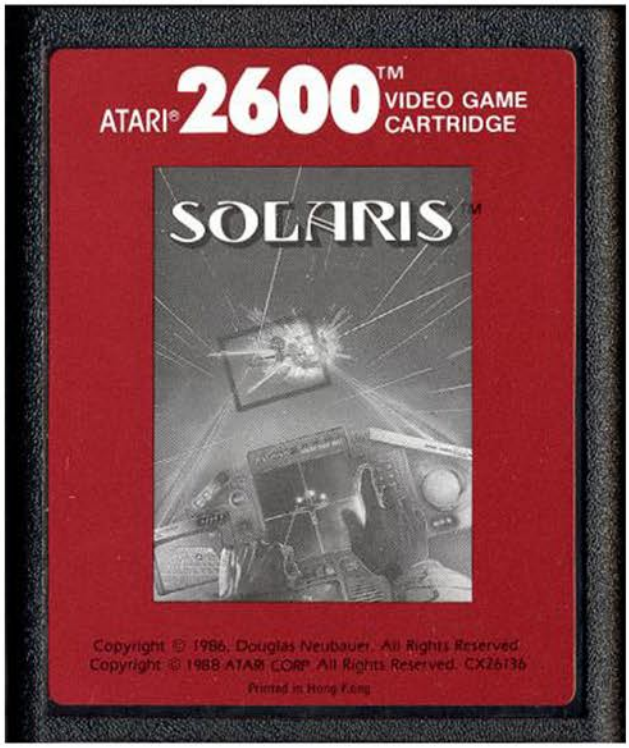
# SOLARIS

Release Date: 1986
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX26136
Rarity: 2
Programmer: Doug Neubauer

This is one of the most ambitious, complex games on the 2600.



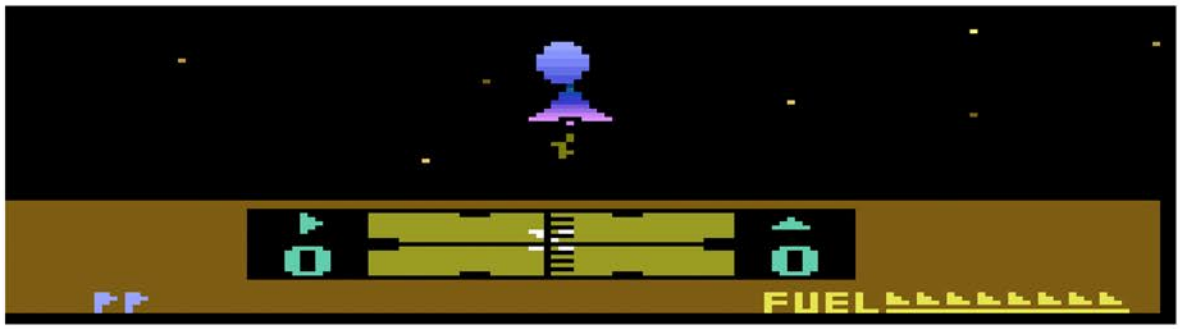
You are a pilot in the Atarian Federation who has been sent on a secret mission to destroy the evil Zylons. Under the guise of finding the long lost planet of Solaris, you must rescue stranded pioneers and destroy every trace of the enemy.

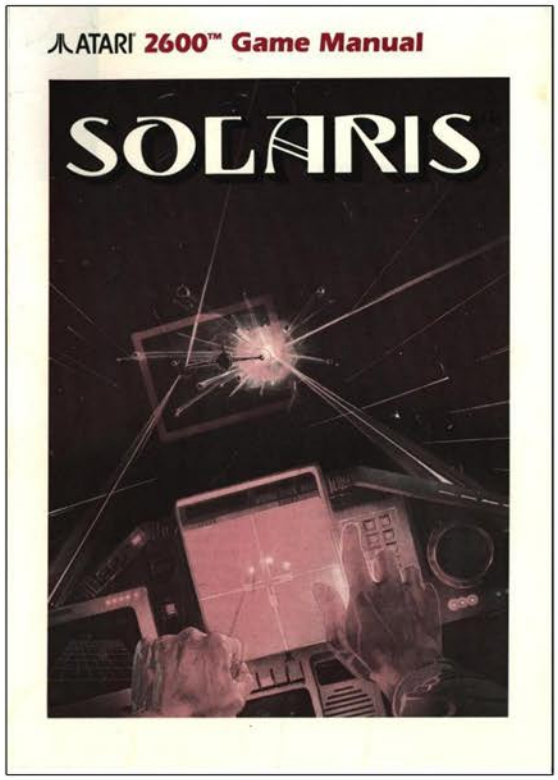
The game begins with you on your home world, taking off into the cosmos. Shortly after that a map of the quadrant pops up and you can pick your next destination, provided it's only a few squares away. This map shows one of the sixteen quadrants, each containing forty-eight sectors. There can be a wide variety of things found in each sector, everything from Zylon and Federation planets, to attack groups to wormholes to star cruisers. When you pick a sector you'll be treated to a warp screen where you blast off towards adventure.

Depending on what you find in the sector, you will be taken to either a scrolling planet attack sequence, where you may fight aliens or find a friendly base to refuel in. Or you will remain in space and get into dogfights with the enemy. The planet sequence restricts your movement to horizontal, and will typically have a combination of enemies attacking you and those lost pioneers who are in need of rescue. If there is a Federation base on the planet, you can use your targeting computer that will tell you which direction you need to be moving in. If you manage to dock with it, your fuel will be topped off and you'll take off back into space.

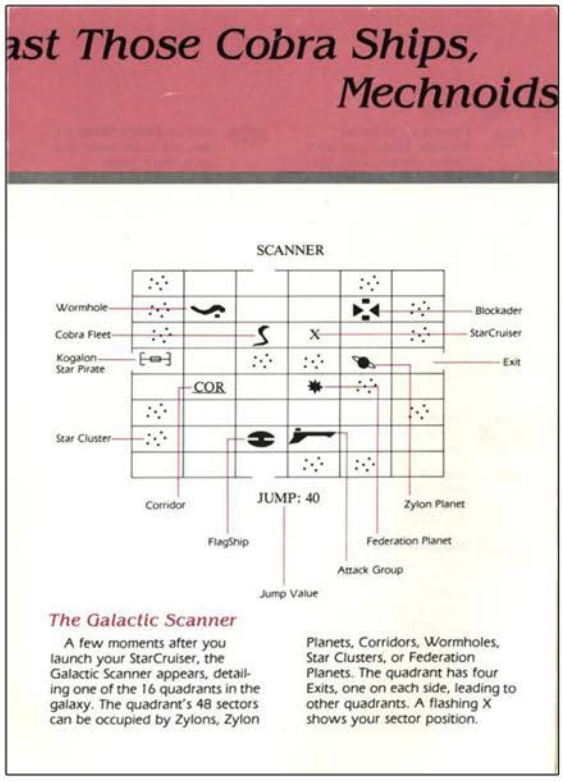
The dogfight screens have you facing off with a wide variety of enemies. Mechnoids, Kogalon Star Pirates, Cobra Ships, and a whole lot more will engage you in combat. Each one has their own attack patterns, but they all have the same weakness which is a single blast from your ship. The battle will continue until you are able to clear them all out, at which point you'll return to the map screen where you'll pick your next destination.

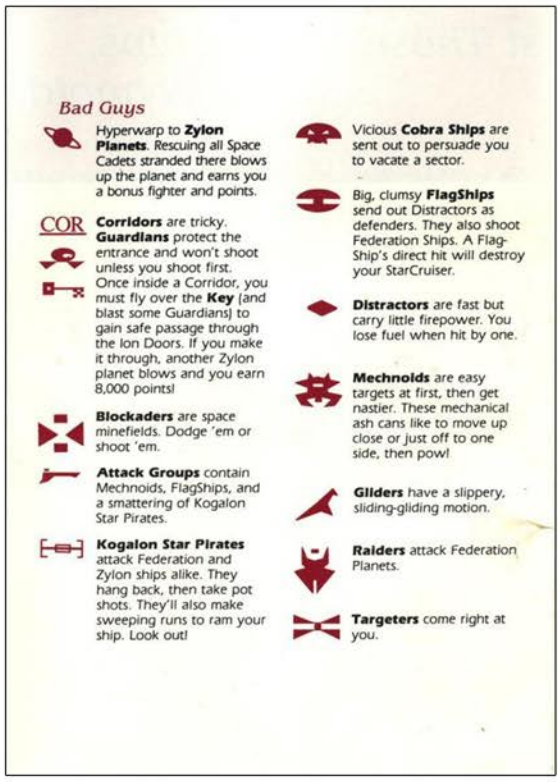
Everything about this game is fantastic. The graphics, controls, and combat action are all top notch. The only drawback to the game is that it is very dense and is virtually impossible to get very far in without constantly consulting the manual. Having some on screen hints and text would have made a world of difference, but even with that this is a must play for fans of the genre.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



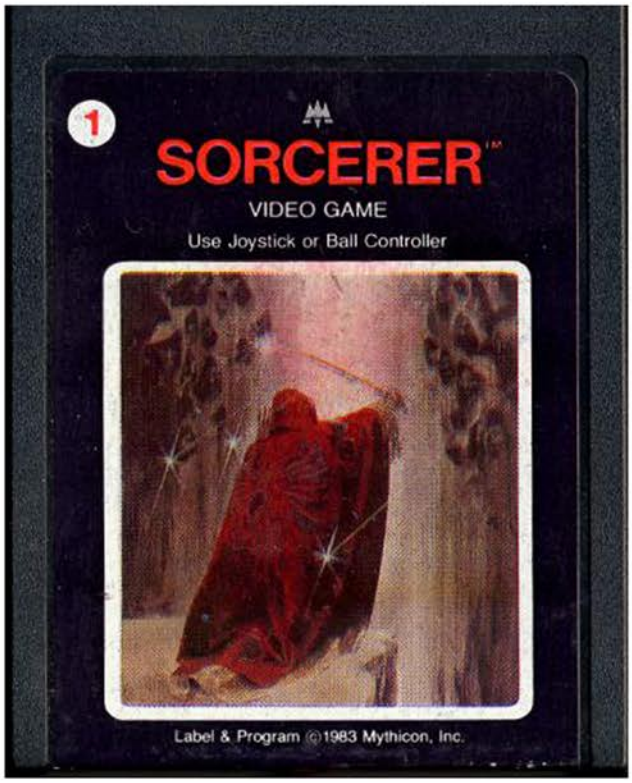



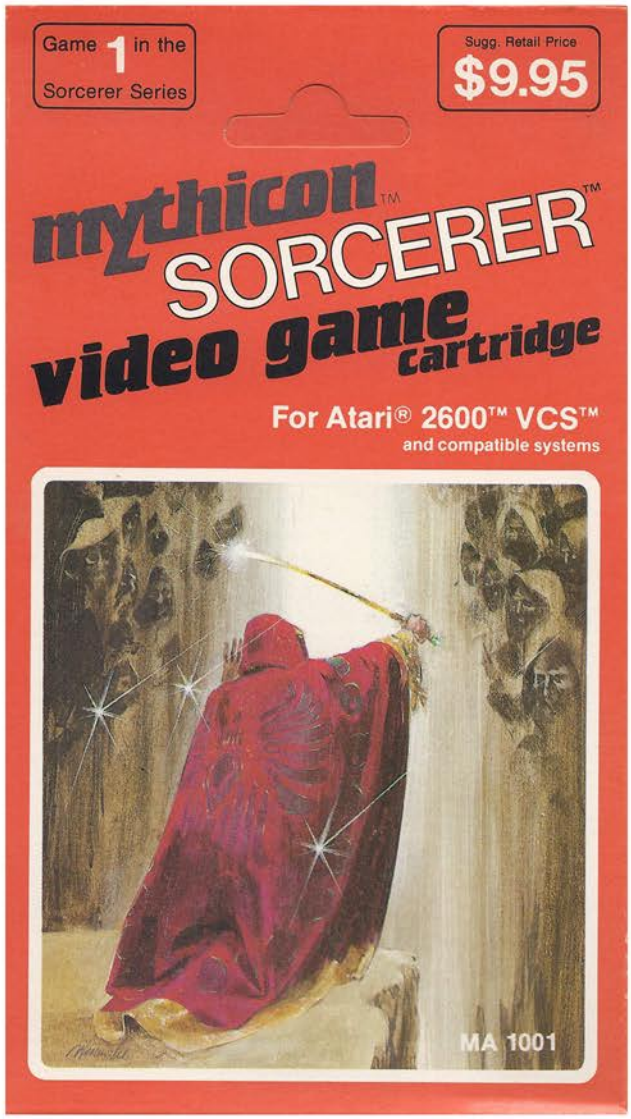
# SORCERER

Release Date: 1983
Publisher: Mythicon
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 1001
Rarity: 4
Programmer: Bruce de Graaf

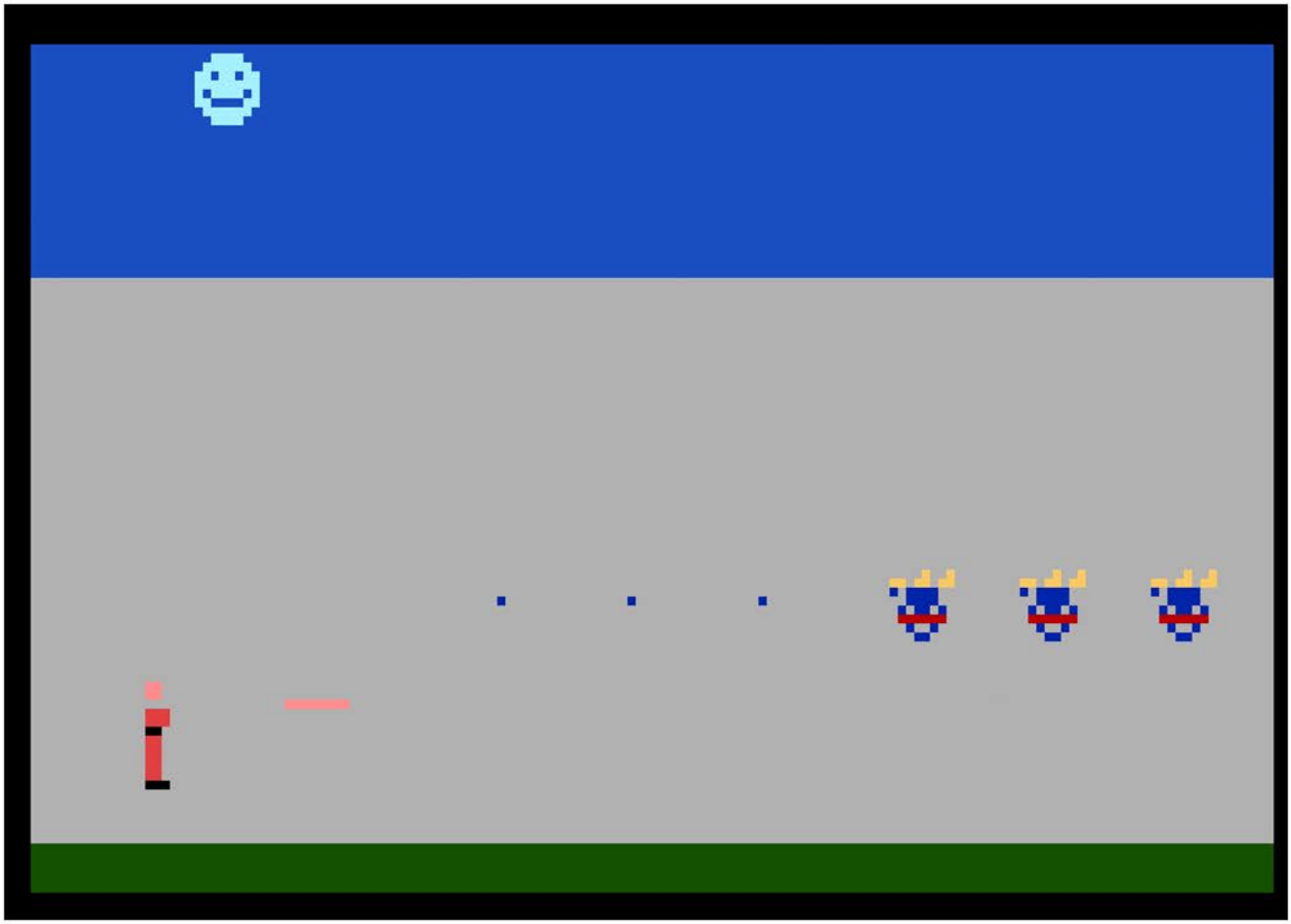
This side scrolling shooter is repetitive but does have a redeeming quality.



You are one of the last surviving good Sorcerers who must do battle against the forces of evil in order to save the world from being enslaved by the diabolical wizards. So grab your magic carpet, ready your sorcerer beam and prepare to do battle.

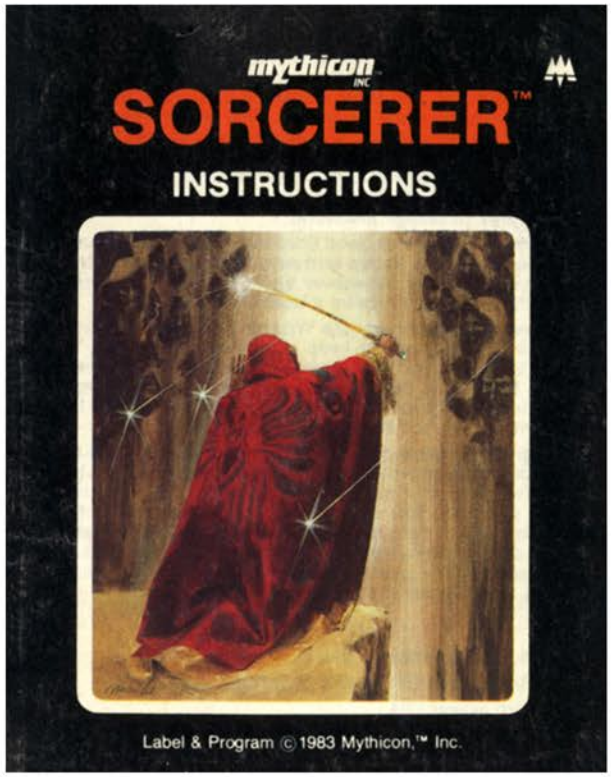
The game begins with you hanging out on the ground while a wild magic carpet frolics in the sky. After waiting patiently for it to come within reach and hoping on, it's time to take the fight to the enemy. As you enter the next screen there are a trio of enemies thrashing about and firing beams at you. While they look fearsome and difficult to defeat, a single shot to any one of the three will destroy them all and reveal some treasure for you to collect. Secure one direct hit and you'll be off to the next screen to face off against a different trio. This continues for five screens, at which point you'll face off against a lightening bolt throwing cloud that will eventually drop treasure before the fight begins again.



The enemies are varied, even if they do have the exact same movement and simple shot. First up are the wizards in striped shirts, which are followed by some dragon head looking things. Next up are dancing patriotic creatures that are far too easy to kill due to their size. The most difficult of the enemies are next, as they are spider type creatures that are near impossible to hit due to their tiny size. Finally there are creepy cyclops smiley faces that are nightmare inducing.

This game is nearly identical to another Mythicon game, Fire Fly, which is among the worst games of all time. The gameplay here is a little sharper as the enemies are a bit more varied, but with only five screens of things to shoot at it becomes stale quickly, especially when you consider the three enemies go down in a single shot to any of them.

There actually is something positive here, and it's the soundtrack. This has some of the best music of any 2600 game, and really sounds like it was ripped from one of the fantastic sword and sandal movies of the 80s. Really gives the game an epic feel to it, even if the action on screen can't keep up. The game is worth checking out for this reason alone.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

Many centuries ago, the Earth was ruled by Sorcerers and Wizards. They possessed mystical powers capable of both good and evil. The most respected influences in the land were from the good Sorcerers. This fact continually disturbed the evil Wizards, and they eventually decided to use their power to conquer the countryside and enslave its people. They devised a plan to systematically eliminate the good Sorcerers by sending wave after wave of diabolical creatures to ravage the world.

As the bravest of the good Sorcerers you have been asked to destroy these forces and save the planet. As a reward for your bravery: whenever you overcome or destroy a creature, you will receive a treasure.

Knowing your bravery the Wizards have done everything within their power to keep you from succeeding. They don't believe you will survive their first three waves of evil, but just in case you do they have several surprises waiting. Only you can discover through bravery and talent how evil they can become.

To give you more power over the Forces of Evil the good Sorcerers have provided a magical Flying Platform. When you start on your journey you should first catch this elusive platform. You can continue without it, but only the foolish would dare to do so. Once on the Flying Platform you can go anywhere on the screen to avoid or destroy the enemy. The good Sorcerers have also given you four lives to use against the Forces of Evil.

## GETTING STARTED

1. Plug in Joystick or Ball Controller.
2. Turn power OFF, insert game cartridge.
3. Turn power ON.
4. **DIFFICULTY SWITCHES** are not used with SORCERER.

The game automatically becomes more difficult as your score increases.

5. **JOYSTICK CONTROLLERS** move the Sorcerer left or right on the screen. In the first screen, moving the joystick north will make the Sorcerer jump to catch the Flying Platform. After getting on the Flying Platform the joystick moves the Sorcerer in all directions. When the Flying Platform gets close to the ground, it dissolves and the Sorcerer may run left or right. Moving the joystick up will cause the Flying Platform to reappear.

The red fire button on the joystick fires in the direction you are facing.

It is not possible to move left off the screen. All additional screens are to the right.

6. **BALL CONTROLLERS** work very well with SORCERER. Higher scores should be possible.

7. **GAME SELECT SWITCH** will allow you to choose the level of difficulty and whether one or two players will be playing.

Practice Mode, One Player — No scoring, unlimited lives.

Level One, One Player — Scoring for successfully shooting Forces of Evil. Additional scores for picking up treasures.

Level One, Two Players — Play alternates starting with the left controller.

Level Two, One Player — Forces of Evil move much faster.

Level Two, Two Players

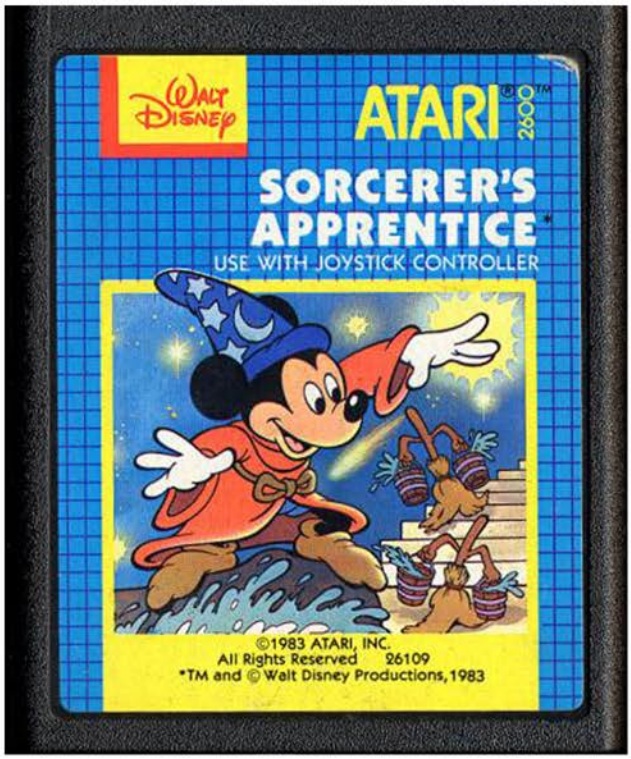
8. **BEGIN PLAY** by pressing the game reset button or by pressing the red fire button on your controller. After each

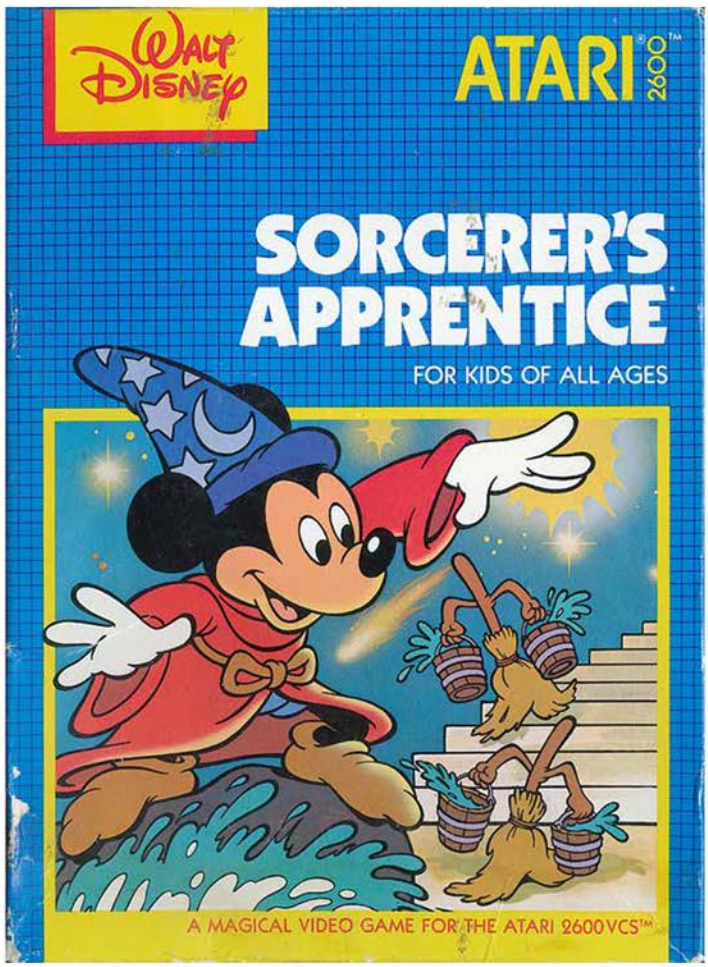
# Sorcerer's Apprentice

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: CX26109
Rarity: 4
Programmer: Peter C. Niday

Control the legendary Mickey Mouse on his quest to prevent flood damage.

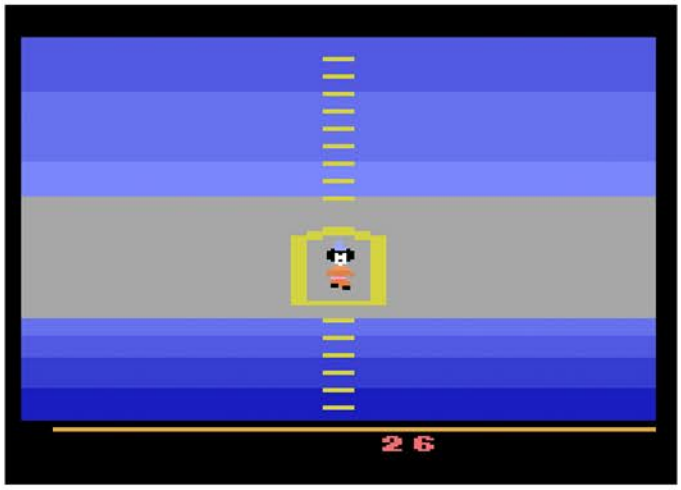


There is trouble afoot as sentient brooms with water buckets are descending to the bottom of the cavern to flood it. It's up to Mickey Mouse to prevent them from reaching the bottom and to create empty buckets that will help drain the water.

The game begins on the mountain screen, which is filled with shooting stars and meteors. Here Mickey must catch falling stars to prevent them from becoming brooms that will raise the water level in the cavern. If he is able to shoot a meteor with his fireball, two empty buckets will be created that will help haul water off and prevent drowning. You can leave this screen at any time by running to the left or right, which will take you to the passage.

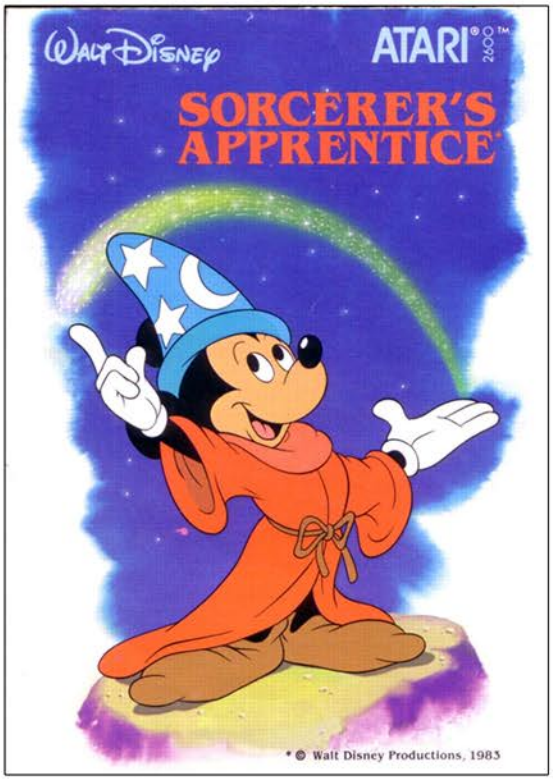
The passage is just that, a ladder that will let you climb down into the cavern or back out to the mountain. Nothing really happens here except waste your time as the brooms continue to do their thing.



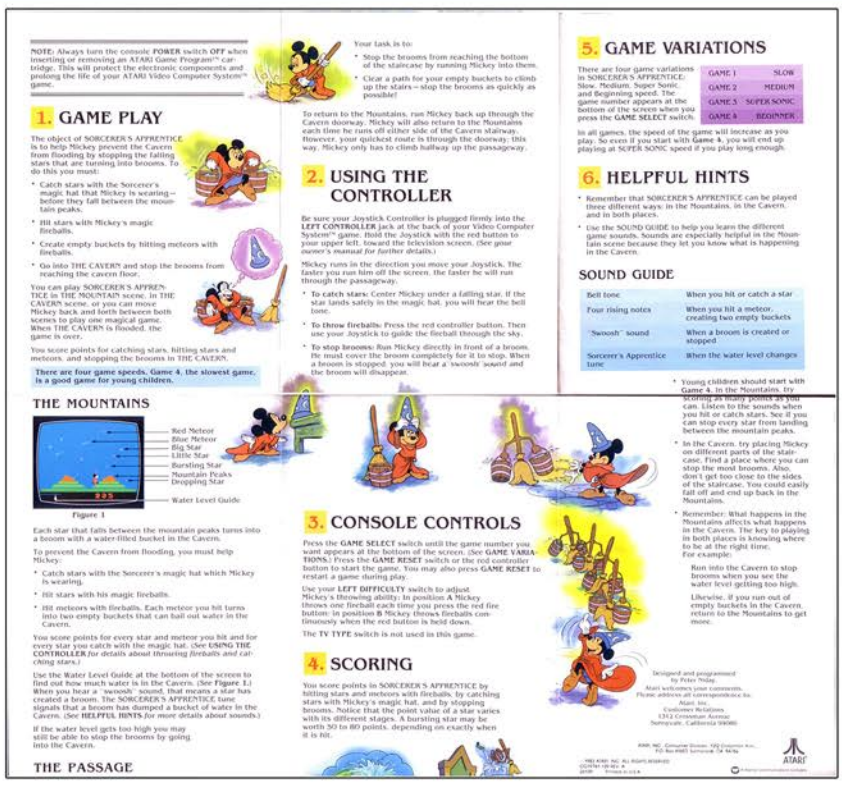
The cavern is where the action is, with the newly created brooms descending the staircase to empty their buckets. In order to stop them all that needs to be done is touch them, which eliminates them from existence. Once you've had your fill of this screen, head back topside for some more meteor shooting.

Each screen will continue even if you aren't on it, so shooting stars will continue to create brooms if you are in the cavern, however you won't be able to create buckets if you aren't shooting the stars. It's a nice mechanic that forces you to split your time to go up and create some buckets when the water level gets too high.

While the gameplay is geared towards the younger crowd, there is still a lot to enjoy if you are a fan of Mickey or the movie Fantasia which this game is based on. The graphics are great, the music is fun, and the manual is a must see as it's filled with lots of wonderful art. If you are fan of Disney this is a must play. For those looking for something a bit more challenging, this probably isn't the title for you.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples



1. GAME PLAY

2. USING THE CONTROLLER

3. CONSOLE CONTROLS

4. SCORING

5. GAME VARIATIONS

6. HELPFUL HINTS

SOUND GUIDE

THE MOUNTAINS

THE PASSAGE

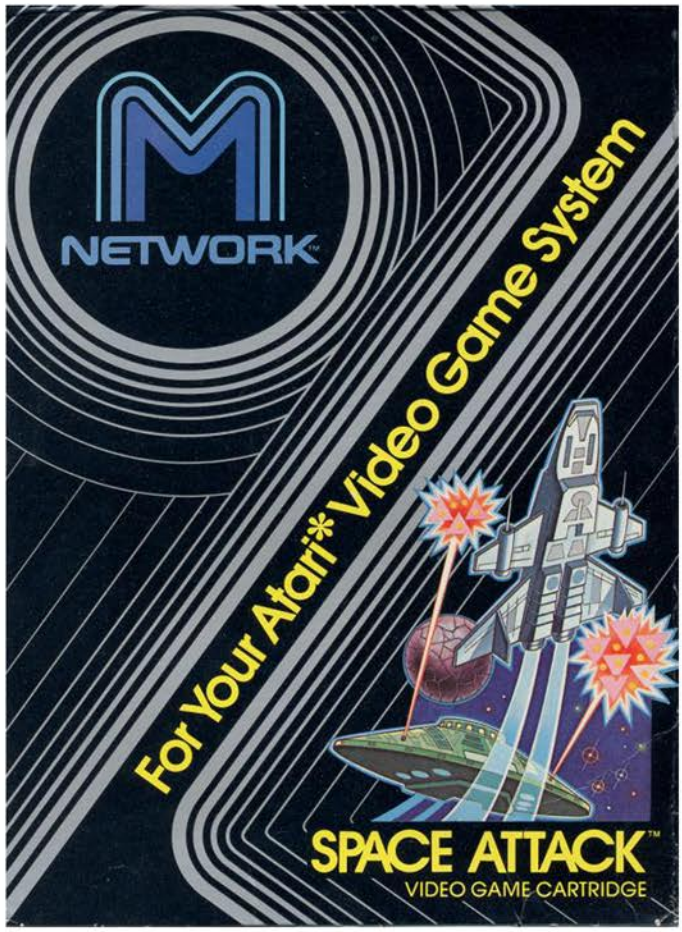
# SORCERER'S APPRENTICE

# Space Attack

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: MT5659
Rarity: 2
Programmer: Hal Finney / Bruce Pendersen

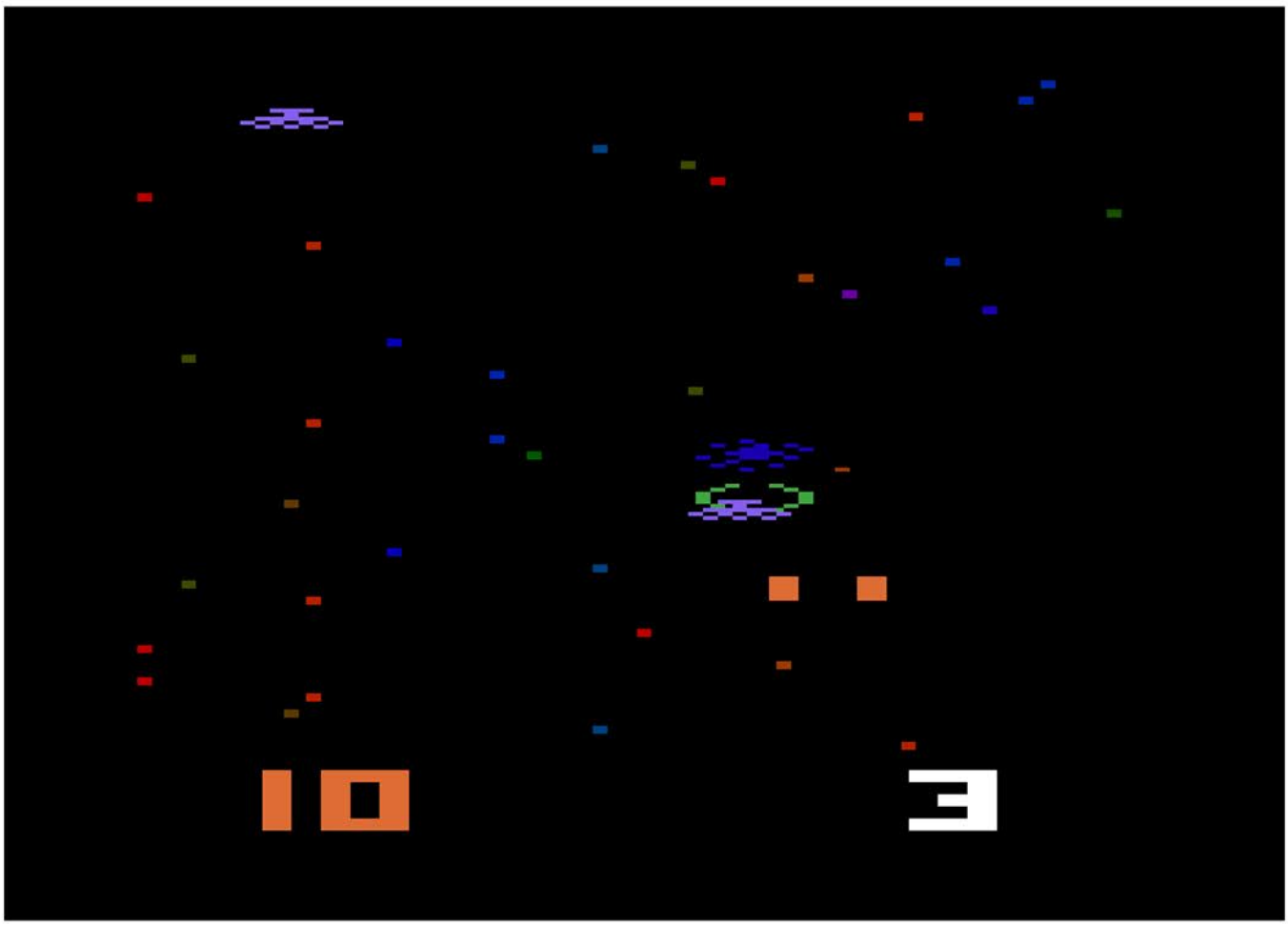
This is a surprisingly deep and tense space battle shooter.

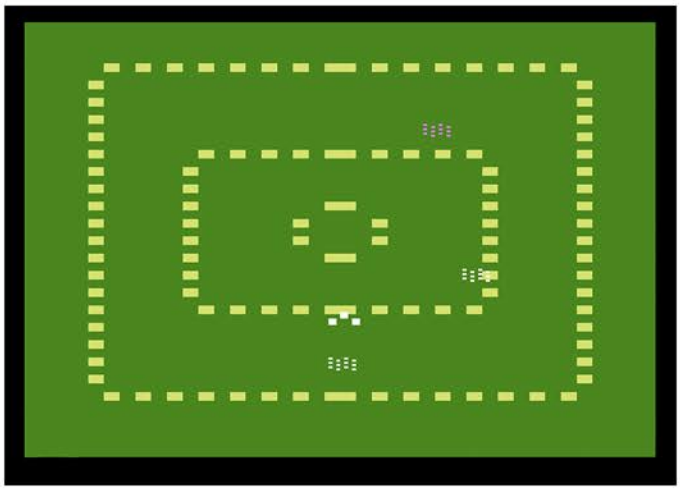


Your mothership is under attack from half a dozen fleets of enemy ships. You aren't defenseless however, as you have three squadrons of attack vessels to intercept and destroy the invaders.

The game begins on the radar screen with none of your ships visible. After a brief moment up to three enemy fleets will appear randomly around the screen, all headed towards the center where your base is currently hidden. By using the controller you can dispatch a specific squad to take them on. You have the blue, white and gold teams, each starting out with three ships apiece, and they can be sent wherever you would like. Which is important as the war continues because one squad might be closer to another group of enemies who are honing in on your base.

Once the two groups of ships engage with one another, you are taken to the battle screen. There is a crosshair that can be moved about that doubles as your aiming mechanism and how your ship takes damage. As long as you avoid the incoming shots, you won't be harmed. To make life easier the missiles you shoot hang around for a second after detonating which allows for multiple enemies to run into it provided you aimed properly.



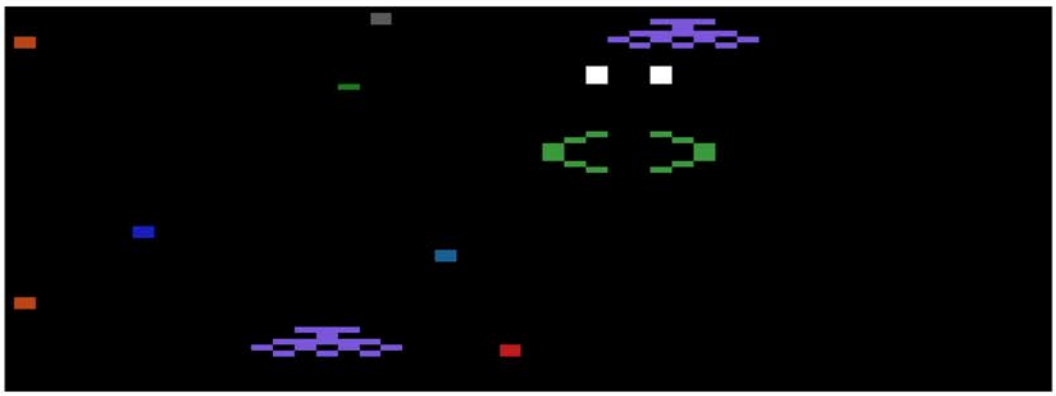


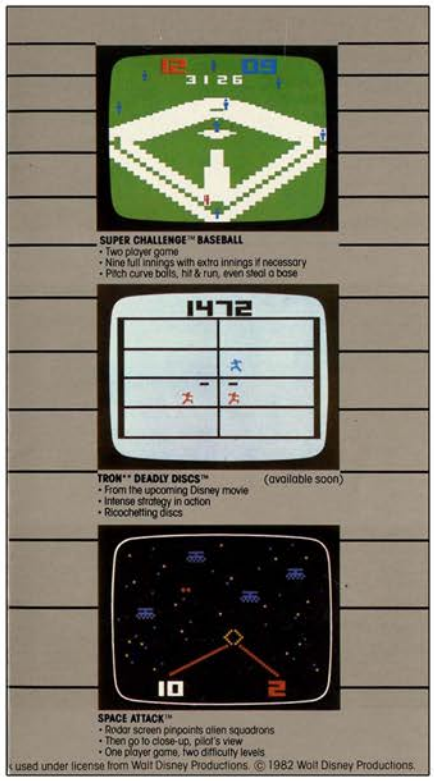
If you eliminate the random number of enemy ships (usually ranging from eight to twelve) then you'll be taken back out to the radar screen where you can start another encounter or direct this squad to its next target. If you lose, the radar will pop back up and you can watch in horror as they inch closer to their destination.

The war continues until you have defeated all six of the invading fleets, have lost all of your defense ships, or the enemy tracks down and destroys the mother base. Which is a bit of a shame since the game will ultimately end within a few minutes regardless of what happens. It would have been nice to continue the battle after the initial waves.

There's not much in the way of options outside of how fast the enemy ships are and the active battle mode. In the normal game when you are on the combat screen everything freezes on the radar screen. In the active battle mode, the computer will do battle for you at a reduced speed, and with a reduced efficiency, destroying around four enemies per squadron death. This mode does add a certain sense of urgency, forcing you to take some risks on the battle screen.

Despite the short war, everything else about the game is great. The radar screen adds a sense of depth, and the combat action is fun and tense. If you are a fan of the genre you should check it out.






Top Left: Telegames Cartridge
Top Right: Catalog Sample
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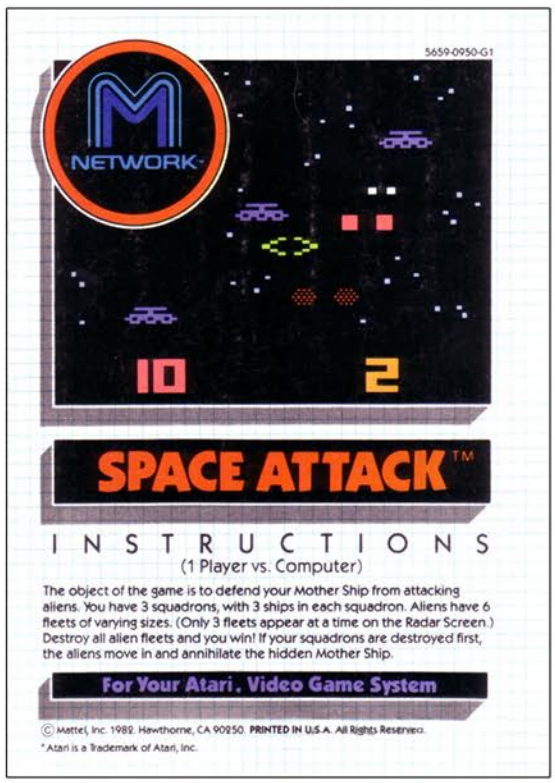
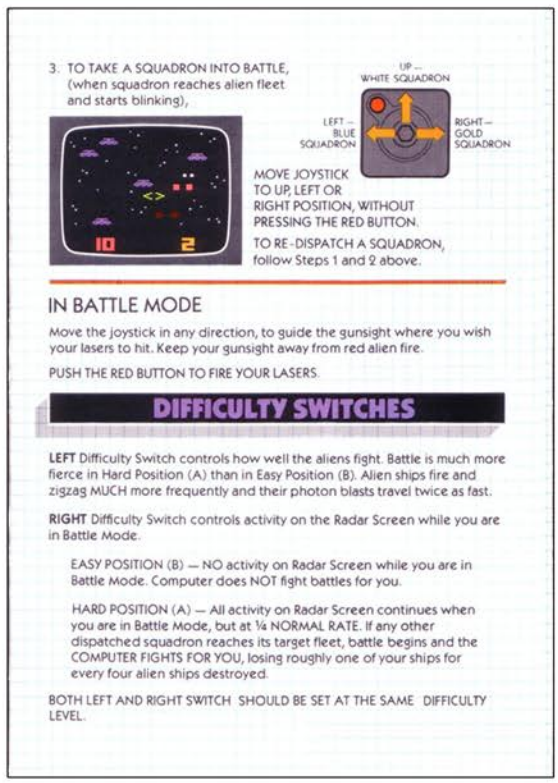


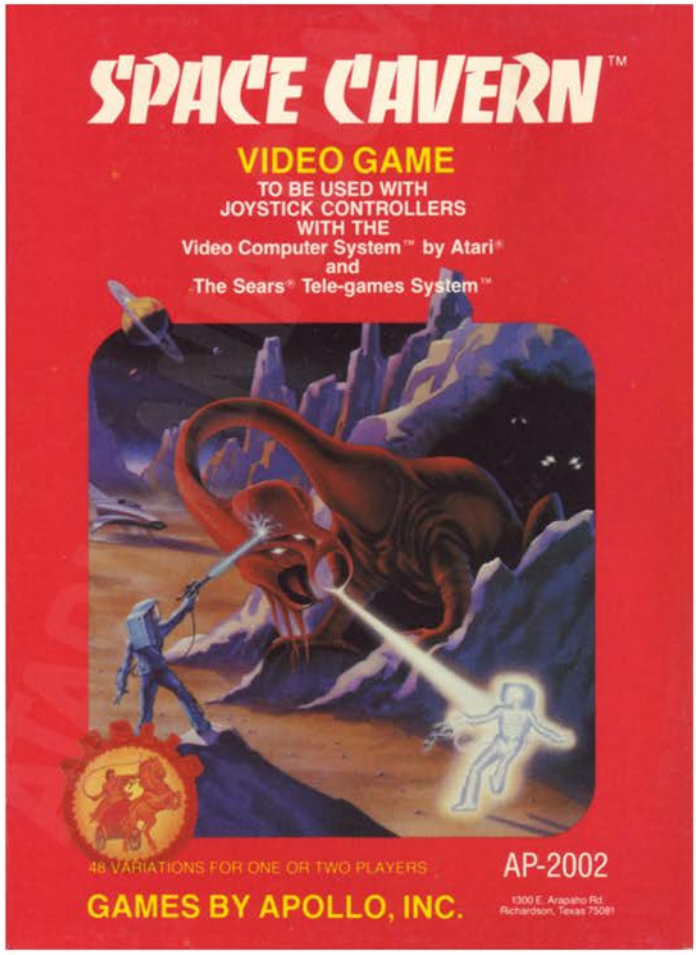

# Space Attack

# Space Cavern

Release Date: 1981
Publisher: Apollo
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AP2002
Rarity: 3
Programmer: Dan Oliver

This passable shooter adds a wrinkle that keeps things fresh.



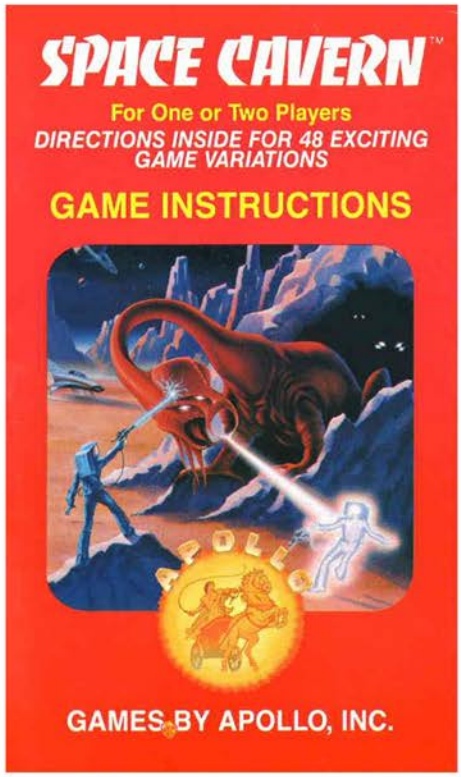
You are the commanding officer of the Mark VIX star cruiser. Your mission is to chart an unexplored corner of space, which unfortunately is infested with vicious monsters. The Electrosauri will terrorize you from above, while the marsupods will attack from the ground. One touch from either and you'll sizzle. The good news is you have four crew members who you can send out first, so at least your commander won't be the first to perish.

The game begins with you at the bottom of the screen, having mostly free horizontal movement. On the base game, two enemies will appear above and begin to swoop back and forth, dropping beams in your direction. When you shoot them they wilt and fall to the ground, only to be replaced by another enemy. They never stop coming, which means you should never stop shooting.

You will need to keep a close eye on your left and right, as the marsupods will appear from doors on either side and stalk you. By hitting up or down on the controller, your crew member will fire to the side, regardless of what direction he is running. This is a nice feature as you'll constantly be dodging incoming fire, so you won't have to turn around to aim at these.

The base game is quite simple since there are only two sky bound enemies, however by selecting certain game modes you can double that to four. While this does increase the flickering a substantial amount (as in constant) it does ramp up the difficulty to a fun and challenging level. With four creatures always on screen and the threat of a side attack, you'll have to constantly move and shoot unless you want to fry.

While there isn't much in the way of depth here, the twitch shoot em up gameplay is very solid. For fans of Berzerk, the electrocution sound effect will be familiar (if it wasn't outright stolen from the game it's about as close as you can get). The controls are tight, there aren't any cheap deaths provided you learn to stay away from the doors, and there isn't a break in the action. If you are a fan of the genre this is worth checking out.



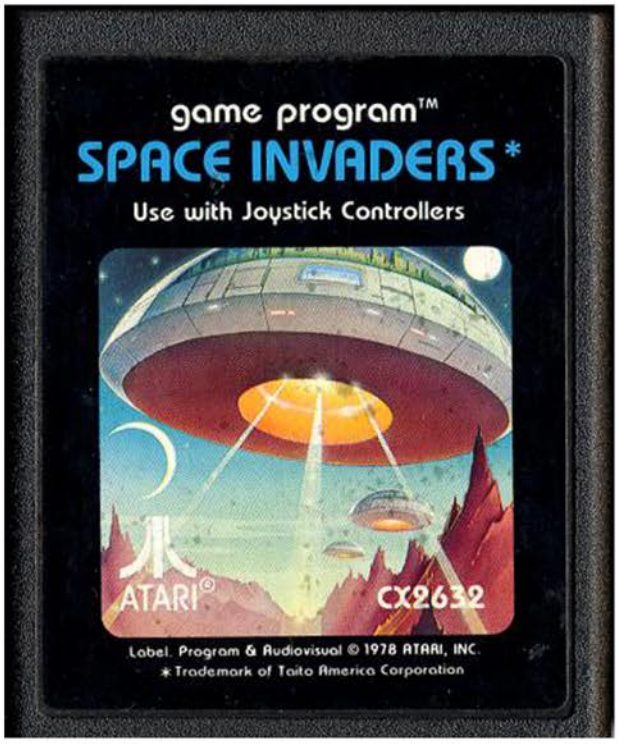

Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

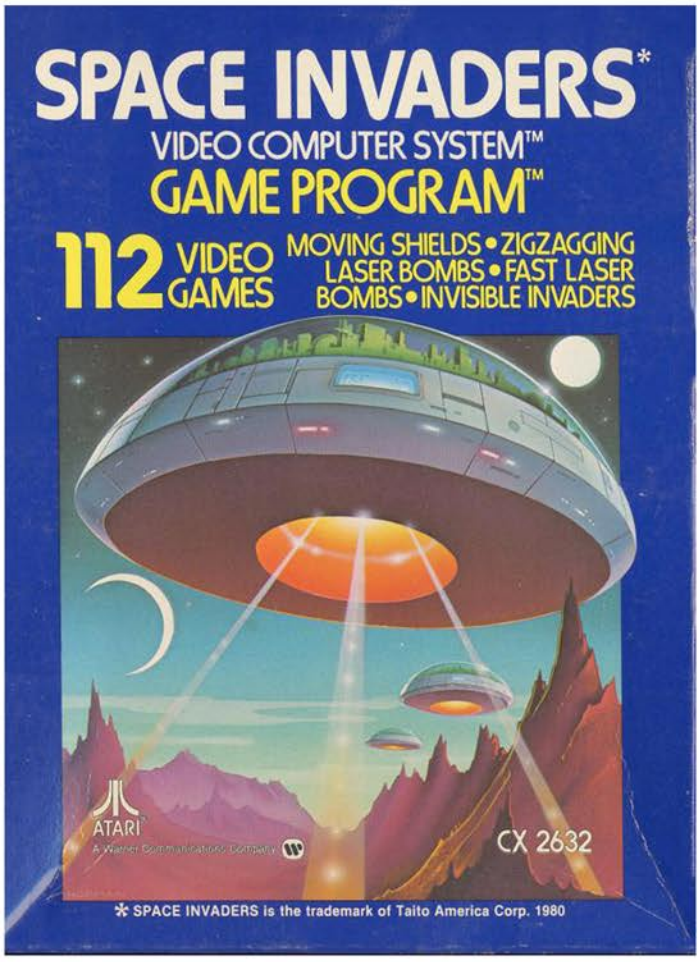
# Space Invaders

Release Date: 1980
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2632
Rarity: 1
Programmer: Rick Maurer

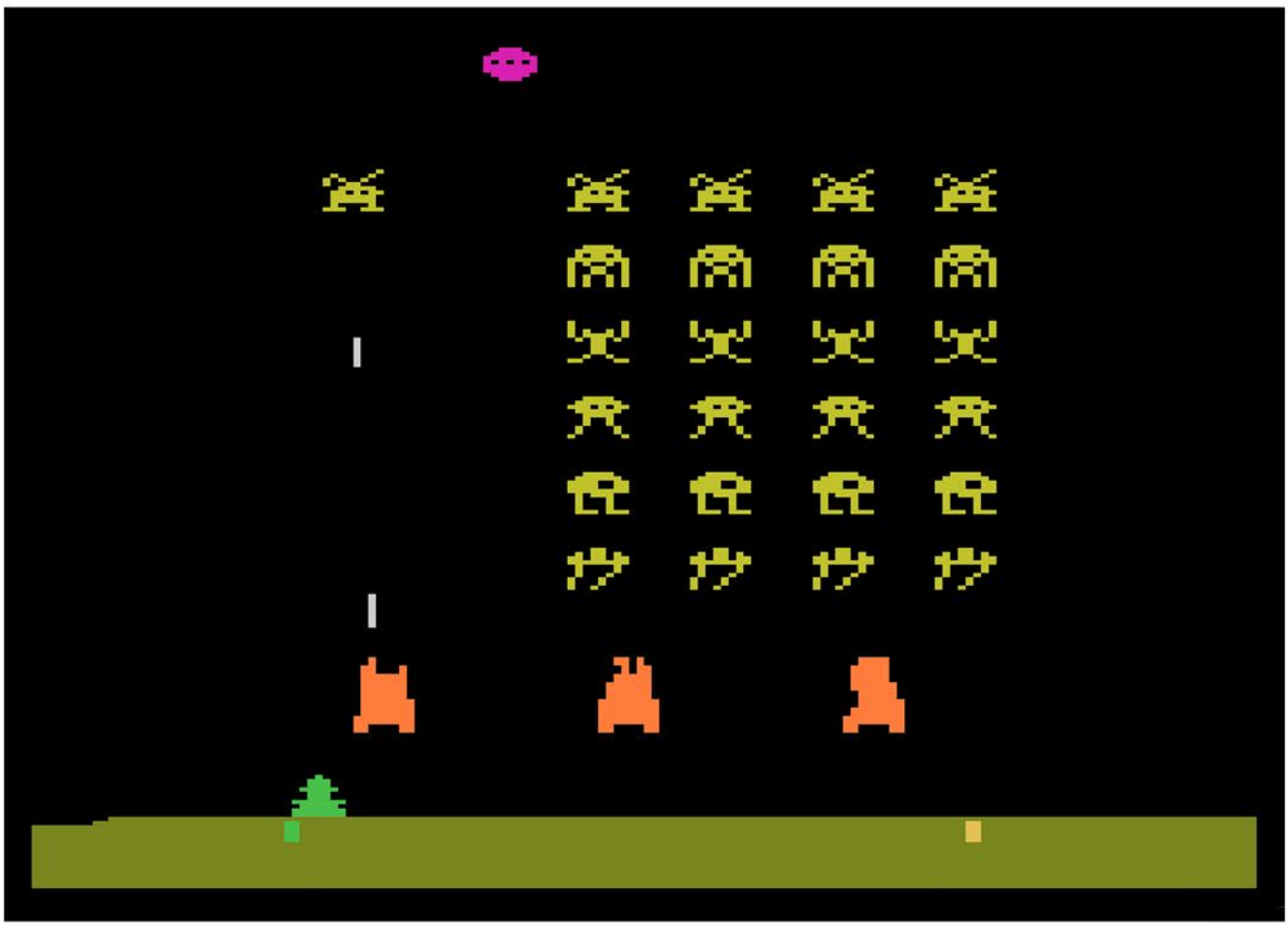
This port of the arcade classic is one of the best on the 2600.

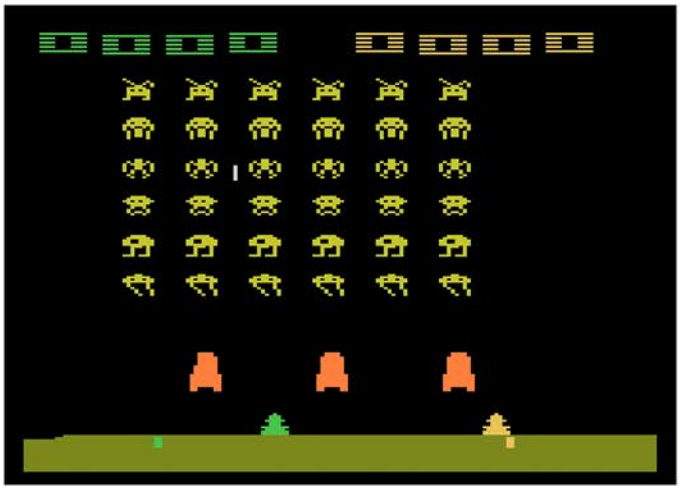


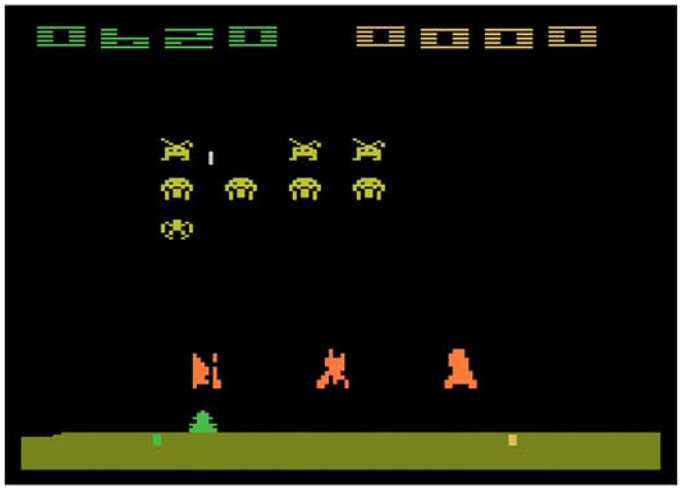



You are the Earth's last defense against an invading force from space. Armed with a never ending supply of lasers, it's up to you to destroy all thirty-six aliens before they can fight through your shields and conquer the planet.

The game begins with your lone ship at the bottom of the screen, with the six rows of aliens marching above you. The only thing standing between you two are a trio of destructible shields that provide scant cover from the onslaught. As the invaders move back and forth across the screen, it's up to you to eliminate them before they reach the ground. To buy yourself some more time you can employ one of two main strategies. Either focus on the bottom row of creatures to put more distance between you and the army, or take out entire columns of them to buy you more time before they drop a level. As you slaughter them one by one, the survivors will speed up, making total annihilation more difficult. Destroy them all, and they're replaced with a new, faster batch.



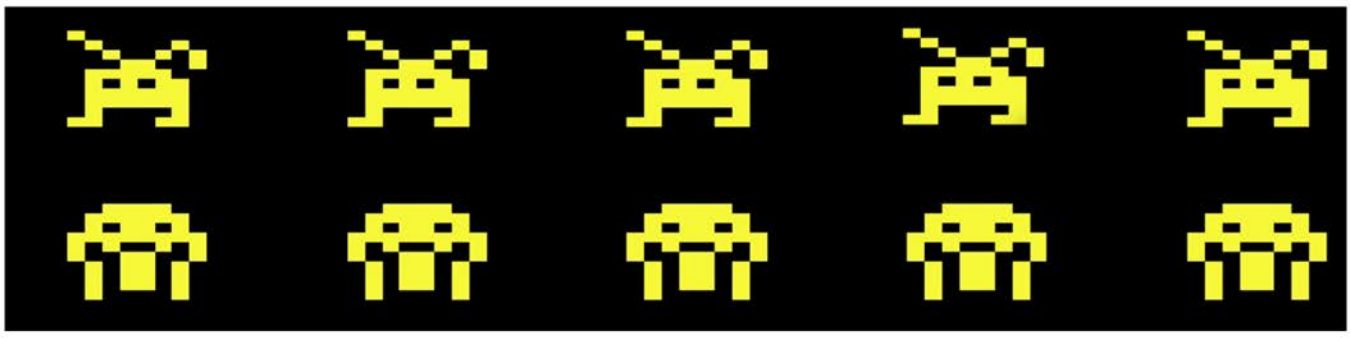


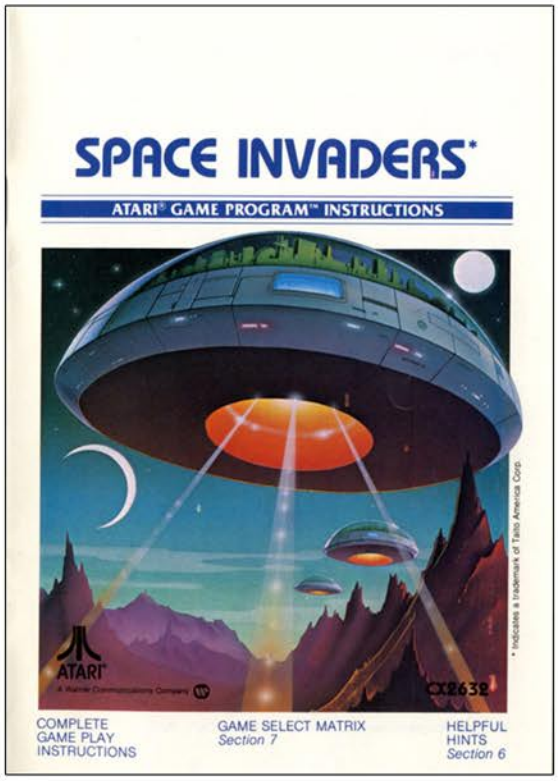


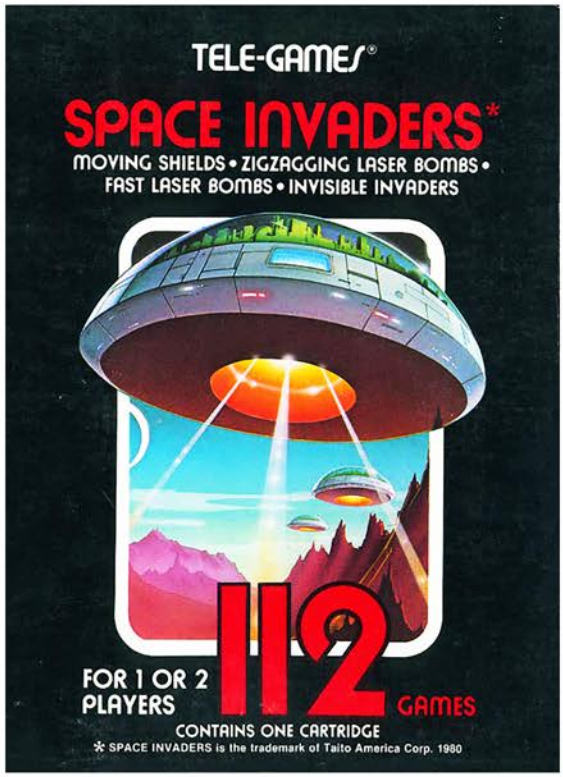
While the core gameplay is simple, there are a wide range of gameplay variations to spice things up. You can elect to have moving shields, which will cause your trio to move back and forth. Zigzagging lasers will ramp up the difficulty as the enemy shots will move from side to side as they descend. If the fire isn't coming fast enough for you, you can speed those up as well. Finally there are invisible invaders, which will turn the enemy army invisible until one of them are destroyed, at which time there will be a brief flash showing you where everyone is.

If you have a friend there are multiple options for play as well, in addition to the ones already listed. There's the standard alternating play where you compete for the highest score, however you can also choose to have you both on screen at the same time. In this case the goal is to outscore your opponent while sharing the three lives between you. If you'd rather be on the same team, both players can have control of a single ship, with each player controlling movement in a single direction. The final option is similar to the single direction controls, only this time the firing alternates between players. And finally there is the true teammate game, where one player pilots and the other fires.

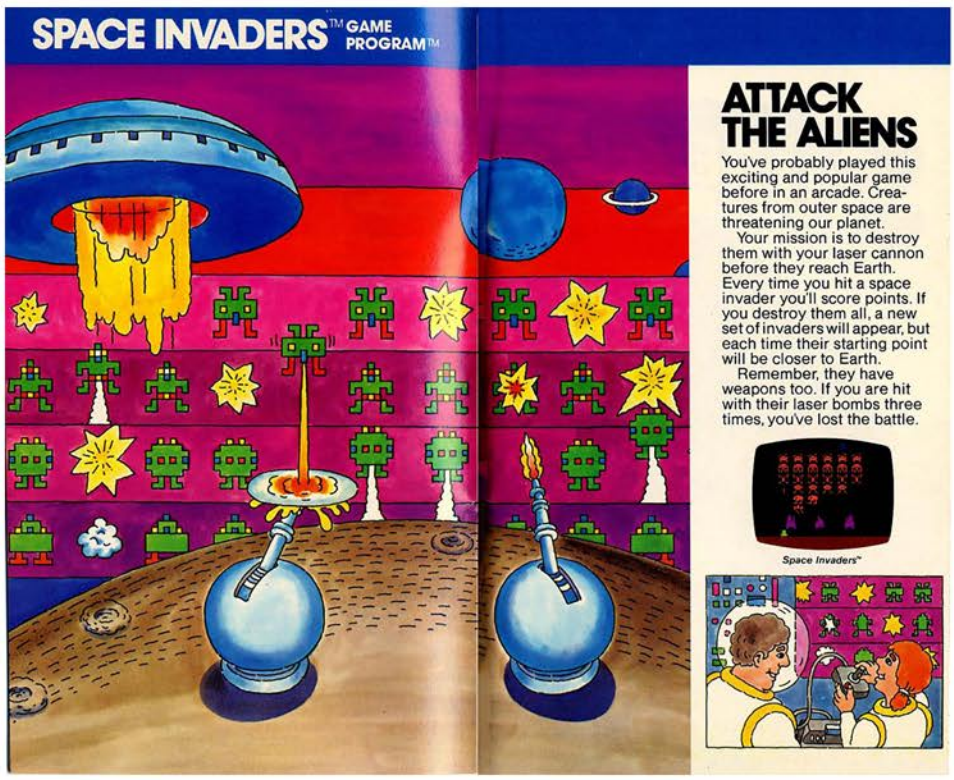
Regardless of which variation you pick, everything from the gameplay to graphics to difficulty is spot on. If you are a fan of shooters or arcade style gameplay, this is a must play.






Top Left: Manual Cover
Top Right: Sears Tele-Games Box
Below: Catalog Sample



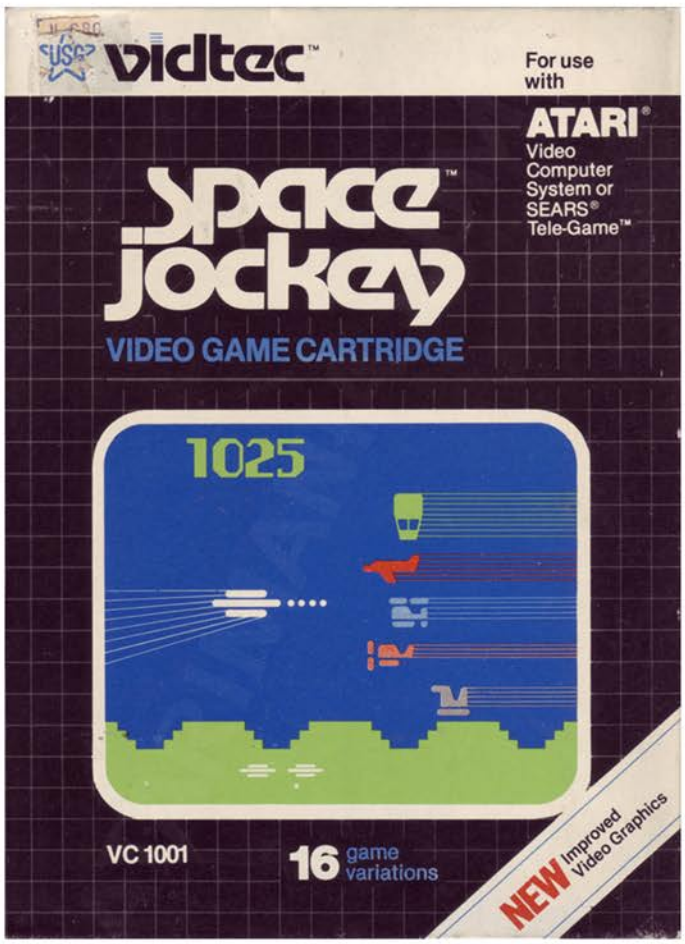

# Space Invaders

# Space Jockey

Release Date: 1982
Publisher: U.S. Games
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: VC1001
Rarity: 2
Programmer: Garry Kitchen

This bare bones shooter leaves a lot to be desired.



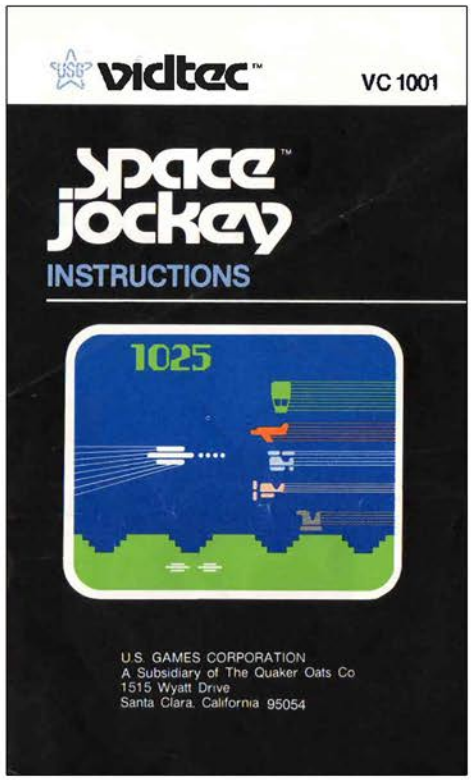
You are the Space Jockey, who is behind the controls of a flying saucer. Your mission is to invade a primitive planet and destroy all living things there, at least I'm assuming that's what your mission is since your enemy is woefully underprepared for your attack.

The game begins with your saucer on the left side of the screen, which is where it will remained anchored unless you select the horizontal movement option. When your assault begins, up to three aerial enemies and one ground based enemy can appear on screen. They will fly across the screen, firing off a shot should you come into their sights, but if you don't they'll just go right past you. This continues until you lose all of your ships, or give up out of boredom.

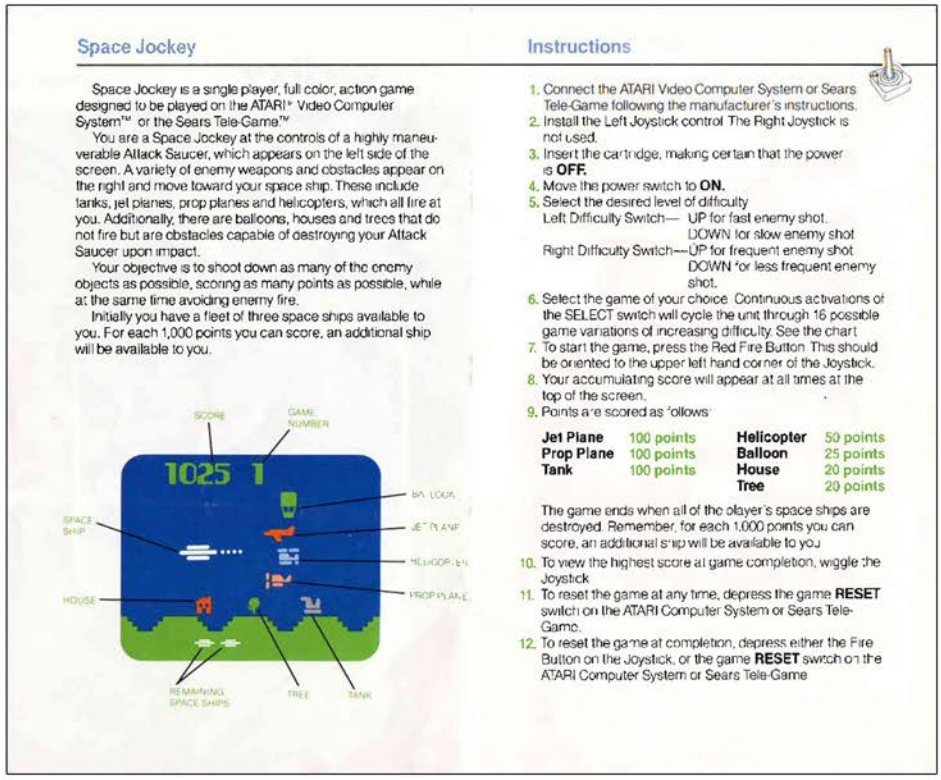
Your adversaries in this game are very technologically primitive. While you have a state of the art flying saucer, they are fighting you with jets, prop planes, and even a guy with a rifle riding in a hot air balloon. There are also tanks that roll along the ground, and for added insult you can even blow up their homes so even if they are successful in taking you down they won't have anyplace to go.

There are a few gameplay options that make things marginally more interesting. You can toggle whether or not colliding with the enemy will destroy your ship, and you can make it so their planes and balloons will move slightly up and down as they go across the screen. There are two options for your vessel, the first of which is the ability to move horizontally across the screen, which does absolutely nothing of value since you can't shoot backwards. The final option gives you the ability to control where your missiles go, which is actually a hinderance since if you move out of the way of an enemy shot, your projectile will often miss the target entirely.

The graphics here are passable, as it's easy to tell what's what. The controls are pretty spot on, but unfortunately the action is just plain dull. There are never more than four enemies on screen at a given time and they all fly in predictable straight across the screen patterns. When you add in the fact you get a bonus ship every thousand points (which is easy to hit since planes are worth a hundred) a moderately skilled player could play forever. If you are looking for quality shooter action, there are better options on the 2600.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



## Space Jockey

Space Jockey is a single player, full color, action game designed to be played on the ATARI® Video Computer System™ or the Sears Tele-Game™

You are a Space Jockey at the controls of a highly maneuverable Attack Saucer, which appears on the left side of the screen. A variety of enemy weapons and obstacles appear on the right and move toward your space ship. These include tanks, jet planes, prop planes and helicopters, which all fire at you. Additionally, there are balloons, houses and trees that do not fire but are obstacles capable of destroying your Attack Saucer upon impact.

Your objective is to shoot down as many of the enemy objects as possible, scoring as many points as possible, while at the same time avoiding enemy fire.

Initially you have a fleet of three space ships available to you. For each 1,000 points you can score, an additional ship will be available to you.




## Instructions

1. Connect the ATARI Video Computer System or Sears Tele-Game following the manufacturer's instructions.
2. Install the Left Joystick control The Right Joystick is not used.
3. Insert the cartridge, making certain that the power is **OFF.**
4. Move the power switch to **ON.**
5. Select the desired level of difficulty
   Left Difficulty Switch— UP for fast enemy shot.
   DOWN for slow enemy shot
   Right Difficulty Switch—UP for frequent enemy shot
   DOWN for less frequent enemy shot.
6. Select the game of your choice Continuous activations of the SELECT switch will cycle the unit through 16 possible game variations of increasing difficulty. See the chart
7. To start the game, press the Red Fire Button This should be oriented to the upper left hand corner of the Joystick.
8. Your accumulating score will appear at all times at the top of the screen.
9. Points are scored as follows:

| | | | |
|---|---|---|---|
| **Jet Plane** | 100 points | **Helicopter** | 50 points |
| **Prop Plane** | 100 points | **Balloon** | 25 points |
| **Tank** | 100 points | **House** | 20 points |
| | | **Tree** | 20 points |

The game ends when all of the player's space ships are destroyed. Remember, for each 1,000 points you can score, an additional ship will be available to you

10. To view the highest score at game completion, wiggle the Joystick
11. To reset the game at any time, depress the game **RESET** switch on the ATARI Computer System or Sears Tele-Game.
12. To reset the game at completion, depress either the Fire Button on the Joystick, or the game **RESET** switch on the ATARI Computer System or Sears Tele-Game

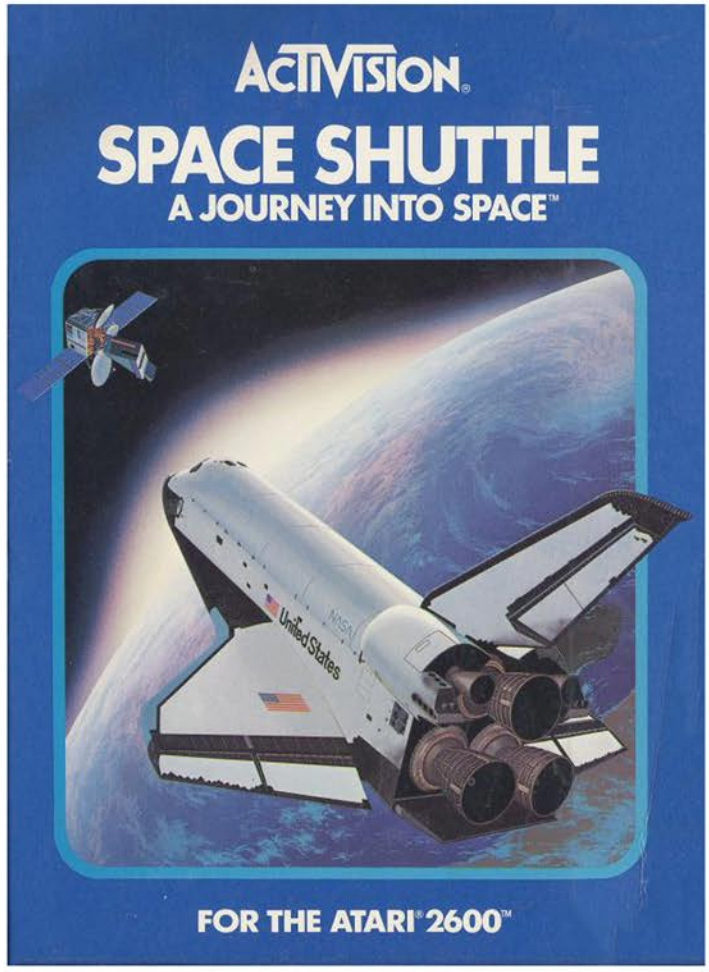
# SPACE JOCKEY

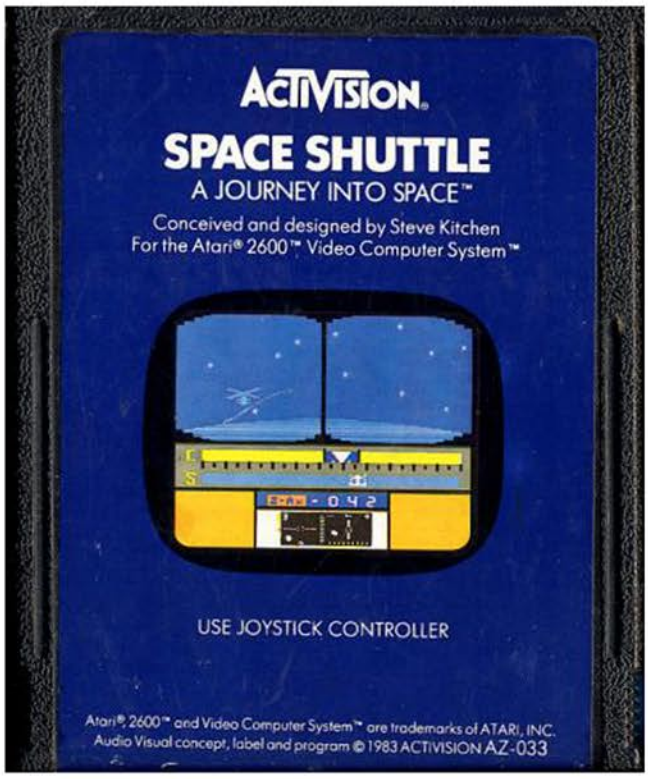
# Space Shuttle

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Simulation

Alternate Title: N/A
Model #: AZ-033
Rarity: 3
Programmer: Steve Kitchen

This space shuttle sim is one of the more complex titles on the 2600.



Take command of the space shuttle Discovery for the 101st shuttle mission for the Space Transportation System. Your goal is to dock with an orbiting satellite that is having gyroscope issues, fix it, then return safely to Earth.

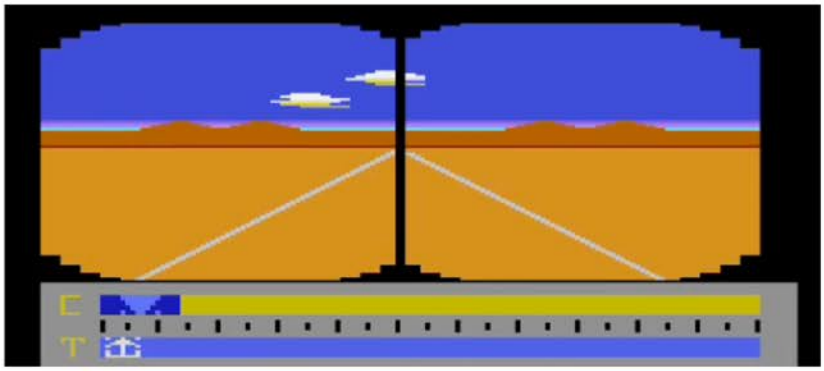
The game begins with a lengthy take off sequence that takes you from the ground to a hundred miles up into space. After patiently waiting to break the bonds of gravity, you get control of the vessel as it approaches the wayward satellite. From here the game gets more complicated as you must line up your ship just right in order to come into contact with the machine and dock with it. This is done by studying the “S” curve on your radar, taking into account shifts in the X axis as it rotates around the Earth. Complete this task and it’s time to prepare for reentry.

In this sequence you must get your shuttle in the exact right position so that it can come back into Earth's atmosphere without burning up. This is done via a complex system involving a deorbit burn, gliding down the correct path, making the turn for home and properly landing. While this sounds simple, I assure you it is far from it.

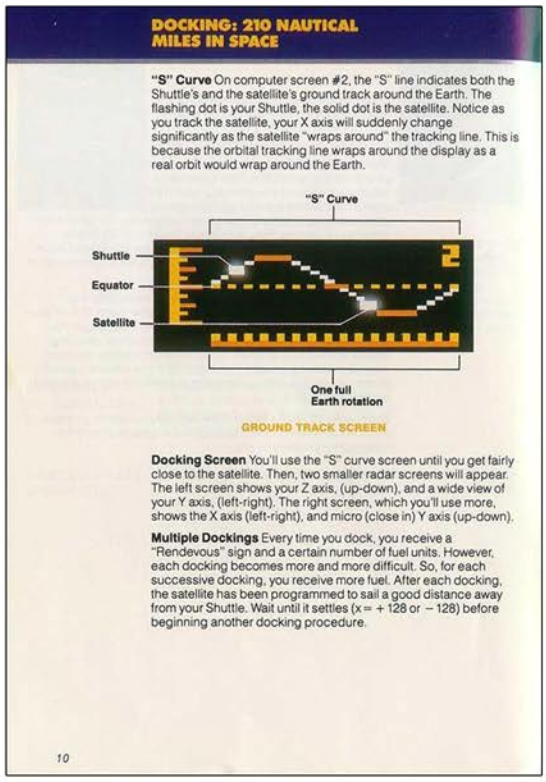
Unless you select the easiest option, most players will never get off the launch pad without having access to the manual and the console overlay. This game uses every switch on the 2600 console, with specific timing needed on most of them. Without the overlay you'll be guessing as to what needs to be done and when. While this is great for people who have original hardware and a complete copy of the game, it unfortunately means this game is virtually unplayable for those without.

If you want to see just how deep this game is, check out the manual online and see all the steps required to complete the game. The deorbit burn maneuver requires nine steps to complete, and this is just the first of multiple landing steps.

While it's admirable what this game was going for, the limitations of the 2600 hardware made it difficult to achieve. Still, it's worth checking out if you have access to everything needed, just to see how far the system could be pushed.



Top Left: Patches (4,500 Fuel and 7,500 Fuel)
Top Right: Manual Cover
Below: Manual Page Samples



**DOCKING: 210 NAUTICAL MILES IN SPACE**

**"S" Curve** On computer screen #2, the "S" line indicates both the Shuttle's and the satellite's ground track around the Earth. The flashing dot is your Shuttle, the solid dot is the satellite. Notice as you track the satellite, your X axis will suddenly change significantly as the satellite "wraps around" the tracking line. This is because the orbital tracking line wraps around the display as a real orbit would wrap around the Earth.

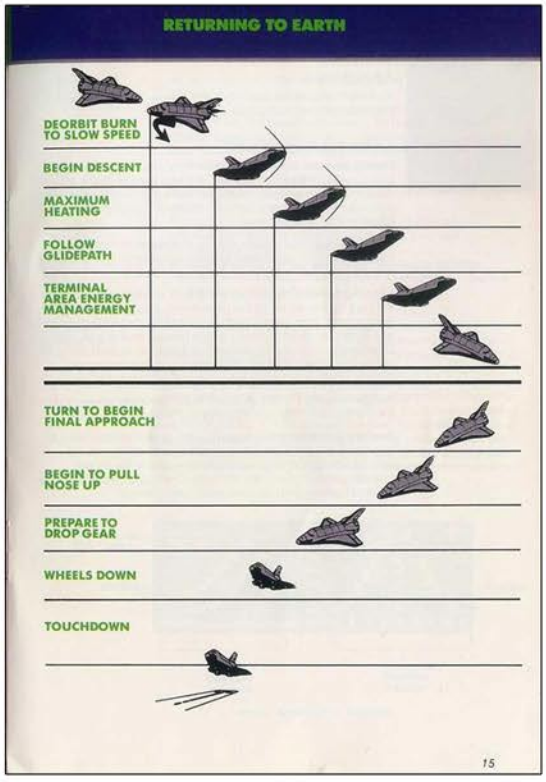


GROUND TRACK SCREEN

**Docking Screen** You'll use the "S" curve screen until you get fairly close to the satellite. Then, two smaller radar screens will appear. The left screen shows your Z axis, (up-down), and a wide view of your Y axis, (left-right). The right screen, which you'll use more, shows the X axis (left-right), and micro (close in) Y axis (up-down).

**Multiple Dockings** Every time you dock, you receive a "Rendevous" sign and a certain number of fuel units. However, each docking becomes more and more difficult. So, for each successive docking, you receive more fuel. After each docking, the satellite has been programmed to sail a good distance away from your Shuttle. Wait until it settles (x = + 128 or – 128) before beginning another docking procedure.

10



**RETURNING TO EARTH**



15

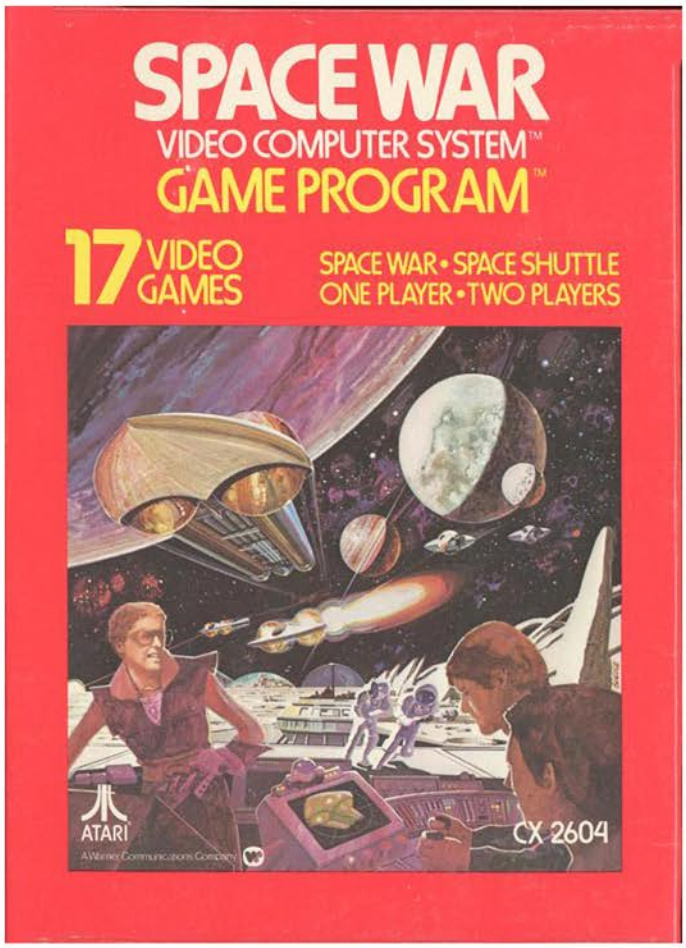
# SPACE SHUTTLE

# Space War

Release Date: 1978
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

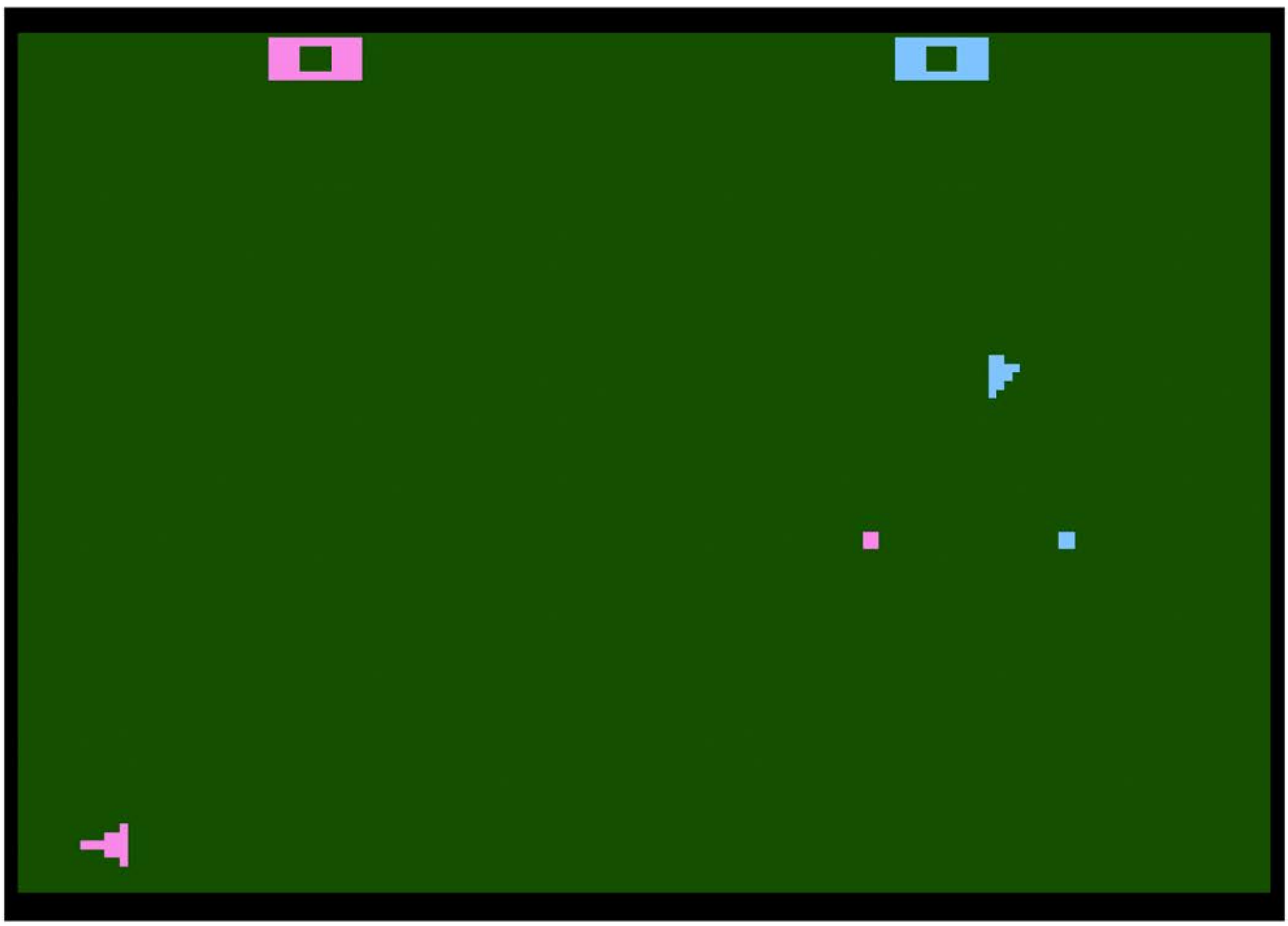
Alternate Title: N/A
Model #: CX2604
Rarity: 2
Programmer: Ian Shepard

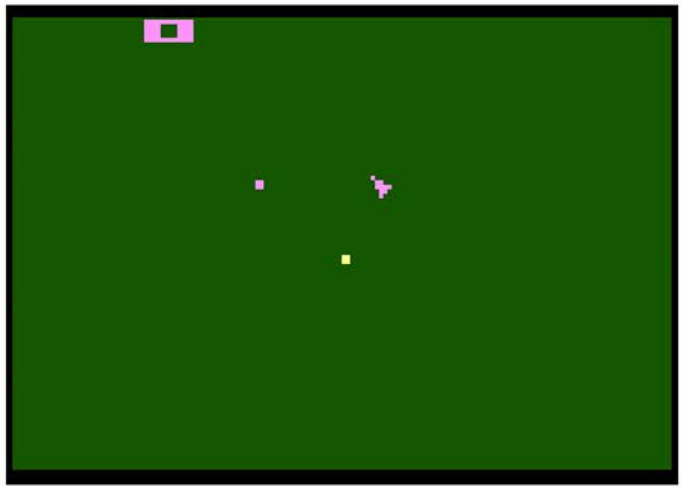
This space based combat game is virtually unplayable without a friend.



Take the to the stars and engage in dogfights against your friend in a battle to become king of space.  Or if you don't have a friend, enjoy a trying to dock with moving space modules in something that is a step below watching paint dry.

The combat portion of the game kicks off with you and your opponent in either corner, ready to do battle.  You have a limited number of missiles on each life, so you have to be careful to aim properly, or else you'll be in for a bad time.  Depending on which mode you select these projectiles may bounce off the sides of the screen, or warp to the other side, giving you the opportunity for a sneak attack.

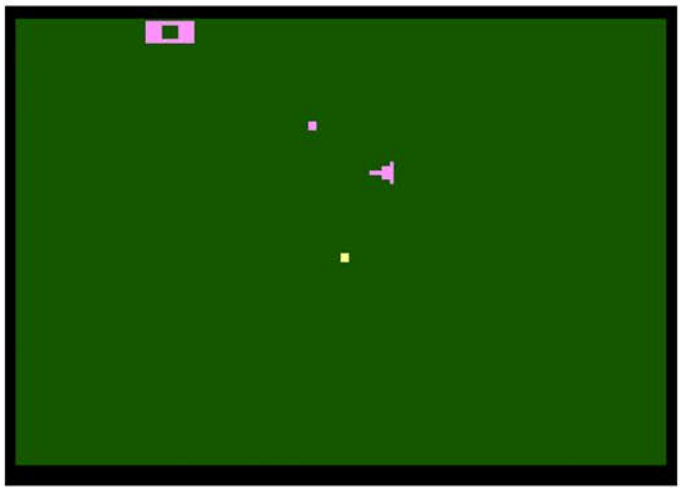




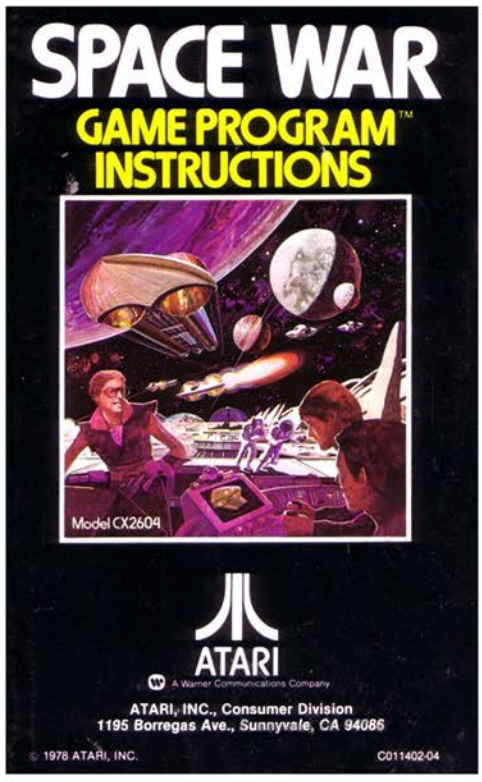
On some game selections there will be a dot in the center of the screen, which can either be a space sun or a star base. The space sun has its own gravitational pull, which will draw ships towards it and affect their flight pattern. If you happen to touch it, you'll explode and give your opponent a point. The star base however is quite friendly and will gladly refill your missiles should you prove to be a terrible shot and need to reload.

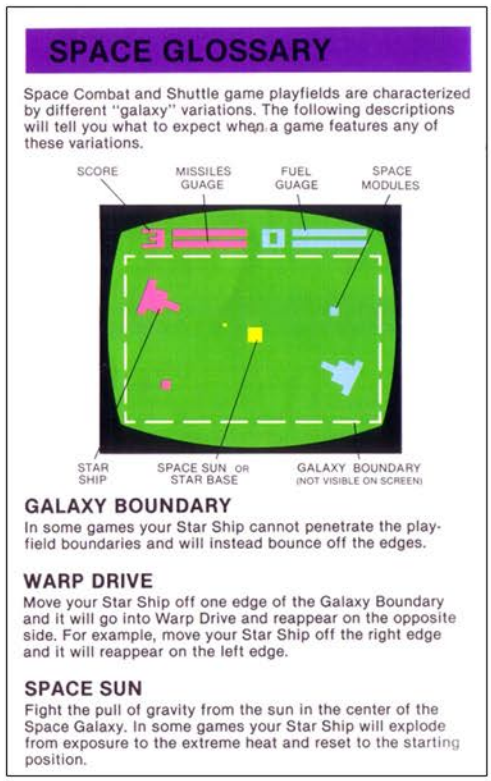
If combat isn't your thing, you can go for space shuttle mode, which requires you to dock with the space module that is flying wildly across the screen. This is far more difficult than it should be, as you have to touch the nose of your ship to the dot, which given your speeds is a rare occurrence. It takes almost professional pilot level skills, or dumb luck, to score a point, let alone the ten needed to win.

There are technically single player modes, but they are all the space shuttle mode. It would have been nice to be able to engage in space combat without the need for a friend, but hey, at least you'll have the ability to fly aimlessly while chasing a dot. Needless to say, this game hasn't held up very well, and there are far better combat titles on the 2600.



Top Left: Sears Tele-Games Box
Top Right: Catalog Sample
Below: Manual Cover and Page Sample



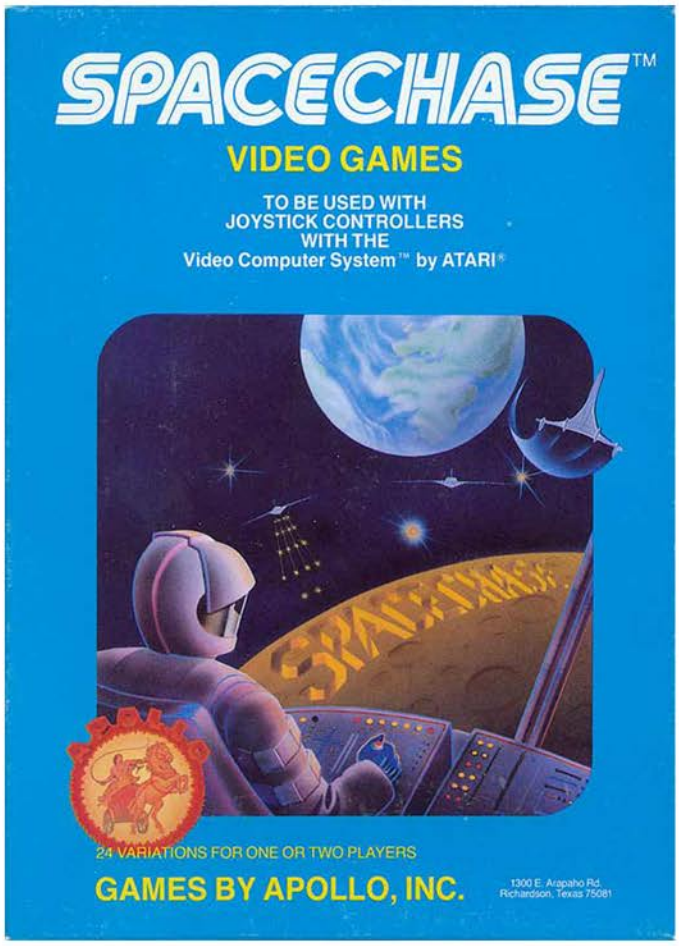



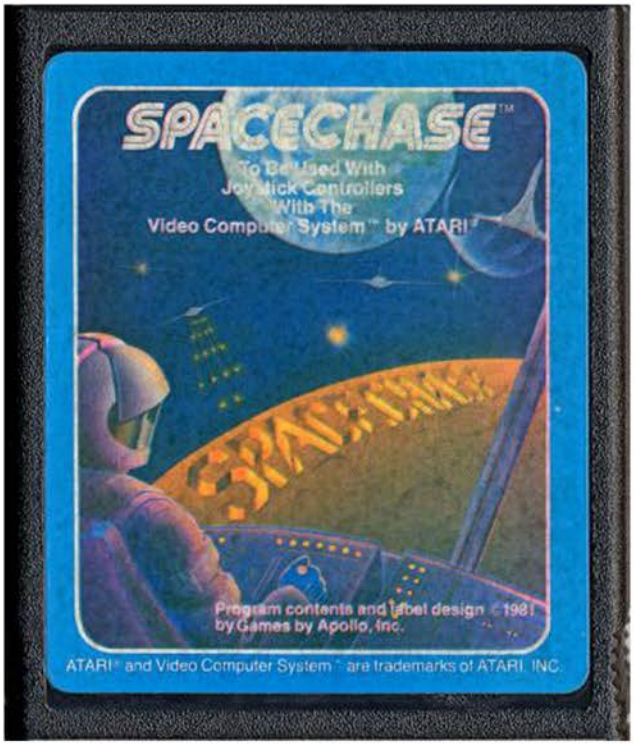
# SPACECHASE

Release Date: 1981
Publisher: Apollo
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AP2001
Rarity: 3
Programmer: Ed Salvo

This slow moving generic space shooter's best feature is the background, which isn't a great sign.



You are in command of the state of the art Mark 16 Star-cruiser, a heavily armed vessel capable of laying waste to the biggest of invading forces. As fate would have it, just such a group has appeared on the horizon of the moon, so fire up the missiles and get your trigger finger ready.

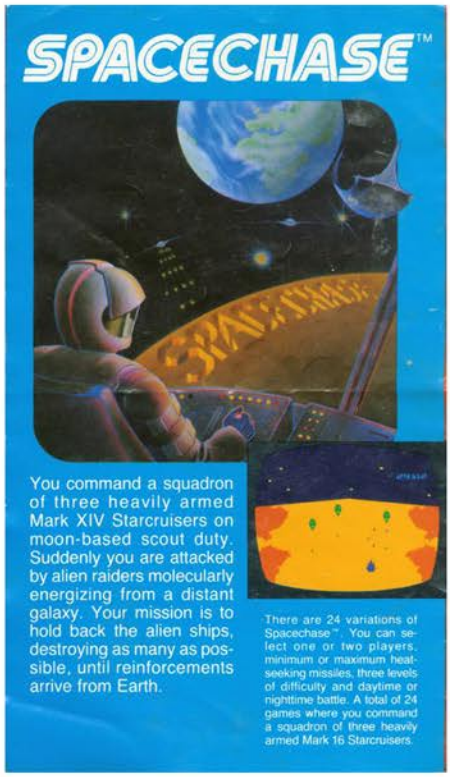
As the game begins you'll be at the bottom of the screen with full horizontal movement and limited vertical movement, which will allow you to get up close and personal with the aliens. While you can't touch them, you can get within an inch of them to make sure your shots count. Depending on which difficulty setting you select, anywhere from four to six enemies will show up every wave, with there being two per line. They move rapidly back and forth, showering you with laser missiles in the hopes of blowing you up so they can conquer the Earth.

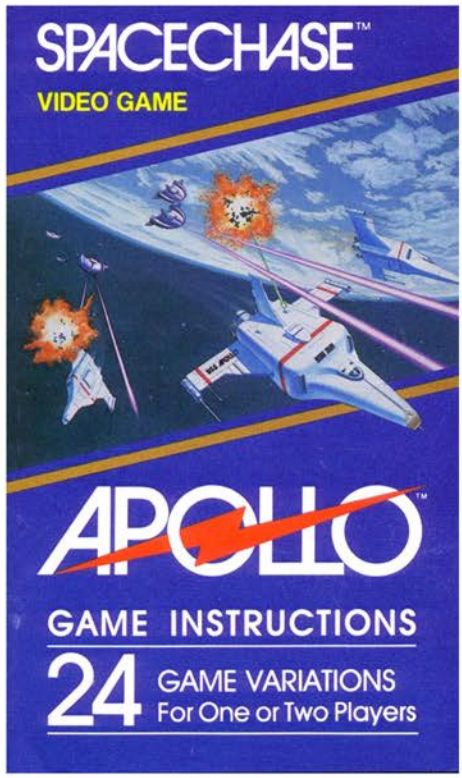
The enemy will come at you wave after wave, shooting the same straight shot projectile at you. This changes once you start dominating them too much, at which point they fire heat seeking missiles that will absolutely destroy you if you aren't prepared for them. The good news is, you can shoot them out of the sky just like you can the straight shot missiles, which if you want to survive the kill attempt you better since once it locks onto you it's game over. The invaders will keep coming until you succumb to their weaponry, with the game pausing every time a new group shows up.

The biggest issue with the game, outside of the monotony, is the difficulty of hitting the top level enemies. They move at such a high rate of speed and in seemingly random patterns that your best bet is to hold down the fire button and hope to get lucky. Not much skill involved outside of dodging incoming fire. The best part of the game however is the scrolling background, which is curved at the top to make it look like you are really flying over the moon. It's a simple but very effective trick that adds a lot to the look of the game.

If you are desperate for a new space based shooter to play, this isn't the worst way to go. However there are far better titles in the 2600 catalog.

## SPACECHASE



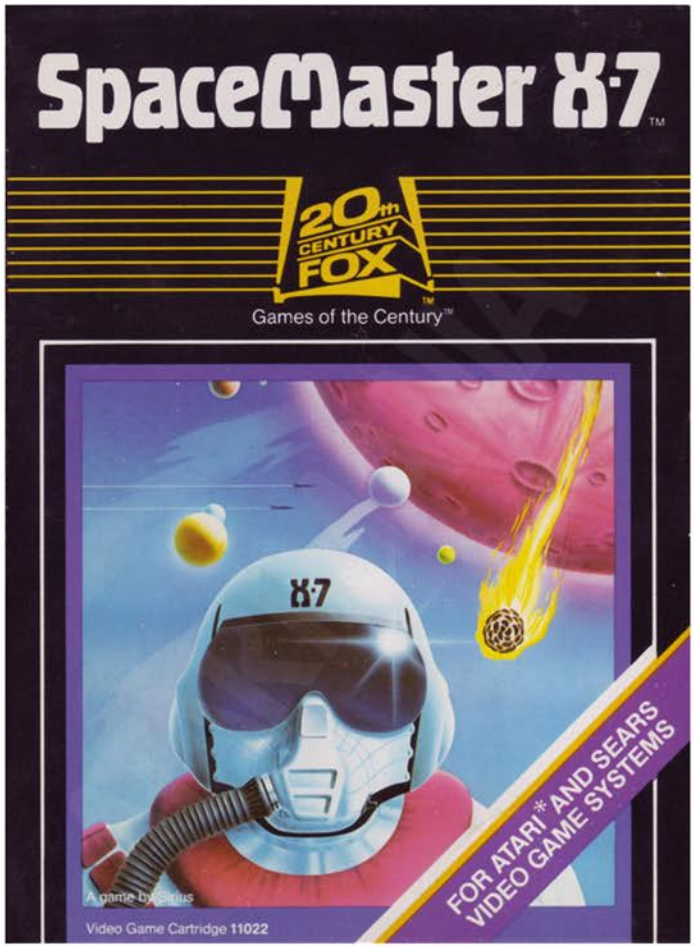

Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

# SPACEMASTER X-7

Release Date: 1983
Publisher: 20th Century Fox
Controller: Joystick
Players: 1
Genre: Shoot'em Up

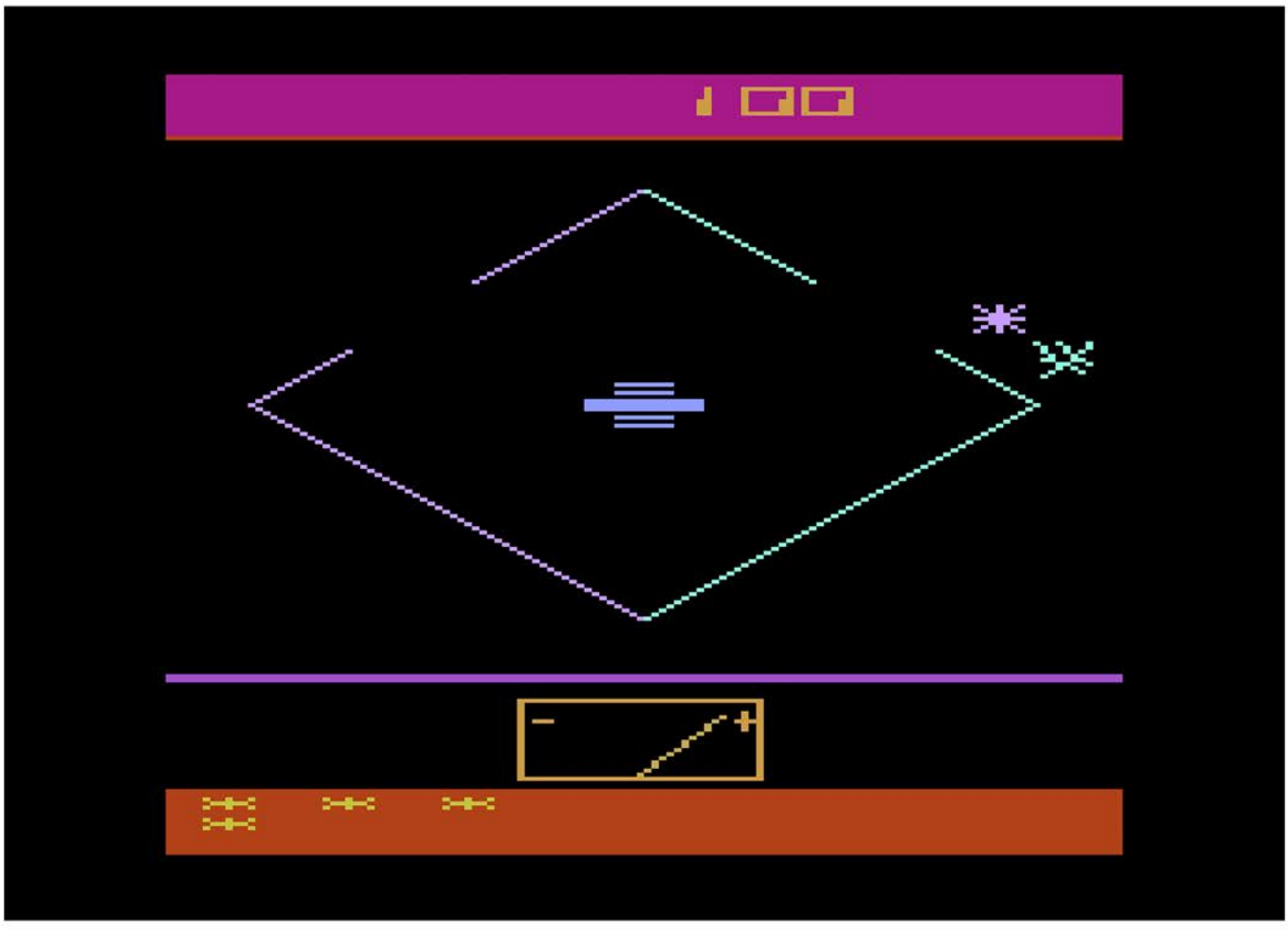
Alternate Title: N/A
Model #: 11022
Rarity: 6
Programmer: David Lubar

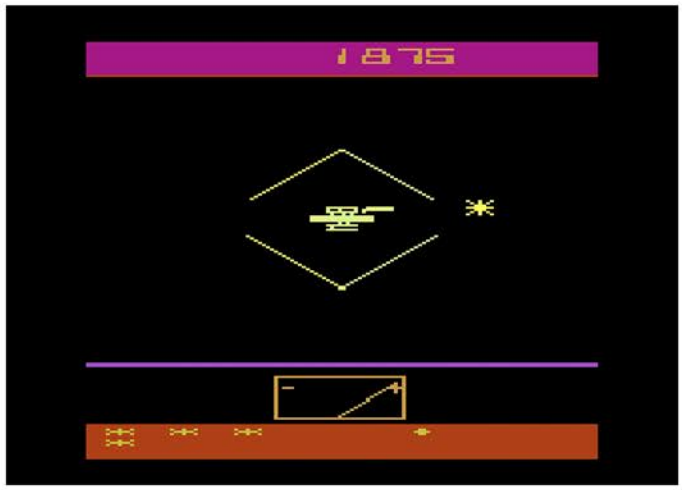
This space themed shooter is a bit too easy for its own good.



You are in control of a state of the art assault spaceship, who must risk life and limb in order to destroy the Hyperion military base. Surprisingly this is a fairly easy task to accomplish.

The game begins with your warship in one of the corners of the screen, and the Hyperion base in the center. As the base gets warmed up, a forcefield will begin to emerge from it, making it impossible to destroy it for the time being. The field expands in a diamond pattern, with two moving holes that rotate around it. While this is happening the base will send out various defenders to attempt to ram you as you lay siege to the base. When you score enough hits, the base and its defenders will be destroyed and you'll be off to the next one.

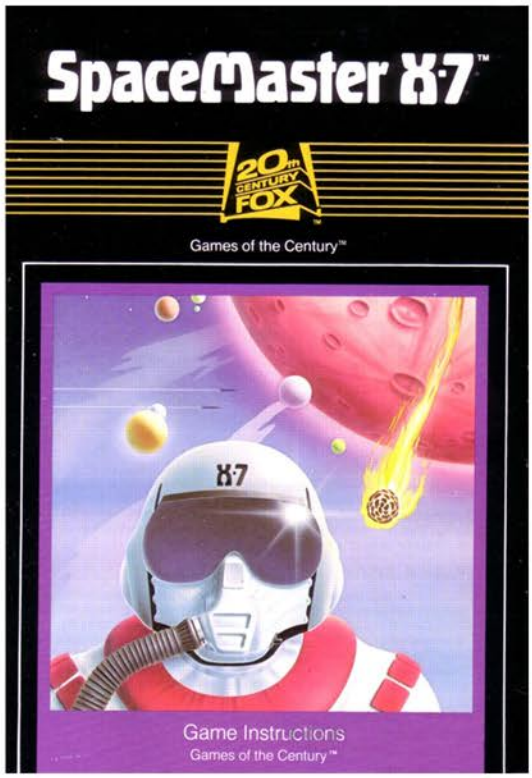





While this setup has a lot of potential, it's ruined by two things. The first is that your ship has a rapid fire mode, where as soon as one laser impacts something you can immediately fire another one. When coupled with the fact it's easy to slip inside the barrier and get right next to the base, it only takes a split second for them to be taken down. Even on later levels, as soon as you get close to it your lasers cut right though it.

The defenders that come out vary a bit, but mostly they just bounce off the walls and are easy to dodge. The only exceptions are the heat seekers that will veer towards you but can be dodged and disposed of, and the homers. These nasty critters will pursue you around the screen until you destroy it or the base.

While this is somewhat of an original concept when it comes to shooters, the lack of variety and difficulty really holds it back. With some minor tweaks like some different screens or base types and this could have been a fantastic shooter. Instead the challenge is minimal and the gameplay becomes very repetitive quickly. If you are desperate for a new shooter to play it's worth a look for a short time, but that's about it.




Top Left: Coupon Book Sample
Top Right: Manual Cover
Below: Manual Page Samples

## SPACE MASTER X-7™

### TO SET UP:

Set up your video computer system and left joystick controller as instructed in your game system owner's manual. Turn the power OFF. Insert the game cartridge and then turn the power ON. The Difficulty Switches and Game Select Level are not used. You can use the Color/B-W Lever to pause the game at any time during play. Flip the Color/B-W Lever back or press the joystick button to resume play. Press the Reset Lever or the joystick button to head into deep space and battle the evil Hyperion Empire.

### THE CONTROLS:

Your Assault Ship was specially designed to destroy Hyperion Military Bases. Assault Ship movement is controlled by tilting the joystick. Missiles are fired from your unlimited supply of ammunition by pressing the joystick button. Your ship will not move while the button is pressed, a helpful feature for firing from inside the Hyperion Base's Force Field.

### THE OBJECTIVE:

Your mission is to destroy as many Hyperion Military Bases as possible. You can fire missiles through the gaps in the Force Field or from inside the Force Field. If you are able to sneak inside, you must quickly destroy the Base before the Force Field closes in on your Assault Ship. This is no easy task! The Base can construct electrifying Shields during battle and is protected by a variety of deadly defenders. If you are able to avoid all of them, you will be truly deserving of the title Space Master X-7.

### SCREEN DISPLAY:

Your current score is shown at the top of the screen. The battle takes place in the center of the screen. The number of your Assault Ships remaining is shown in the lower left corner of the screen. Only 9 Ships can be displayed at once, but you can earn even more! The number of Hyperion Bases destroyed is shown in the lower right corner. Each white mark represents one Base destroyed. Each black mark represents ten Bases destroyed. Although only 39 Bases destroyed can be shown, you can keep on blasting Bases for as long as you like!

The Energy Meter in the bottom center of the screen registers the flow of energy from the Hyperion Base.

### HYPERION MILITARY BASES:

Each time one of your missiles hits the Hyperion Base, the Base loses energy. When the energy level on the Energy Meter registers "—", the Base will explode. Direct hits from a steady stream of your missiles will finish off a Hyperion Base in seconds.

### FORCE FIELD:

The Hyperion Base is protected by a pulsing Force Field. To get close to the Base, you must fly your Assault Ship through one of the openings in this Force Field. If you accidentally hit the Force Field with a missile, the Hyperion Base will GAIN energy. If you fly your Assault Ship into the Force Field, you will lose the Ship.

### HYPERION DEFENDERS:

Various Hyperion weapons and war craft will come to the defense of the Base during the battle. Some are mindless projectiles and others contain sophisticated tracking systems.

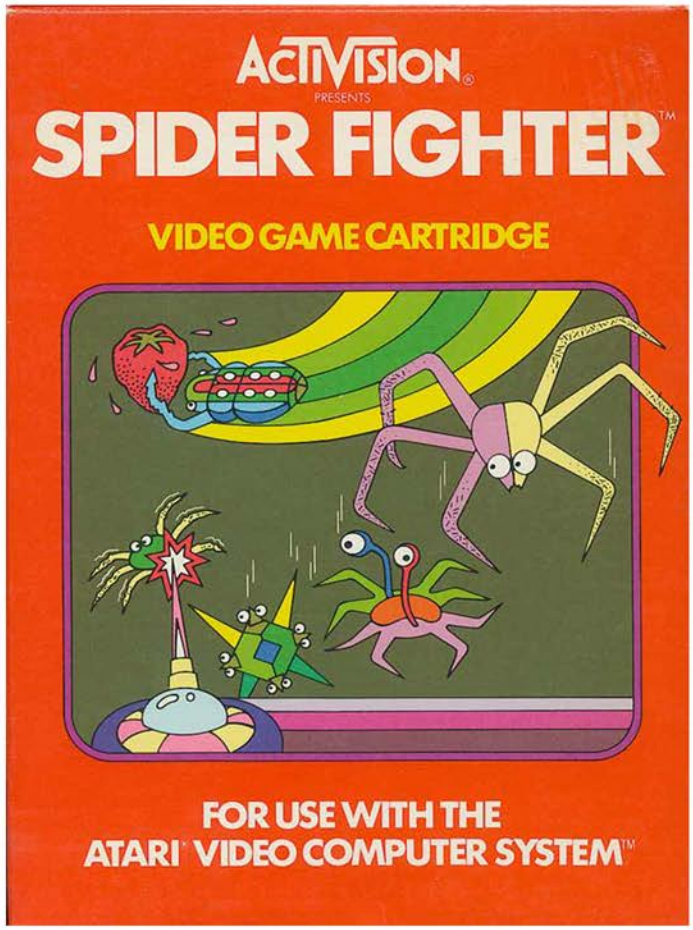
# SPACEMASTER X-7

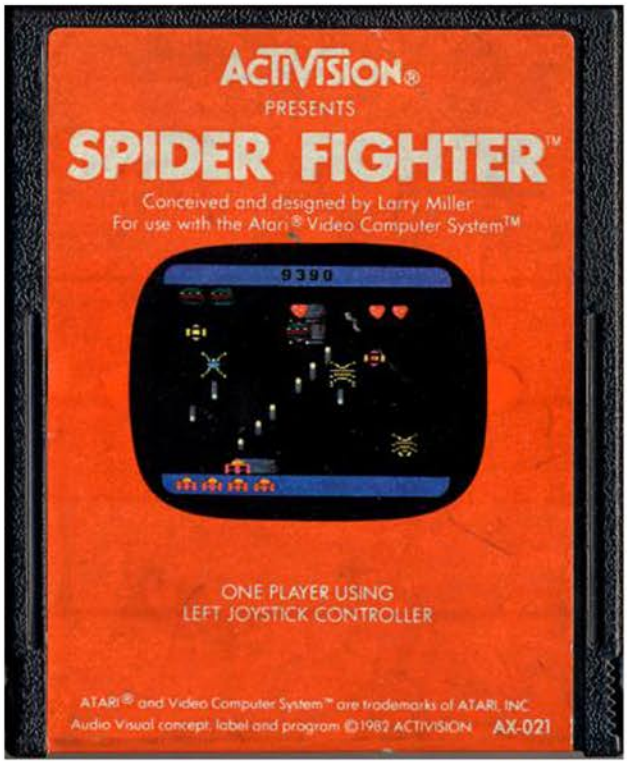
# Spider Fighter

Release Date: 1983
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AX-021
Rarity: 2
Programmer: Larry Miller

This is one of the fastest paced, tensest shooters on the 2600.



Your orchard is under attack and it's up to you to protect your strawberries, bananas, grapes and oranges from the arachnid invaders. By using your bug blasters, you must patrol the ground and decimate the enemy with extreme prejudice.

When the game beings a Master Nest will appear and begin spreading Spy Pods around the play field while firing a constant stream of shots in your direction. It will fly around for several seconds, filling the screen before making a play for your precious fruit by moving slowly up the screen and finally across to capture it. When you are able to destroy the Nest, all of the pods it scattered about will hatch into Green Widows and Stingers, which are fast moving spiders that will move rapidly across the screen while shooting. Once you get rid of all of the arachnids, the next Master Nest will appear. Successfully clear out all four nests and you'll get some bonus points based on how much fruit you have left and receive a bonus life before moving on to the next round.

Your bug blaster is a state of the art, rapid fire machine that is well equipped for the task at hand. As you move about you can hold down the fire button to release a trio of bullets, which quickly repeats once they find their target. It also has tracking technology equipped, so as you move your projectiles move with you. This allows you to create a field of suppressing fire, and let's you stay out of harm's way while targeting an enemy.

While there isn't much in the way of additional game modes, the action here is fast and furious. There is always something to shoot at, as well as something shooting at you. The controls on your bug blaster are tight and it's a breeze to fill the screen with bullets. This isn't a particularly deep game, but it hits the highest of the highs when it comes to twitch fire gameplay. If you are looking for a top notch shooter, this is a great way to go.

NEW FOR USE WITH THE ATARI® SYSTEM

ACTIVISION
SEAQUEST
VIDEO GAME CARTRIDGE



Get your sea legs, because Steve Cartwright's new submarine adventure game has just been launched. Your divers have finally located the greatest sunken treasure on the ocean floor, but getting back to the mother ship could get a little tricky. Your men have been spotted by a fleet of pirate scavengers and if they don't get 'em, the killer sharks will.

**Coming, February 1983**

ACTIVISION
SPIDER FIGHTER
VIDEO GAME CARTRIDGE

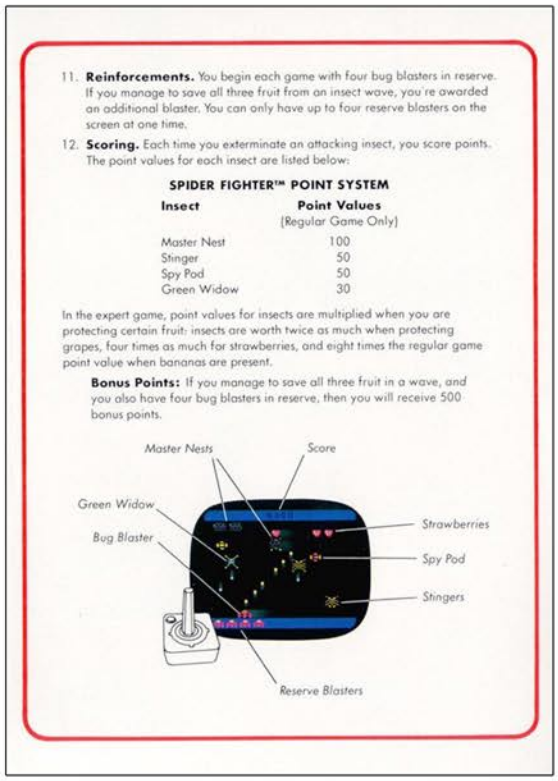


Designed by Larry Miller. Monstrous spiders are determined to turn your peaceful orchard into a war zone. They spring into action, laying eggs that quickly turn into fearsome fighters. Your remote control bug cannon zaps them into bug heaven, if they don't get you first. Vibrant graphics, spooky sounds, and enough challenge to "bug" the most dedicated video game player.

**Coming, January 1983**

2

Top Left: Catalog Sample
Top Right: Patch (40,000 Points)
Below: Manual Cover and Page Sample



11. **Reinforcements.** You begin each game with four bug blasters in reserve. If you manage to save all three fruit from an insect wave, you're awarded an additional blaster. You can only have up to four reserve blasters on the screen at one time.
12. **Scoring.** Each time you exterminate an attacking insect, you score points. The point values for each insect are listed below:

**SPIDER FIGHTER™ POINT SYSTEM**

| Insect | Point Values (Regular Game Only) |
|---|---|
| Master Nest | 100 |
| Stinger | 50 |
| Spy Pod | 50 |
| Green Widow | 30 |

In the expert game, point values for insects are multiplied when you are protecting certain fruit: insects are worth twice as much when protecting grapes, four times as much for strawberries, and eight times the regular game point value when bananas are present.

**Bonus Points:** If you manage to save all three fruit in a wave, and you also have four bug blasters in reserve, then you will receive 500 bonus points.

Master Nests
Score
Green Widow
Bug Blaster
Strawberries
Spy Pod
Stingers
Reserve Blasters

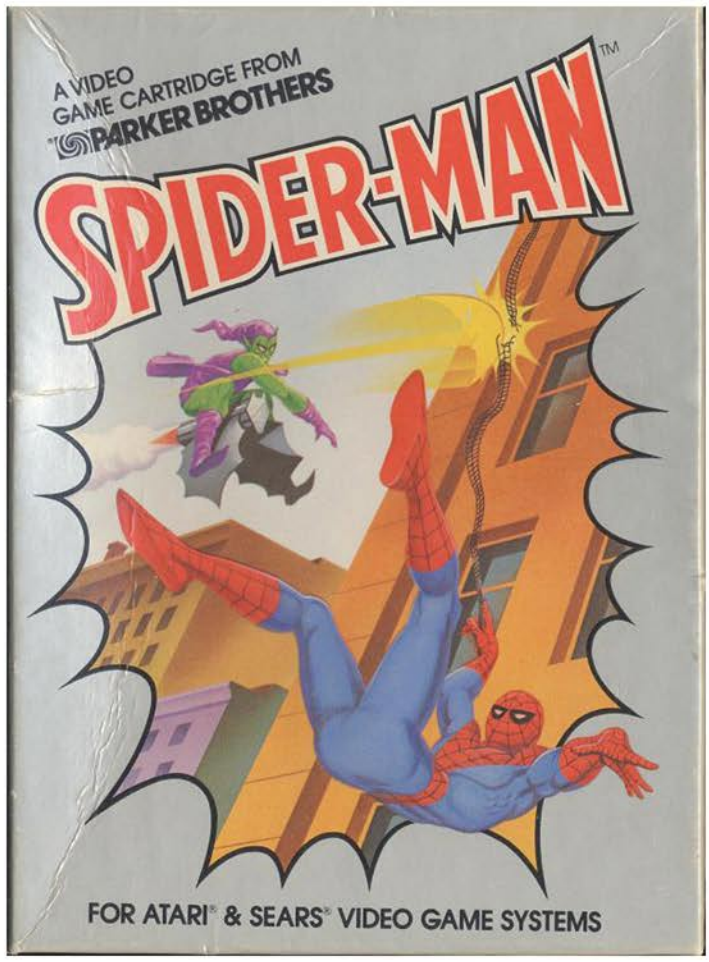
# SPIDER FIGHTER

# SPIDER-MAN

Release Date: 1982
Publisher: Parker Brothers
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: PB5900
Rarity: 3
Programmer: Laura Nikolich

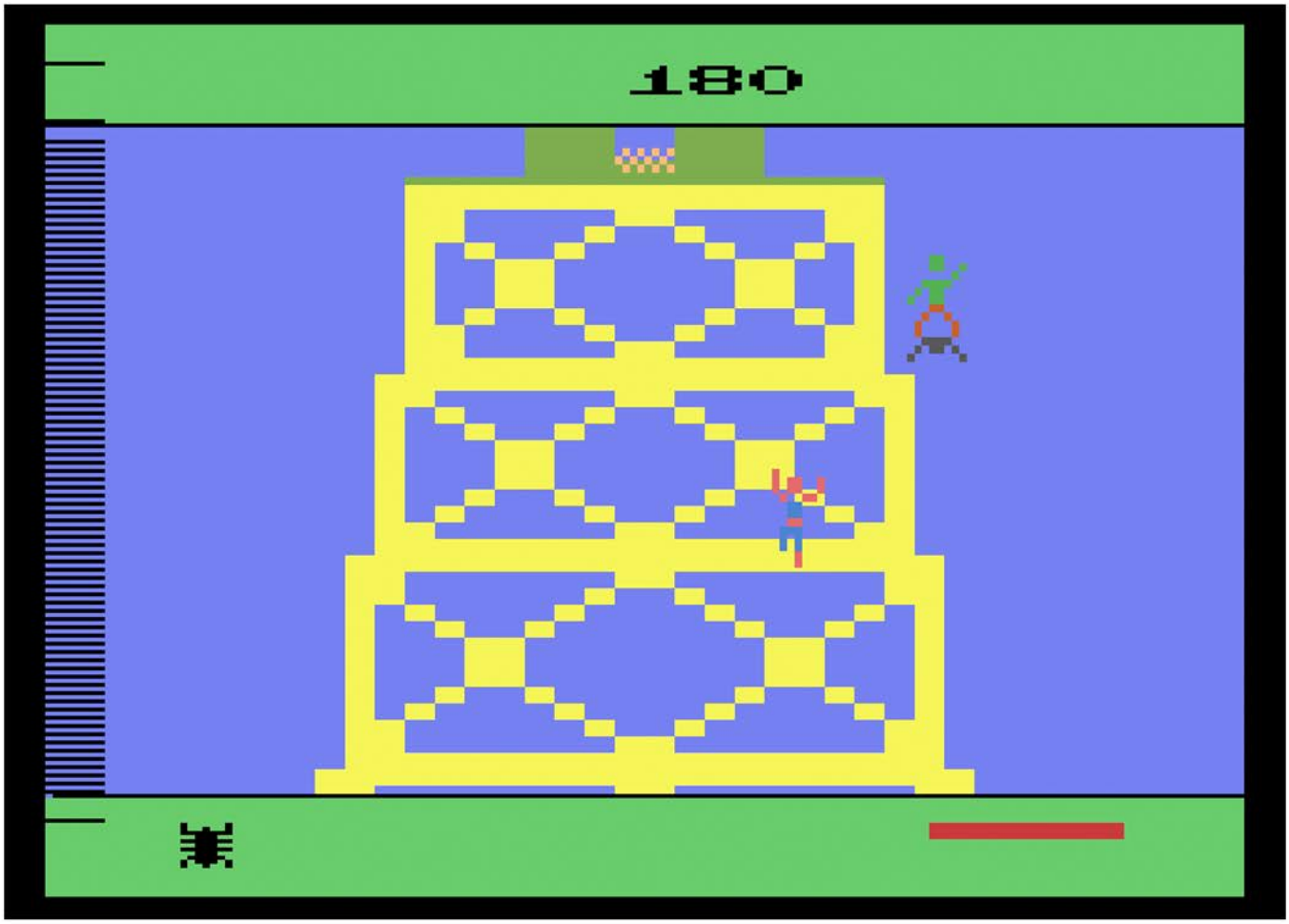
Prepare yourself for the Amazing Spider-Man falling simulator!

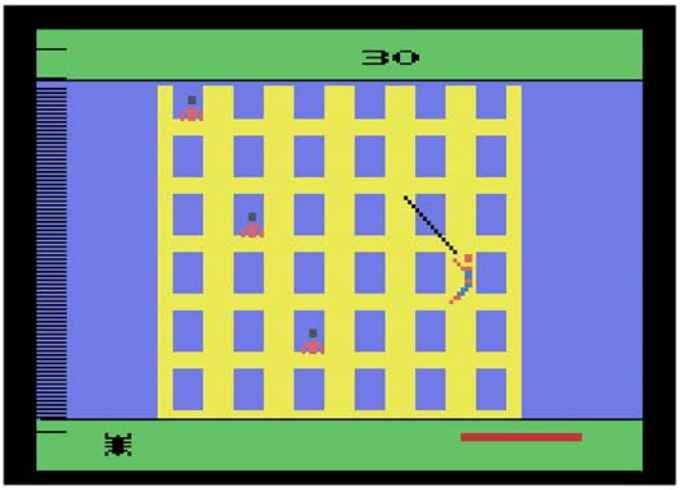


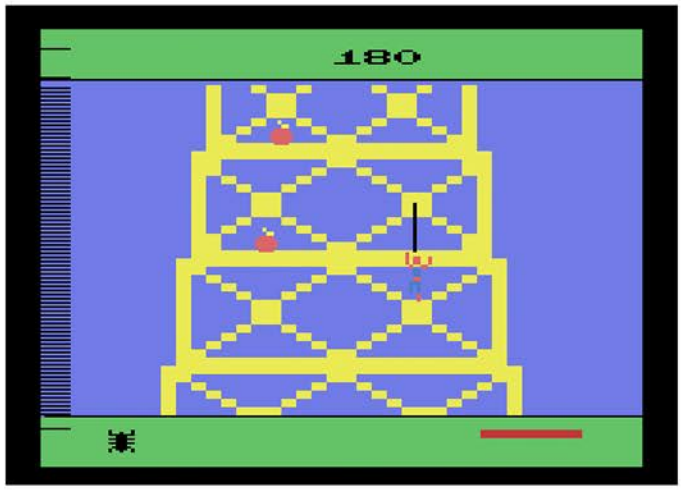
You are Spider-Man, one of the greatest super heroes in the history of the world. Of course a hero is only as good as their villain, and one of the best ones ever, the Green Goblin, has set out to destroy the city with a Super Bomb.

The game begins with our web-slinging hero at the base of a skyscraper. As he looks up all he can see are bad guys sticking their heads out of windows, and past that, bombs strewn about the tower at the top. By utilizing Spidey's webs, you can quickly ascend to the top of the building and save the city from imminent destruction. That is if you can get by the hovering Green Goblin.

While this has all the makings of a fantastic game, the execution leaves a lot to be desired. First off, if Spider-Man stops on a window, he'll begin to fall. Luckily he can catch himself with another web, although it does use up his limited supply of web fluid.



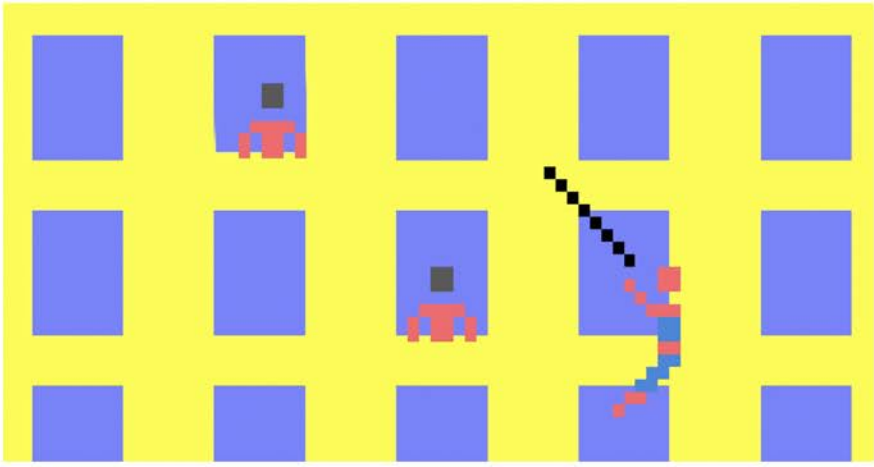


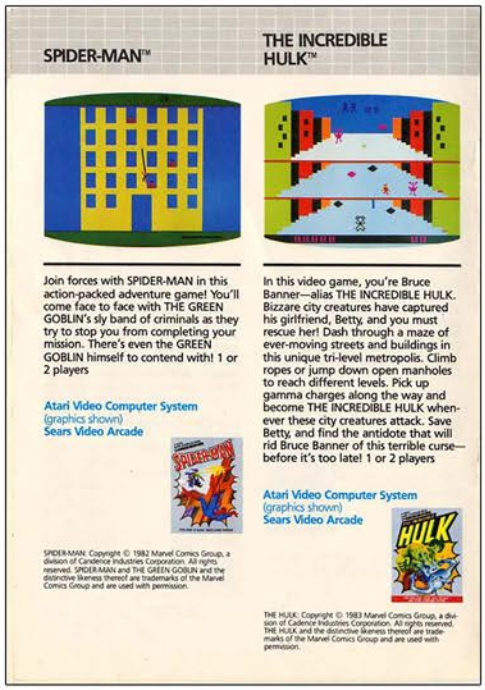




The enemies themselves can't do harm to Spidey, only knock him off his current web and send him tumbling. This includes the Green Goblin as well, who does little more than pace back and forth near the bomb. Due to this the best strategy to ascend the tower is to simply climb straight up the center where there is nothing but concrete, which admittedly is a bit on the dull side.

Disarming the bombs on the tower portion is as simple as touching them, however getting to them can be a bit of an issue as there are large gaps in surfaces you can latch on to. Even when you think you've got it spot on, expect to hear the falling sound on a regular basis. Then for the final insult, when you reach the top of the building and are right next to the Super Bomb, you still have to swing into it as Spider-Man somehow forget he can climb on walls, again making for frustrating times as he'll fall unless he hits it just right.

The graphics are pretty good as you can easily identify Spider-Man and the Green Goblin, and it can be fun swinging back and forth across the building like a super hero. However if you are looking for compelling gameplay that isn't centered about controlled falling, there are better options out there.





**SPIDER-MAN™**



Join forces with SPIDER-MAN in this action-packed adventure game! You'll come face to face with THE GREEN GOBLIN's sly band of criminals as they try to stop you from completing your mission. There's even the GREEN GOBLIN himself to contend with! 1 or 2 players

**Atari Video Computer System**
(graphics shown)
**Sears Video Arcade**



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**THE INCREDIBLE HULK™**



In this video game, you're Bruce Banner—alias THE INCREDIBLE HULK. Bizzare city creatures have captured his girlfriend, Betty, and you must rescue her! Dash through a maze of ever-moving streets and buildings in this unique tri-level metropolis. Climb ropes or jump down open manholes to reach different levels. Pick up gamma charges along the way and become THE INCREDIBLE HULK whenever these city creatures attack. Save Betty, and find the antidote that will rid Bruce Banner of this terrible curse—before it's too late! 1 or 2 players

**Atari Video Computer System**
(graphics shown)
**Sears Video Arcade**



THE HULK: Copyright © 1983 Marvel Comics Group, a division of Cadence Industries Corporation. All rights reserved. THE HULK and the distinctive likeness thereof are trademarks of the Marvel Comics Group and are used with permission.

Above: Manual Cover
Left: Catalog Sample
Below: Manual Page Sample

During a climb, you can stop SPIDER-MAN **before** he reaches the end of the web line by **quickly** pressing and releasing the fire button.

The end of the web line **must** land on the building (not on a window) or the tower. If it lands on a window or on any portion of the sky, SPIDER-MAN will fall. To catch him, shoot another web fast!

Fire Button

Up, Down

Left, Right

LET'S SEE WHAT YOUR SUPER-HERO POWERS CAN DO AGAINST ME, ***SPIDER-MAN.*** I'M FAR MORE DANGEROUS THAN YOU THINK, WEB-SLINGER!

Super Bomb

**PLAYING**

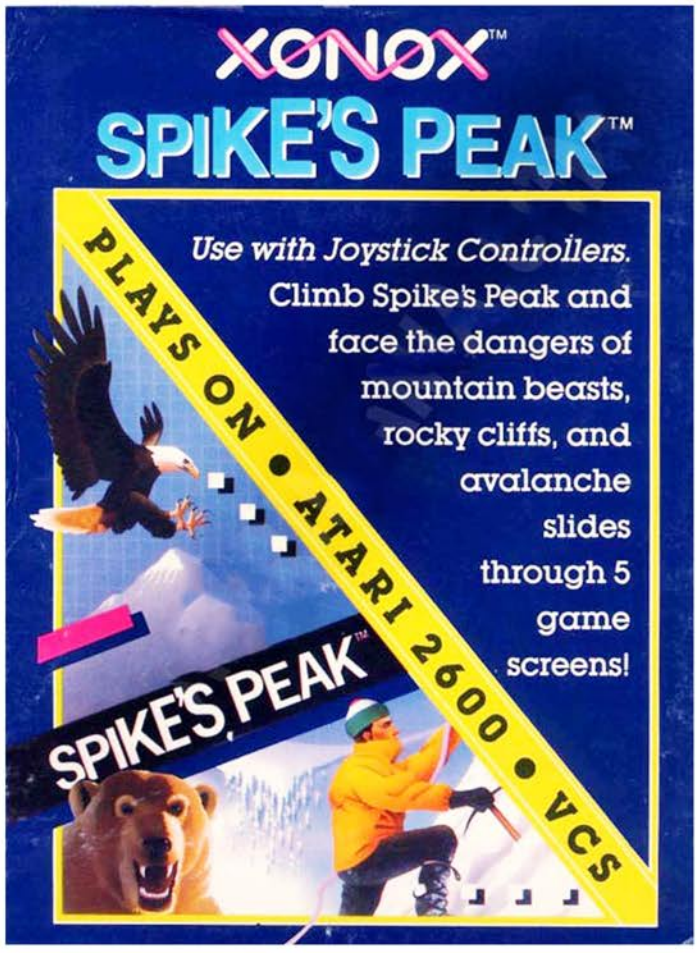
This illustration shows the entire skyscraper—and its high voltage tower—that SPIDER-MAN must climb to get to the Super Bomb. This view is given for information only. **You will never see everything pictured here at the same time on your screen.** Instead, as SPIDER-MAN advances UP the building—or falls DOWN to the street—you'll see sections of what is shown here.

# Spike's Peak

Release Date: 1983
Publisher: Xonox
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 99001
Rarity: 9
Programmer: N/A

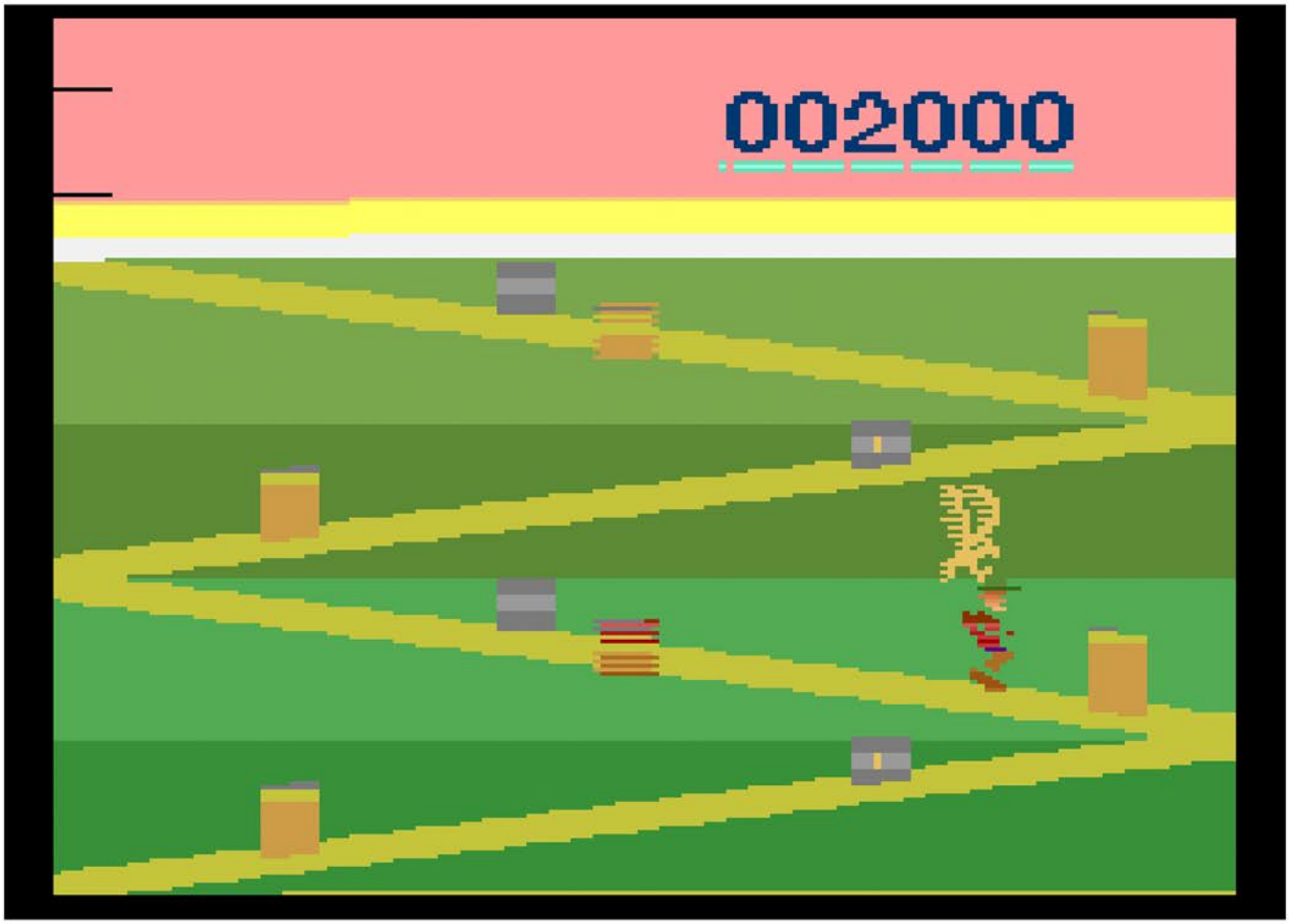
This is in the discussion for most annoying game on the 2600.

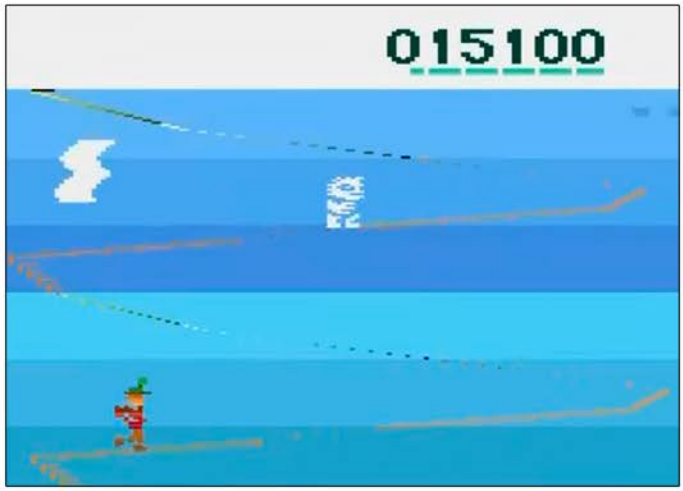


You are Spike, a daring mountain climber who has tasked himself with climbing to the impossible to reach peak. In order to accomplish this he must overcome a wide variety of obstacles, the most threatening of which are incredibly cheap deaths.

The game begins on the base camp screen, which is defeated by walking a couple steps to the right. The manual includes this as a separate gameplay screen for some reason, presumably to give an artificial boost to the screen count. Survive this daunting three step journey and you're off to one of the most unfair screens in video game history.

Welcome to the meadows, a beautiful hillside with a slight incline and one of the deadliest things ever to exist in video games, birds. When you set foot on this stage about half the time an eagle will immediately appear and make a beeline for you, ending your journey before you can react. There are also bears that roam the hills who can ruin your day, but at least they are jumpable.



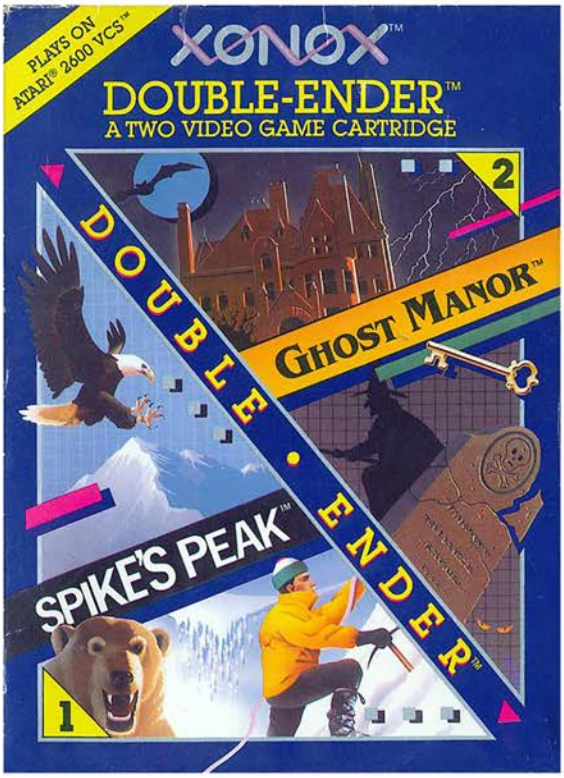



You don't have any offensive capabilities, so the only way for your to survive is to hide from your attackers in canyons, which is done by pushing down on the controller. Pushing down on the controller also causes your climber to move back down the hill, so if you aren't on the exact right pixel it's death. If by some miracle you survive this level, a greater challenge awaits.

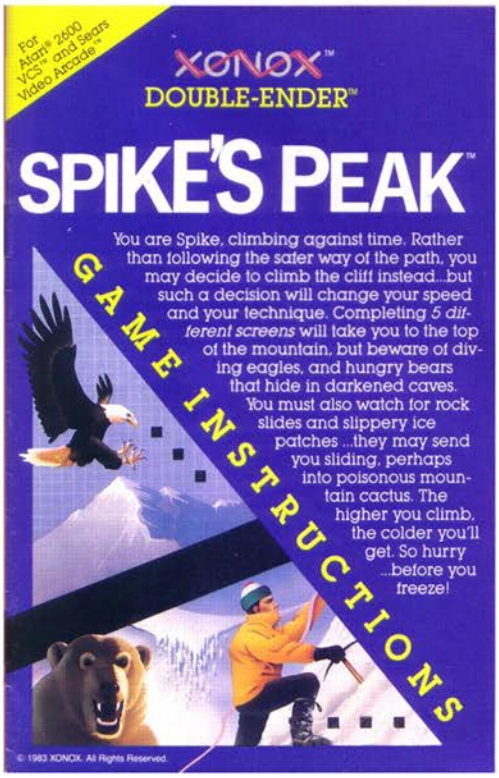
The rocky ledge has you dealing with rockslides, boulders, and for some reason cactus plants. The goal here is to climb up the side of the mountain while collecting gold nuggets for some extra points. Thankfully coming into contact with the rock slides and boulders don't result in an immediate death, rather it just knocks you back down the screen. Make it to the top and you're nearly there.

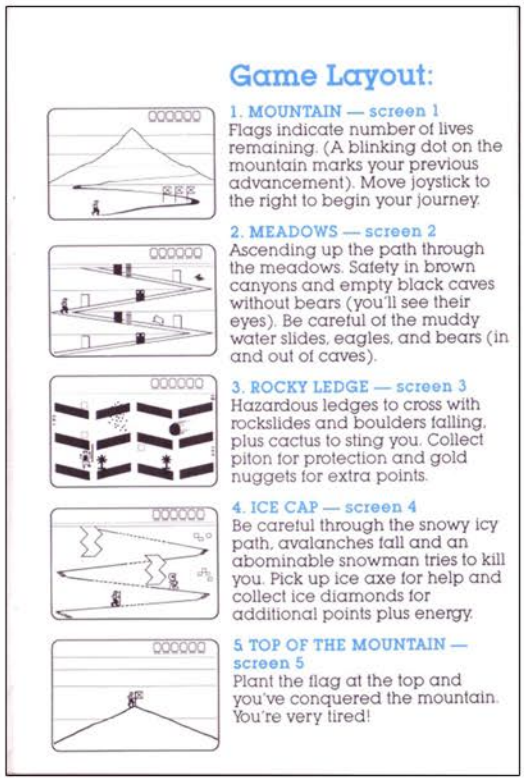
The ice cap is next, and it's another challenging climb. This time there will be avalanches holding you back, and abominable snowmen who are trying to do you harm. There is also an ice axe that will help you climb, which is a welcome addition even if it makes you wonder how ill-prepared this climber was. Make it to the top and you're off to the final screen, which is the top of the mountain. Here all you do is plant the flag, collapse from exhaustion, then run back down to try it again.

By every objective measurement, this is a terrible game. The controls are horrid, and the difficulty of the first stage will have most gamers throwing in the towel. For those looking for arcade gameplay, there are far better options out there.



Above: Double Ender Box and Cartridge
Below: Manual Cover and Page Sample



## Game Layout:

**1. MOUNTAIN — screen 1**
Flags indicate number of lives remaining. (A blinking dot on the mountain marks your previous advancement). Move joystick to the right to begin your journey.

**2. MEADOWS — screen 2**
Ascending up the path through the meadows. Safety in brown canyons and empty black caves without bears (you'll see their eyes). Be careful of the muddy water slides, eagles, and bears (in and out of caves).

**3. ROCKY LEDGE — screen 3**
Hazardous ledges to cross with rockslides and boulders falling, plus cactus to sting you. Collect piton for protection and gold nuggets for extra points.

**4. ICE CAP — screen 4**
Be careful through the snowy icy path, avalanches fall and an abominable snowman tries to kill you. Pick up ice axe for help and collect ice diamonds for additional points plus energy.

**5 TOP OF THE MOUNTAIN — screen 5**
Plant the flag at the top and you've conquered the mountain. You're very tired!

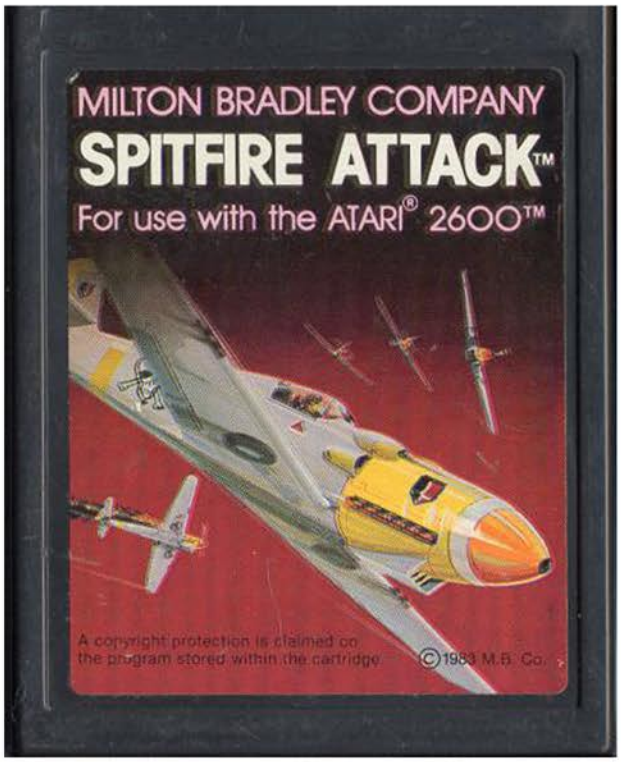
# Spike's Peak

# Spitfire Attack

Release Date: 1983
Publisher: Milton Bradley
Controller: Flight Commander
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: N/A
Rarity: 4
Programmer: N/A

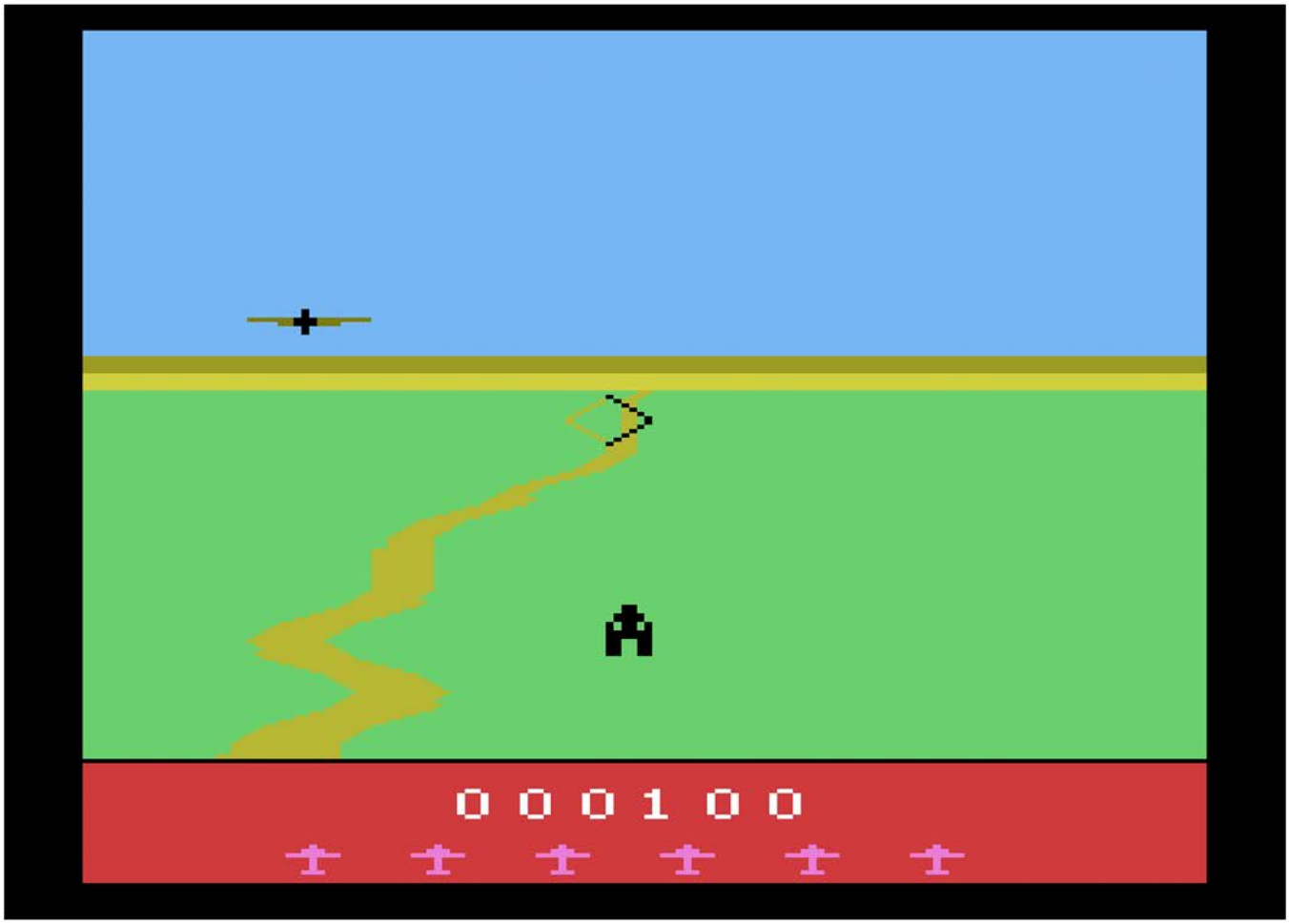
This bare bones shooter is made somewhat entertaining by the Flight Commander controller.

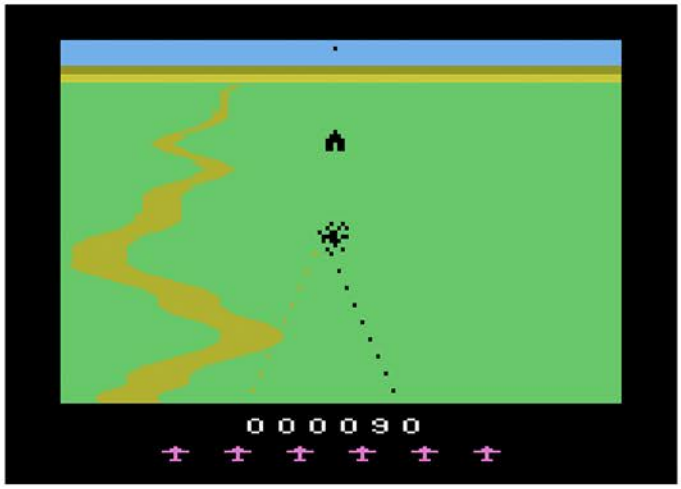


You are the gunner of a Spitfire plane, tasked with defending your country from enemy invaders. By using your crosshairs, take aim at attacking plane and blast them out of the sky.

The game begins by throwing you directly into the action, with the enemy already on your doorstep. Their planes come at you one at a time, appearing on the horizon and quickly getting closer. If they manage to get within attacking distance they'll bank up and fire, at which point you are going to go down in flames. In addition to enemy aircraft you can also take aim at anti-aircraft guns that will fill the air with flak, and ammo dumps that can be destroyed for more points.

Aiming and firing are pretty spot on, making it a breeze to shoot down the enemy. You have a machine gun that fires in bursts, so you'll have to squeeze the trigger at the right time or risk missing entirely as it takes a second before you can fire again. Shooting targets on the ground does come with its own risks, as if you aim at them too long you'll nose dive and crash into the ground.

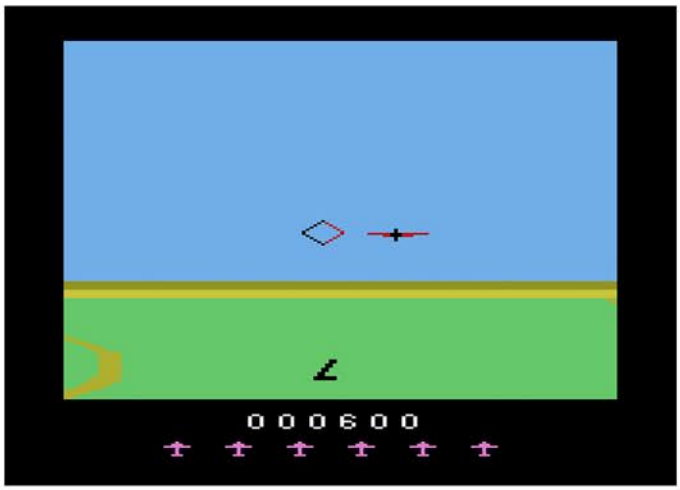





There are six different skill levels that range from moderately challenging all the way up to “you better sign your will because you aren’t surviving this”. Unfortunately instead of adding more enemies all that happens is the game is substantially sped up to the point where it’s almost impossible to react to the aircraft before they fire upon you.

For those who just pick up the cartridge the gunsights can be moved with the standard controller, however those lucky enough to find the Flight Commander controller will feel like they’re at the controls of a fighter plane. While this doesn’t impact the actual gameplay, it does add a bit to the overall feel of things.

The gameplay and graphics are both pretty simplistic, and it would have been nice if the designers threw in a bit more variety rather than relying solely on the gunner control to sell the game. Given that they made the purchaser apply the end label to the cartridge themselves, it’s not a surprise this isn’t a more robust experience. For those looking for a shooter, you can certainly do worse than this one.



POWER ARCADE™

# FLIGHT COMMANDER™

## GAME PLAY INFORMATION

With Flight Commander Control, you can imagine you're flying a real fighter plane and shooting a real machine gun. Flight Commander instantly responds to every move you make to deliver precision control and pinpoint firing accuracy. You're in total command of all the screen action as you take off for the battle.

A copyright protection is claimed on the program stored within the cartridge.

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Made in U.S.A.

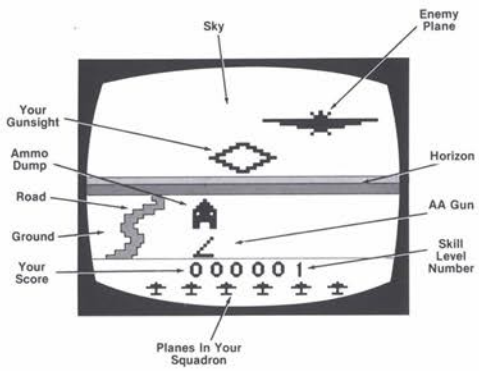
Top Left: Flight Commander Controller
Top Right: Manual Cover
Below: Manual Page Samples

## HOW TO SET UP THE GAME

1. **Cartridge Insertion:** make sure the Power Switch on your video game system is OFF. Hold the cartridge so the large Spitfire Attack label on the top panel is towards you and reads right side up, then carefully insert the cartridge into the cartridge slot. Make sure the cartridge is fully inserted in the slot, but do not try to force it. **Please Note:** when removing the cartridge, turn the Power Switch OFF, then carefully pull the cartridge straight out of the slot.

2. Turn your TV on and slide the Power Switch ON. A demonstration of some of the game graphics appears on your television screen as shown in Figure 5.

**FIGURE 5**






3. Adjust the volume control on your television set to the desired level.

4. **Skill Levels:** there are six different skill levels, numbered 1 through 6. When you slide the Power Switch on, the game is on skill level 1. This number is displayed in the score box at the bottom of the screen. Skill level 1 is the easiest because your plane is flying the slowest. Skill level 6 is the hardest because your plane is flying the fastest. To change the skill level, depress the Game Select Switch. Each time you depress it, the skill level increases by 1 until it reaches 6, then it returns to 1. **Please Note:** the skill level cannot be changed during a game.

5. **Difficulty Levels:** after you choose a skill level, select a difficulty level. There are two difficulty levels, "a" or "b," for each skill level. Level "a" is harder because enemy planes are flying faster. Level "b" is easier because enemy planes are flying slower. To select a difficulty level, slide the LEFT Difficulty Switch to either "a" or "b." **Please Note:** the difficulty level can be changed during a game.

## NOW YOU TAKE OFF TO ADVENTURE!

## HOW TO PLAY THE GAME

1. **Starting the Game:** depress the Game Reset Switch to start the game. You begin the game with six fighter planes which are displayed under your score.

2. **Flying Your Spitfire Fighter:** the screen shows your view of the battle from the cockpit of your plane. Enemy territory is passing below you and enemy planes are approaching in the sky ahead of you. To fly to the left, turn your gun to the left. To fly to the right, turn your gun to the right. Push forward on your gun to dive down toward the ground. Pull back on your gun to climb into the sky.
Your plane is equipped with a Low Altitude Warning System. If your plane is too close to the ground, the system is set off and you'll see a red light flashing across the bottom of the screen and hear a loud warning signal. You must climb up into the sky to gain altitude or your plane will crash within a few seconds.

# SPRINGER

Release Date: 1982
Publisher: Tigervision
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 7-006
Rarity: 7
Programmer: N/A

If you ever wanted to cause the deaths of dozens of rabbits, this is the game for you.

You are Springer, a rabbit that has for some reason decided to climb the clouds to the sun. In order to do that he'll have to survive a perilous journey that will require him to jump kick dragons in the face.

The game begins with our hero at the bottom of the screen, with cloud platforms scattered above him, some of which are moving horizontally. The goal is to ascend to the sun above, but not before destroying every dragon egg that is scattered about. If you manage to reach an egg before it begins to hatch, you can simply touch it. If however it has cracked open or hatched entirely, a well timed jump kick is required to destroy it. Clear them all out and make it to the sun and you'll be off to the next more difficult stage.

Most players will have given up by this point because the difficulty is simply too unforgiving. Navigating the cloud platforms is one of the most infuriating thing you'll come across in a video game due to a variety of issues. The first of which is the collision detection, which is all out of whack. If you don't hit a platform perfectly you'll sail right through it to your death. To complicate things, in order to reach some of the platforms you have to hold the jump button down through the bulk of the jump, however if you don't let go at the precise moment you'll jump again upon landing which is problematic since if you fall more than the height of your jump, you die.

On top of the insane difficulty, the graphics are downright terrible. The rabbit looks like a hopping moose, the dragons look like a duck with a buzz cut, and the clouds are little more than rectangles. If you want to experience what true video game frustration is like when it's wrapped up in an ugly package, then Springer is a must play. For those wanting a fun, or even competent arcade style gameplay, then run far, far away from this one.

Springer is a magical, friendly rabbit. With your help he can jump from cloud to cloud trying to reach the sun. Be careful, the green dragons are guarding the treasure (bonus points). Watch for the angry fire balls. Springer has a mighty "kick", use it to kill the dragons. Be clever and jump on a rising cloud to help carry you to the sun.
Reaching the "sun" is not the end but just the beginning of a new screen adventure.

Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

## INTRODUCTION:

Springer is the rabbit. Your job is to help Springer jump from cloud to cloud collectint bonuses by kicking the dragons, eggs and other objects and trying to find the fastest path to the sun (top).

1. Connect your video game. Be sure to follow the manufacturer's instruction.
2. With the power in the off position, insert the Springer cartridge.
3. Plug in one joystick into the left position. This is a one player game.
4. Turn power "on". Turn the television "on"
5. The game will automatically display the 3 frames (screens). Game play always begins with screen "one". In order to be able to play screen two or three you must first "clear" the preceeding screen. Springer is designed after a real coin arcade game with progressive game play.
6. Start the game play by pressing the game reset switch. Game play always begins with screen one.
7. Joystick control action.
   After the Springer start of game music, you can use the joystick and jump key to move the rabbit:

| | | |
|---|---|---|
| Left or right | : | walk left or right respectively |
| Up | : | kick |
| Down | : | jump down |
| Fire (red button) | : | jump upward |
| Fire and left | : | jump forward to left |
| Fire and right | : | jump forward to right |
| Fire and down | : | jump forward and downward, direction depends on direction rabbit facing |

8. Game Play
   For the first screen try to reach the sun while collecting all the bonus objects.

   For the second screen and those that follow, in addition to collecting all the bonus objects, you must also collect all the eggs and dragons in order to progress to the next screen.

   Be careful and try to avoid falling from the clouds.

   Try to reach the sun before the bonus timer reaches zero and you are awarded all time/points left on the bonus clock.

9. Scoring
   In addition to the time bonus awarded at the completion of a frame, Springer gets points for:

| | |
|---|---|
| Dragon: | 80 points |
| Large Egg: | 60 points |
| Egg: | 30 points |
| Each jump onto the moving cloud | 5 points |

Bonus scoring:

| | | |
|---|---|---|
| Frame 1: | Toothbrush | 50 points |
| | Carrot | 30 points |
| Frame 2: | Pot | 90 points |
| | Glass | 45 points |
| Frame 3: | Cup | 80 points |
| | Toothbrush | 15 points |

10. Progressive Play
    After completing the first screen Springer will be challenged with a second and a third unique screen. Generally the time for the eggs changing to dragons is shorter and the moving cloud is faster as you progress to each successive screen. If you complete the 3rd screen you will progress to the first screen with increased difficulty. This sequence continues.

Note:

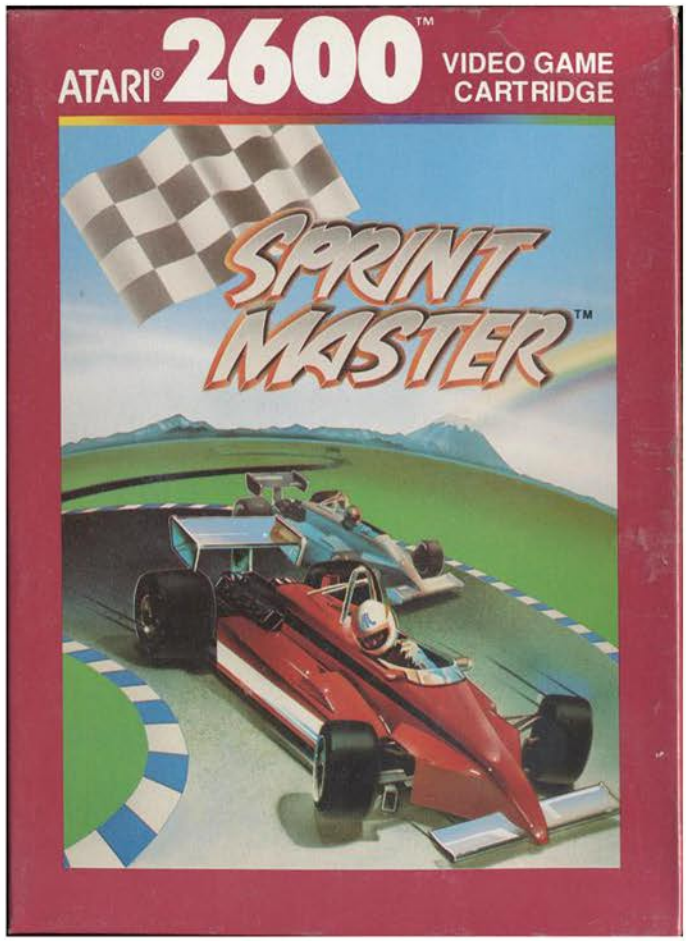
| | |
|---|---|
| Frame 1, Round 2 | 2 clouds disappear |
| Frame 2, Round 2 | 1 cloud comes and goes away |
| Frame 3, Round 2 | Length of moving cloud is shorter |

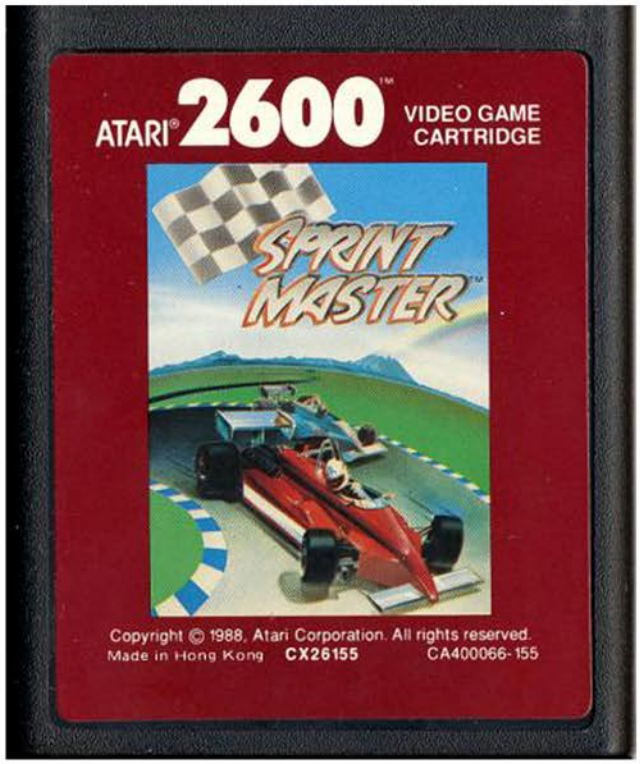
# Sprint Master

Release Date: 1988
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Racing

Alternate Title: N/A
Model #: CX26155
Rarity: 4
Programmer: Bob Polaro

This is in the conversation for best racing game on the 2600.



Strap into your race car and prepare to do battle on the track against a single opponent. The action is fast, furious, and depending on how many laps you select, potentially never ending.

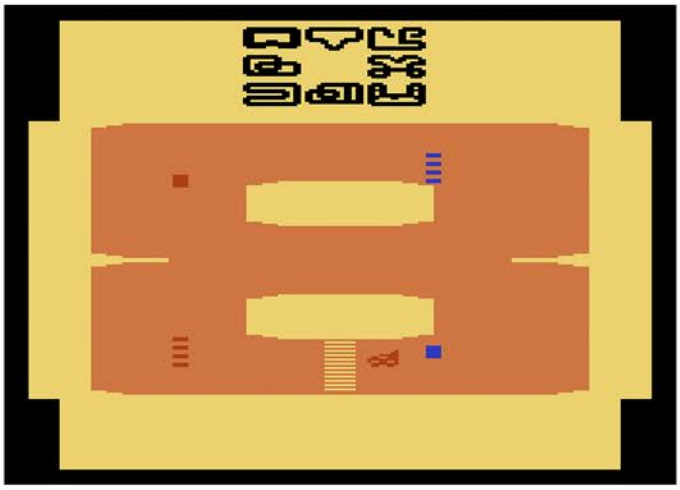
When the game begins you get to select from a variety of options. There's the standard one or two players, you can pick between bouncing or crashing, and then there's the number of laps you'd like the race to last. For those in need of a quick race, you can go as low as a single lap. For those with time to kill, you can set it to fifty and emulate real life racing. Once you make those selections there's still more to pick from.

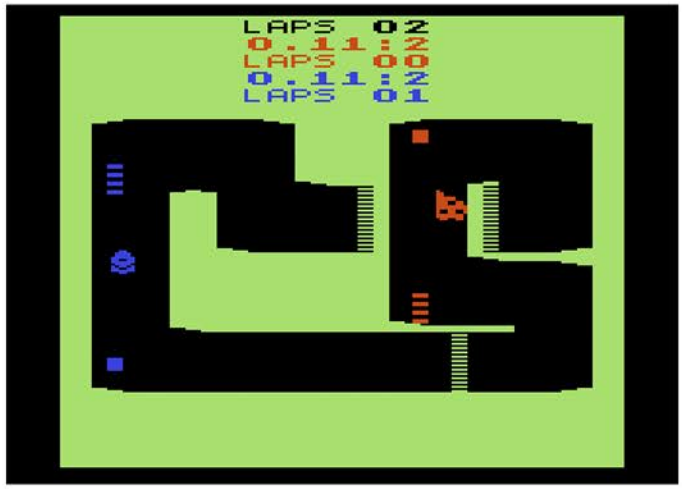
There are nine different tracks you can race, all with their various design quirks, and you can pick what kind of track you race on. The blacktop is the standard racing surface and provides a solid experience. The dirt track is a bit looser when it comes to traction, but it's nothing when compared to racing on ice, which will have you sliding everywhere but mostly directly into walls.

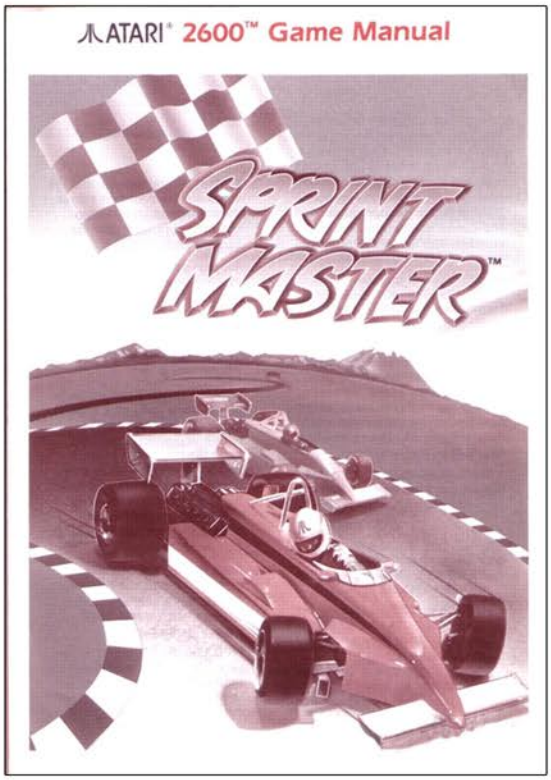
When the race begins you'll get the countdown before you and your opponent take off. Scattered about on the track are two types of powerups. The traction one will give your car better handles and allow you to take corners tighter. The speed boost sounds appealing, this is a race after all, but as with most things in life too much of a good thing is bad. Upon touching this icon your car will go into supersonic mode and become virtually uncontrollable, practically ensuring your opponent's victory.

The tracks are all quite varied, from the simple one with a handful of turns, to ones that require you to do a figure eight. Some of them have jumps that will send your car flying through the air (and directly into a wall if you aren't careful), while others have hidden passageways that will open and close randomly. Each of the nine courses feels like it's own unique thing, which is fantastic.

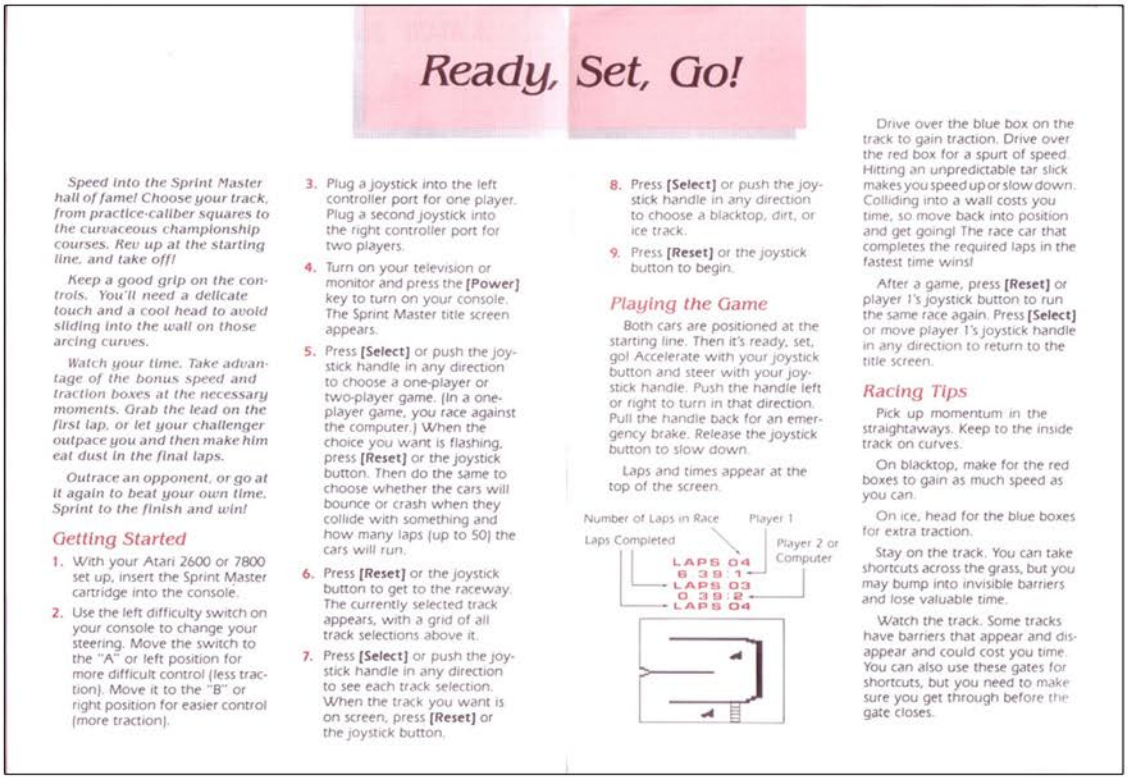
The only real issue with the game is that it came out in 1988, which was far too late to really make an impact since the NES was firmly in control by this point. Still, if you want some 2600 racing action, this should be at the top of your list.








Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples



## Ready, Set, Go!

*Speed into the Sprint Master hall of fame! Choose your track, from practice-caliber squares to the curvaceous championship courses. Rev up at the starting line, and take off!*

*Keep a good grip on the controls. You'll need a delicate touch and a cool head to avoid sliding into the wall on those arcing curves.*

*Watch your time. Take advantage of the bonus speed and traction boxes at the necessary moments. Grab the lead on the first lap, or let your challenger outpace you and then make him eat dust in the final laps.*

*Outrace an opponent, or go at it again to beat your own time. Sprint to the finish and win!*

### Getting Started

1. With your Atari 2600 or 7800 set up, insert the Sprint Master cartridge into the console.
2. Use the left difficulty switch on your console to change your steering. Move the switch to the "A" or left position for more difficult control (less traction). Move it to the "B" or right position for easier control (more traction).
3. Plug a joystick into the left controller port for one player. Plug a second joystick into the right controller port for two players.
4. Turn on your television or monitor and press the **[Power]** key to turn on your console. The Sprint Master title screen appears.
5. Press **[Select]** or push the joystick handle in any direction to choose a one-player or two-player game. (In a one-player game, you race against the computer.) When the choice you want is flashing, press **[Reset]** or the joystick button. Then do the same to choose whether the cars will bounce or crash when they collide with something and how many laps (up to 50) the cars will run.
6. Press **[Reset]** or the joystick button to get to the raceway. The currently selected track appears, with a grid of all track selections above it.
7. Press **[Select]** or push the joystick handle in any direction to see each track selection. When the track you want is on screen, press **[Reset]** or the joystick button.
8. Press **[Select]** or push the joystick handle in any direction to choose a blacktop, dirt, or ice track.
9. Press **[Reset]** or the joystick button to begin.

### Playing the Game

Both cars are positioned at the starting line. Then it's ready, set, go! Accelerate with your joystick button and steer with your joystick handle. Push the handle left or right to turn in that direction. Pull the handle back for an emergency brake. Release the joystick button to slow down.

Laps and times appear at the top of the screen.




Drive over the blue box on the track to gain traction. Drive over the red box for a spurt of speed. Hitting an unpredictable tar slick makes you speed up or slow down. Colliding into a wall costs you time, so move back into position and get going! The race car that completes the required laps in the fastest time wins!

After a game, press **[Reset]** or player 1's joystick button to run the same race again. Press **[Select]** or move player 1's joystick handle in any direction to return to the title screen.

### Racing Tips

Pick up momentum in the straightaways. Keep to the inside track on curves.

On blacktop, make for the red boxes to gain as much speed as you can.

On ice, head for the blue boxes for extra traction.

Stay on the track. You can take shortcuts across the grass, but you may bump into invisible barriers and lose valuable time.

Watch the track. Some tracks have barriers that appear and disappear and could cost you time. You can also use these gates for shortcuts, but you need to make sure you get through before the gate closes.

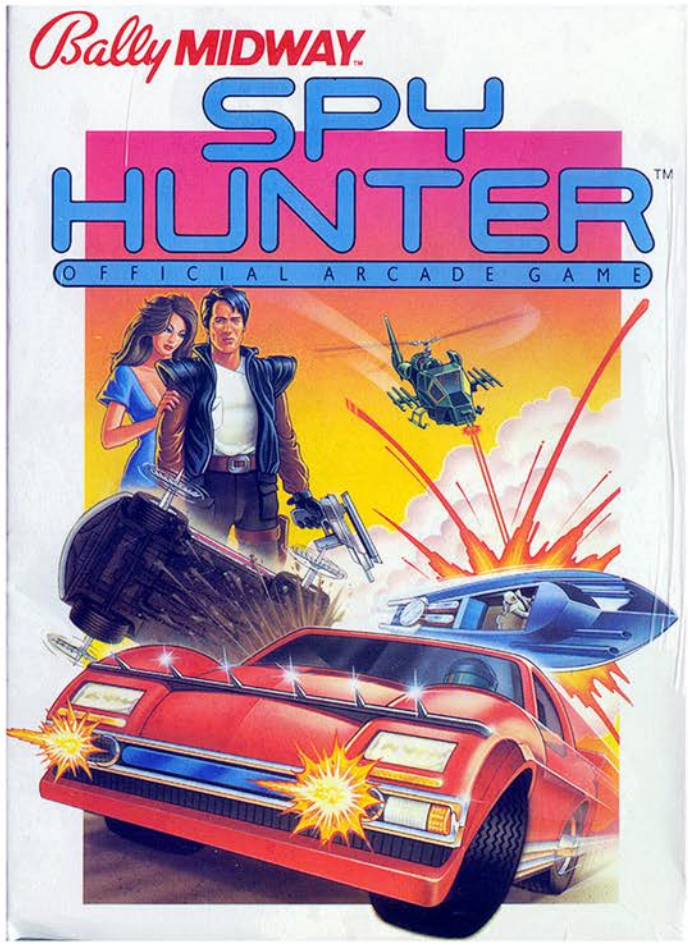
# SPRINT MASTER

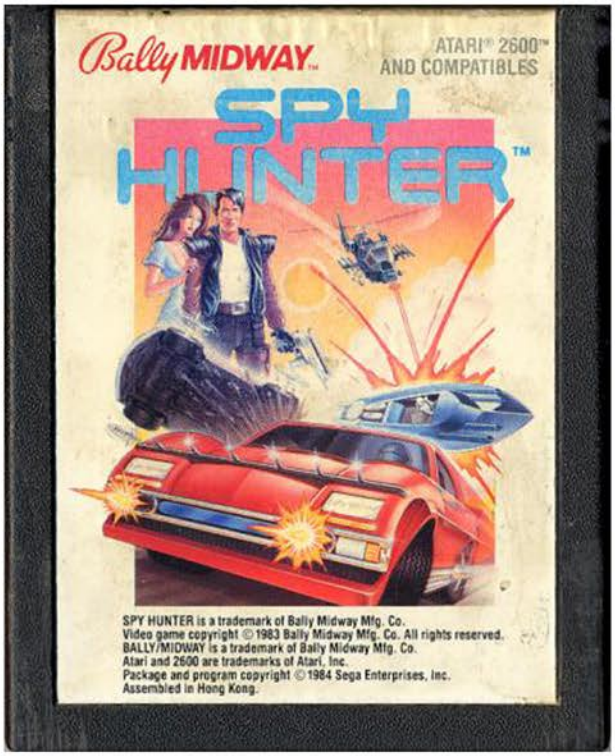
# Spy Hunter

Release Date: 1984
Publisher: Sega
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 011-01
Rarity: 6
Programmer: Jeff Lorenz

This port of the arcade classic is scaled down, but passable.



Turn up the Peter Gunn theme as you get behind the wheel of the world's most sophisticated turbo-charged spy mobile. Hit the streets to clear them of every enemy agent out to destroy you, and presumably the world.

The game starts with the red weapons van dropping you off on the highway, setting you loose to lay waste to enemy agents. As you drive along you can use your machine gun to take out enemies like the Road Lord and Enforcer, both of whom will try and knock you off the road to your doom. The biggest threat however is the Switch Blade, a car that has blade extensions on every wheel, which will cut your vehicle to shreds if it gets close enough.

Your machine gun isn't the only weapon to help you deal with troublesome enemies, as the weapons van can give your car an upgrade. The oil slick will create a slippery hazard that will destroy a single car if it touches it. The smoke screen however will completely clear the road behind you of anything that might be a threat.

After driving for a bit the action shifts to the water, as your car transforms into a boat. The action stays pretty much the same, only now there are mines in the water that will end your journey in a hurry. Helicopters also appear around this time and attempts to drop bombs on you.

Due to there being multiple firing modes, the game included a Dual Controller Module, which housed two controllers in such a way that you'd have easy access to two firing buttons. While this was little more than a cheap piece of molded plastic, it did the job quite well.

This is a significantly scaled down version of the classic, with there only being a couple of cars on screen at any given time compared with the near rush hour level of traffic in the full game. Outside of that however the rest of the game is spot on. The controls are good, the graphics are solid and non-flickering, and it retains the spirit of the original. If you are looking for car based mayhem and destruction, this one should be on your list.

Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

think you're safe. The water is teaming with other Enemy Agents.
You can pause the game by stopping your Spy Car when 2 trees are on the screen at the same time.

**WEAPONS**
Each time you enter a new terrain, the Weapons Van appears on the road ready to supply your Spy Car with the appropriate new weapon. Here's how to activate your various weapons:

Bottom Fire Button activates Machine Gun and Missiles
Fire Button activates Smoke Screen and Oil Slick

You can also use your Spy Car to ram some enemy agents off of the road to destroy them for points.

**ENEMY AGENTS**
The Spy Car faces various Enemy Agents along the course. Each Enemy Agent except the Road Lord, has its own unique weaponry. They are:

The Road Lord (bullet proof)...must be rammed off road by Spy Car
Switch Blade...extended buzz-saw hubcaps to slash tires
The Enforcer...fires a shotgun
The Copter (Mad Bomber)...drops bombs onto Spy Car
Barrel Dumper...dumps oil barrels in water ahead of Spy Boat
Doctor Torpedo...fires torpedos at Spy Boat

On land, Enemy Agents are blue.
On water, all are the Enemy.

# HOW TO PLAY

**SCREEN AND GAMEPLAY**
Your Spy Hunter adventure starts as the Weapons Van rolls up from the bottom of the screen and pulls over to the shoulder of the road. The van stops and your Spy Car rolls out the back, armed with machine guns. You then maneuver your car onto the road as the action begins.

The road will branch and fork as you go. You must be careful as you dodge and chase enemy agents not to swerve off the road. If you do, you'll lose one of your Spy Cars. When you lose a Spy Car and you still have Spy Cars in reserve, a Weapons Van appears from the bottom of the screen and pulls

onto the road shoulder to let the new Spy Car roll out the back and onto the road for more action. If you have no remaining Spy Cars, the game is over.

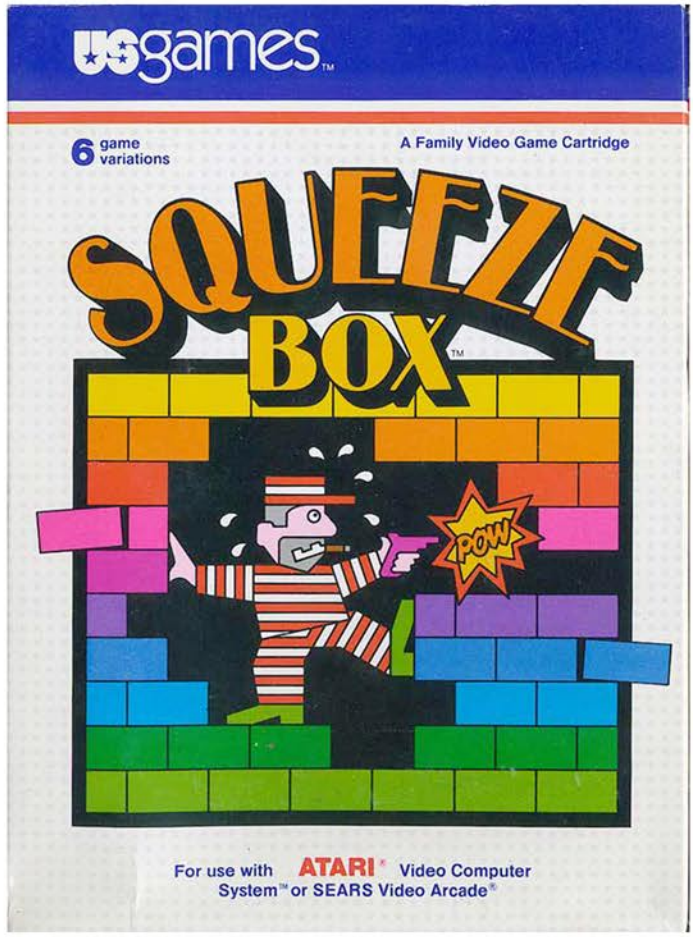
The terrain will change as you traverse the course. Screen backgrounds will change color as indication of a new terrain. As the course continues, you'll come to a waterway. Here your Spy Car enters a boathouse and automatically becomes a Spy Boat and skims along the surface of the water. Don't

# Squeeze Box

Release Date: 1982
Publisher: U.S. Games
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: VC2002
Rarity: 4
Programmer: Henry Will IV

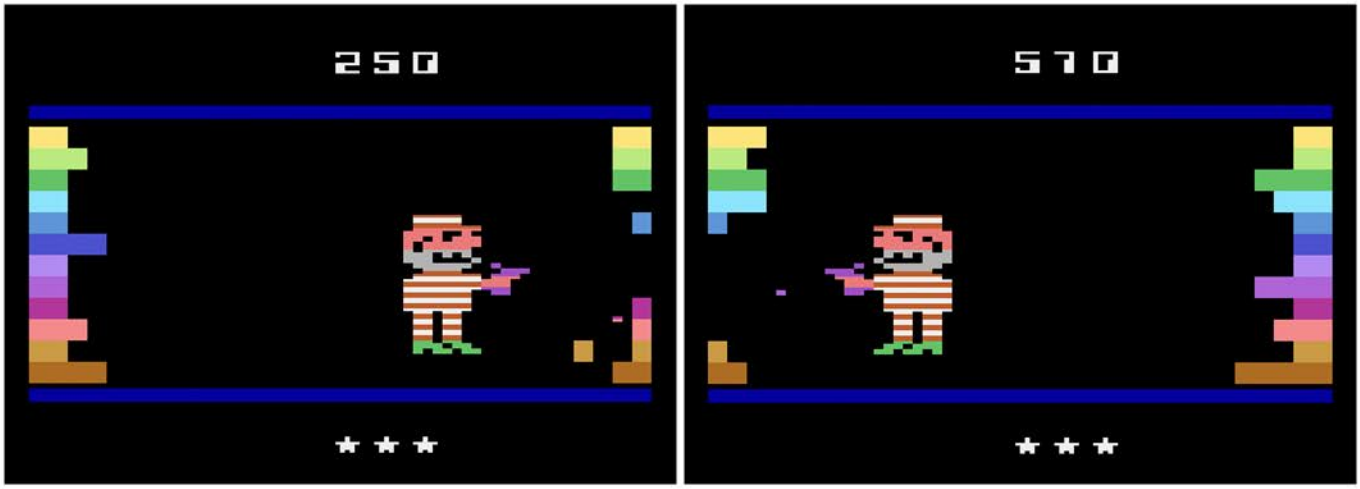
This is an overly simplistic escape from jail title.



You are a pistol packin' jailbird who is tired of wasting his life away behind bars. Using your unlimited ammunition, blast away at the fragile walls as they close in around you and make your escape to freedom.

The game begins with our hero (or villain since he's in jail?) standing in between two stacks of colored walls. There are six on each side and as the theme music plays some of them begin to grow. Once gaining control the goal is to shoot them back until they are off screen, clearing a four block area for your oversized character to fit through. Succeed and you'll be off to the next jail cell to repeat the process. Fail, and you'll be stuck in prison forever.

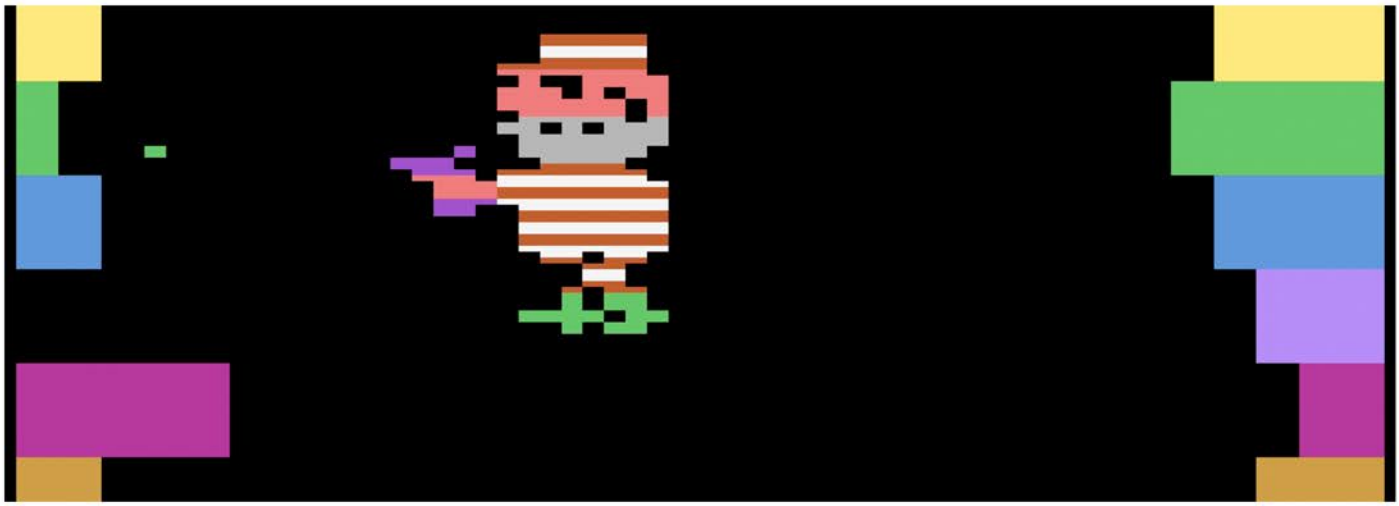
Due to the oversized nature of your character (he's so tall he takes up two-thirds of the play area) it greatly limits what you can shoot with your gun horizontally. So much so that he can only hit the middle two rows of blocks with a straight-on shot. By holding down the fire button and moving the controller up or down, the bullet with change trajectory slowly, allowing you to clear out the top or bottom.

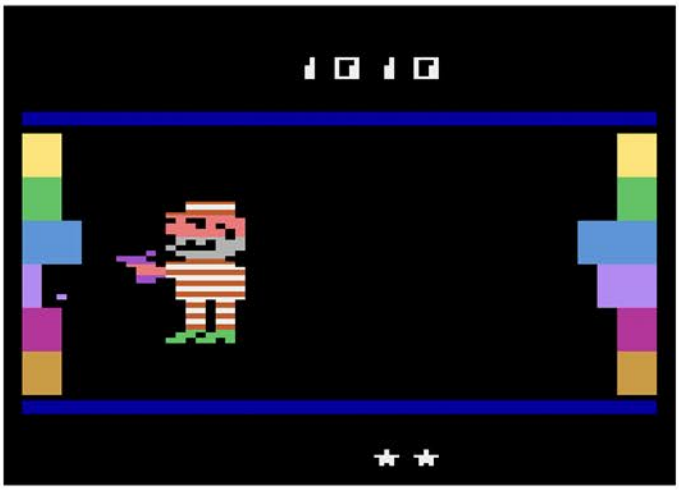


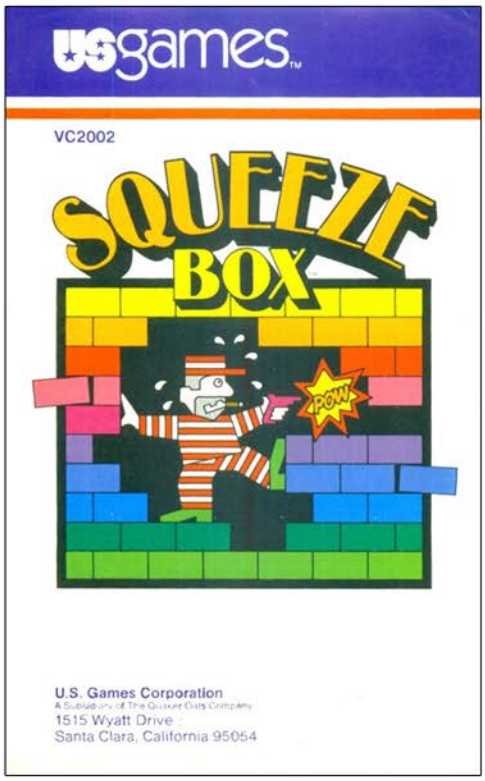

Also, the gun not only fires on its own, but as soon as a bullet is no longer on screen it fires another one, which turns the pistol into a fully automatic weapon the closer you get to the edge, allowing you to devastate a wall in a matter of seconds.

There are three different game types, with the first being the standard escape. In the second version only one wall will move towards you, with the goal being to turn every row white by forcing it offscreen. The final version has one wall vulnerable to your shots, while the other invincible wall slowly closing in on you. There is also an option to double the number of colored bars on each side, but this doesn't really change much as your machine gun can still make quick work of it.

Due mostly to the overly large prisoner and the ability to turn your weapon into a machine gun, a lot of the fun and challenge has been drained away. If you have a desire to play a game like this, Ram It is a far better choice.







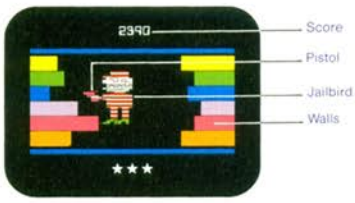

Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## Squeeze Box

Squeeze Box is a single player, full color game designed to be played on the *Atari*® Video Computer System™ or the Sears Video Arcade.® There are six game variations to test your skill and judgement.

Squeeze Box is the ultimate escape game. Our pistol packin' jailbird has got to shoot like crazy to knock out an escape route through the walls...before they close in on him. The longer it takes, the faster they come, so aim carefully. But don't rush out too fast because the next room is worse, and you're getting points for each block you shoot out.

Test your endurance! Wait too long and you might touch the wall. Three touches and its all over—except for the *hottest* finish you have ever encountered in a video game.




## Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following the manufacturers instructions.
2. Install the left joystick control. The right joystick is not used.
3. Insert the cartridge making certain that the power is OFF.
4. Move the POWER switch to ON.
5. Select the game of your choice.
6. Press the red fire button on the joystick to start the game.

is, the harder it becomes to shoot a pathway out.

**Game 4** Game 4 is identical to Game 1 except there are twice as many horizontal color bars.

**Game 5** Game 5 is identical to Game 2 except there are twice as many horizontal color bars.

**Game 6** Game 6 is identical to Game 3 except there are twice as many horizontal color bars.

## Scoring:

| | | |
|---|---|---|
| **Games 1 & 4** | —Each color bar | = 10 points |
| **Games 2 & 5** | —Each color bar | = 10 points |
| | —Each white bar | = 0 points |
| **Games 3 & 6** | —Each color bar | = 10 points |
| | —Each blinking bar | = 20 points |
| **All games** | —Shooting a path and walking off | = 100 points |

**Special bonus—Games 1 & 4—shooting all bars off screen and leaving room gives you an extra star (3 maximum).**

## Play Hints:

- The longer your shot, the more time available for the walls to move in on you. Stand as close as possible to the advancing bars so your gun will fire more frequently, but be careful!
- Try to completely shoot away one wall of bars first and then reverse to the opposite wall. Remember, if you clear away all bars (both sides) you gain an extra turn (star—3 maximum).
- Change the shooting angle as seldom as possible as this takes up time allowing the bars to advance. Now get out there and blast away those walls or you'll be trying to hotfoot your way to freedom!

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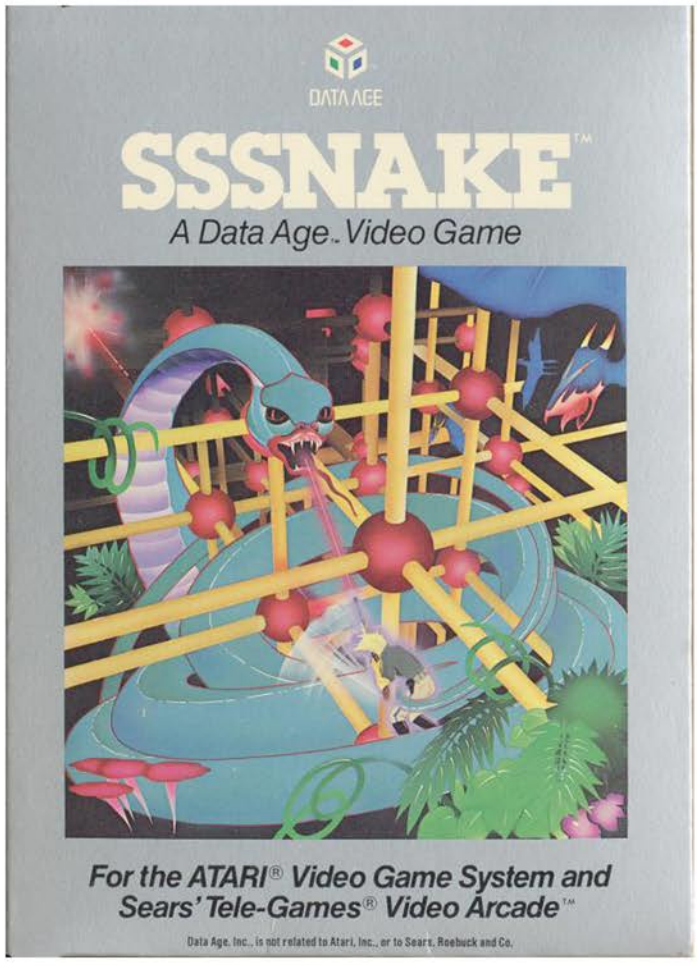
# Squeeze Box

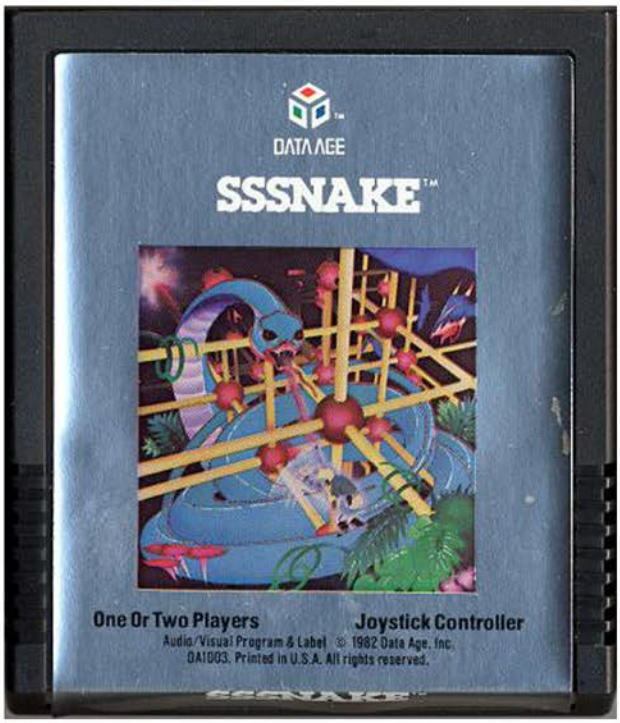
# SSSNAKE

Release Date: 1982
Publisher: Data Age
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: DA1003
Rarity: 4
Programmer: N/A

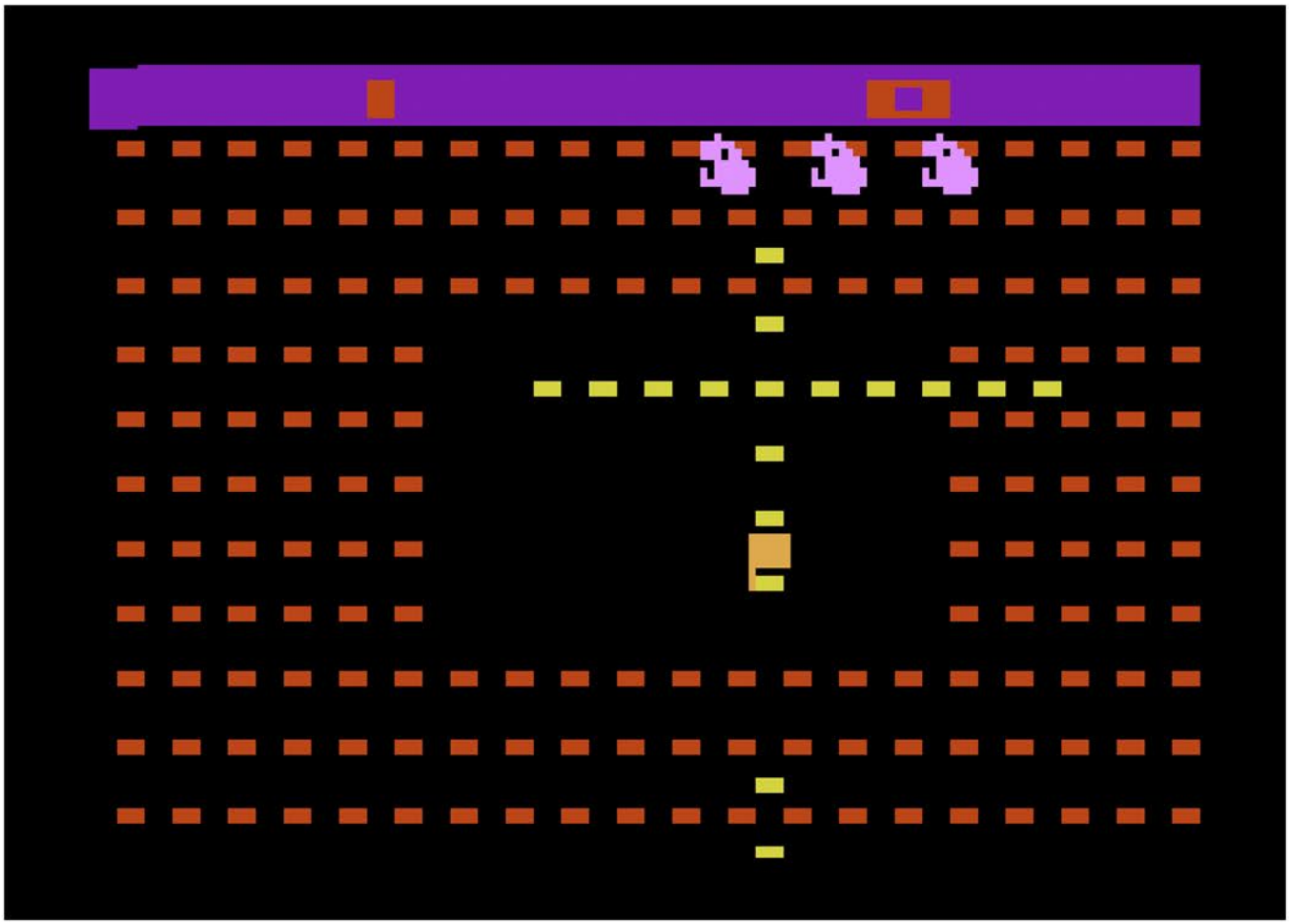
This is without a doubt a nominee for worst game on the 2600.

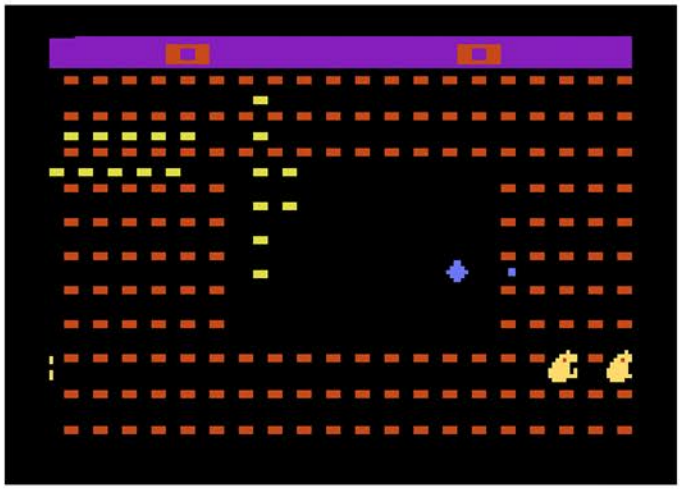


You are in control of the lamest hunter in the history of the world. Instead of sneaking around and laying in wait for the prey to cross his path, this hunter has taken refuge in an ancient forest and is attempting to pick off poor prehistoric creatures from the comfort of shelter. Luckily a couple of large snakes have taken it upon themselves to defend their brethren.

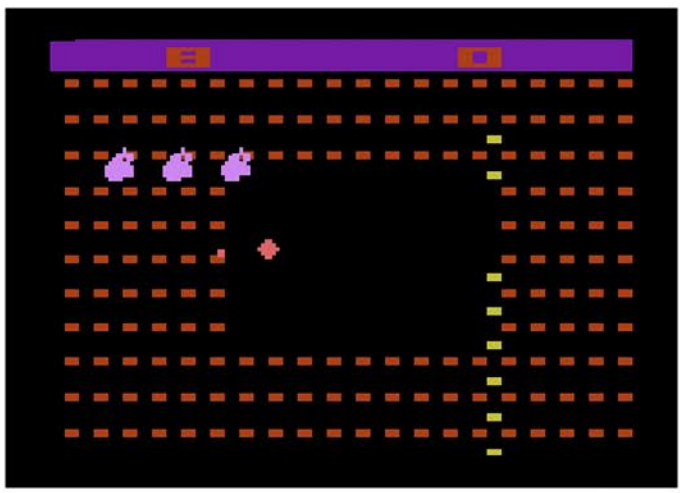
You begin as a colored blob in the middle of the screen, surrounded by four walls. Around your fortress is a forest of blocks that you have to shoot through in order to strike your target. The pathways through the trees are just wide enough for your shots, so you have to line them up perfectly if they are to get through. The animals will run across the top and bottom of the screen, so you'll have to take quick aim and fire, scoring a single point if you hit a group of them. While you are hunting, the two dotted snakes slither in and out of your stronghold, forcing you to stop your hunt and dodge them for survival.

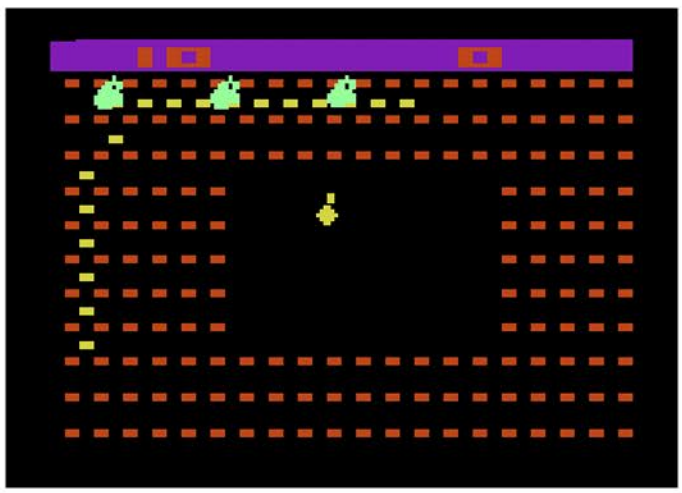


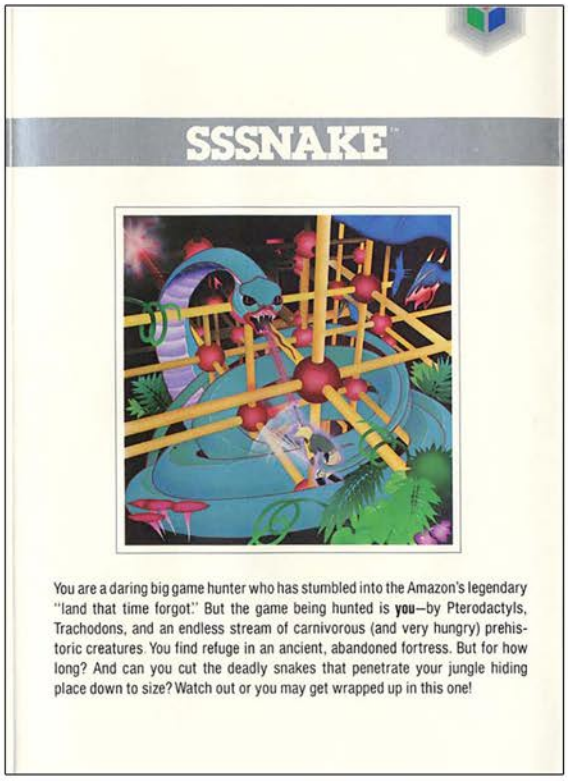


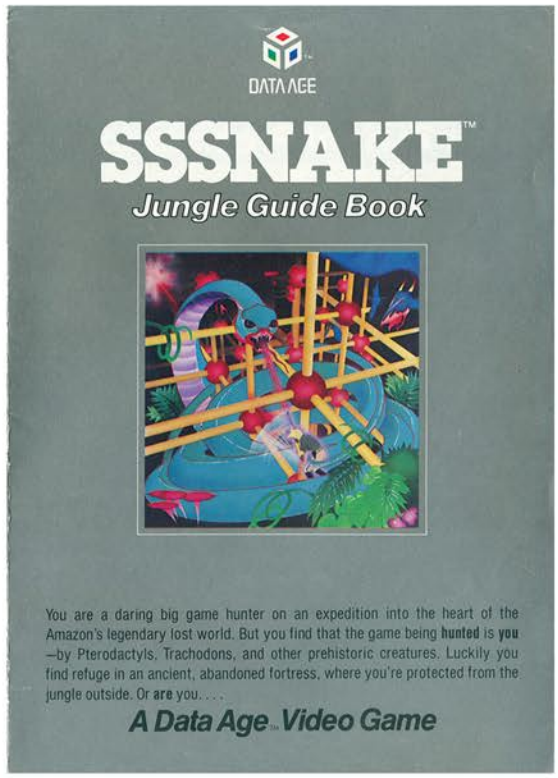
Your movement is extremely restricted, since you always have to move along the outer edge of the room. If you want to change your shooting direction from up to down, you first have to come to a corner and descend the entirety of the room before you can start shooting in that direction. Needless to say, this isn't the best option when you are trying to engage fast moving creatures. You'll know your aim has changed when your hunter changes color.

The animals you are hunting will sprint across the screen, paying no attention to the trees. The snakes however will move along them, so at least you'll have some idea of where they are going. If they happen to touch you, even if it's just their side, you'll die. And just like in real life, if you die once it's all over. No extra lives, no respawns, no timer, just the end of the game. Of course this game is so terribly designed that you'll welcome the sweet relief of death because it means you can play something else.

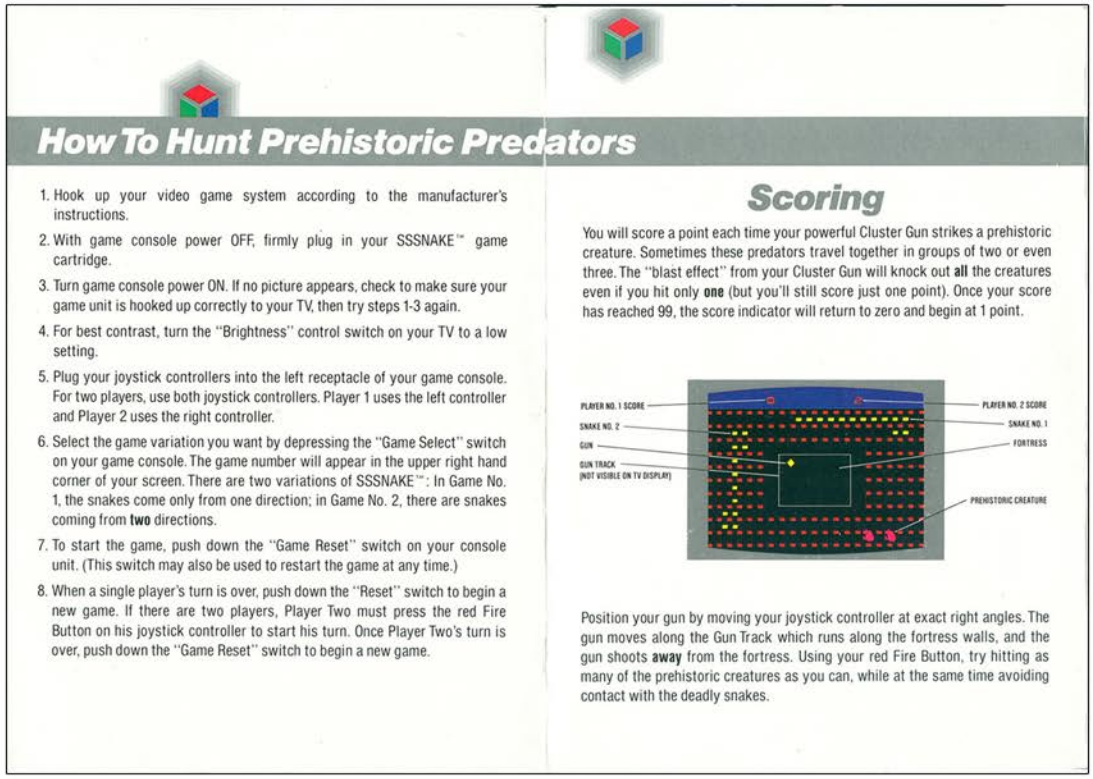







Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples



## How To Hunt Prehistoric Predators

1. Hook up your video game system according to the manufacturer's instructions.
2. With game console power OFF, firmly plug in your SSSNAKE™ game cartridge.
3. Turn game console power ON. If no picture appears, check to make sure your game unit is hooked up correctly to your TV, then try steps 1-3 again.
4. For best contrast, turn the "Brightness" control switch on your TV to a low setting.
5. Plug your joystick controllers into the left receptacle of your game console. For two players, use both joystick controllers. Player 1 uses the left controller and Player 2 uses the right controller.
6. Select the game variation you want by depressing the "Game Select" switch on your game console. The game number will appear in the upper right hand corner of your screen. There are two variations of SSSNAKE™: In Game No. 1, the snakes come only from one direction; in Game No. 2, there are snakes coming from **two** directions.
7. To start the game, push down the "Game Reset" switch on your console unit. (This switch may also be used to restart the game at any time.)
8. When a single player's turn is over, push down the "Reset" switch to begin a new game. If there are two players, Player Two must press the red Fire Button on his joystick controller to start his turn. Once Player Two's turn is over, push down the "Game Reset" switch to begin a new game.

## Scoring

You will score a point each time your powerful Cluster Gun strikes a prehistoric creature. Sometimes these predators travel together in groups of two or even three. The "blast effect" from your Cluster Gun will knock out **all** the creatures even if you hit only **one** (but you'll still score just one point). Once your score has reached 99, the score indicator will return to zero and begin at 1 point.



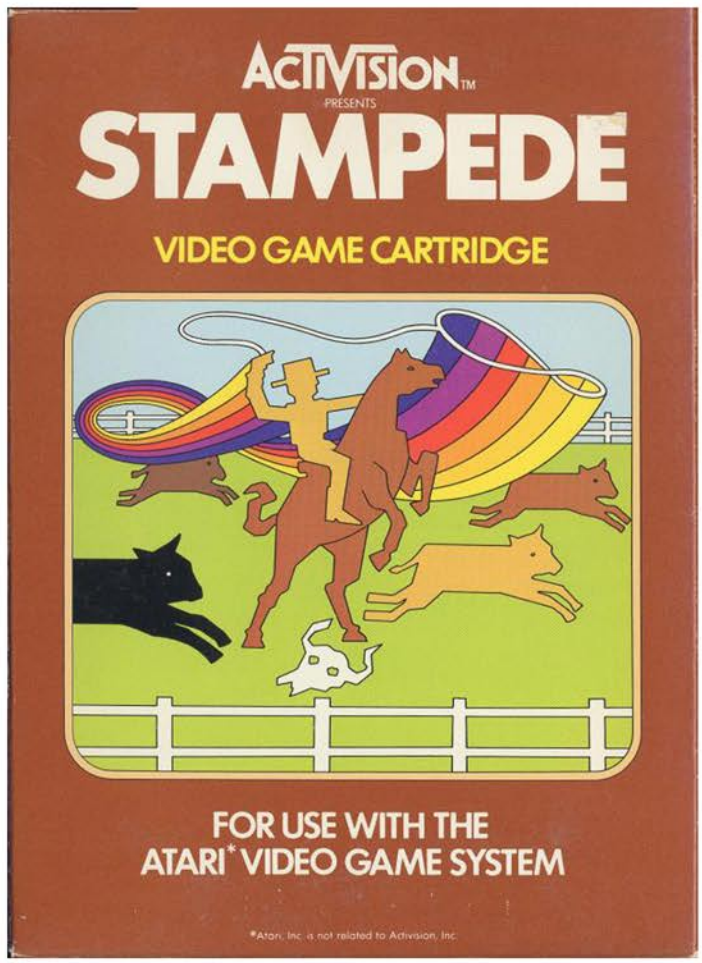

Position your gun by moving your joystick controller at exact right angles. The gun moves along the Gun Track which runs along the fortress walls, and the gun shoots **away** from the fortress. Using your red Fire Button, try hitting as many of the prehistoric creatures as you can, while at the same time avoiding contact with the deadly snakes.

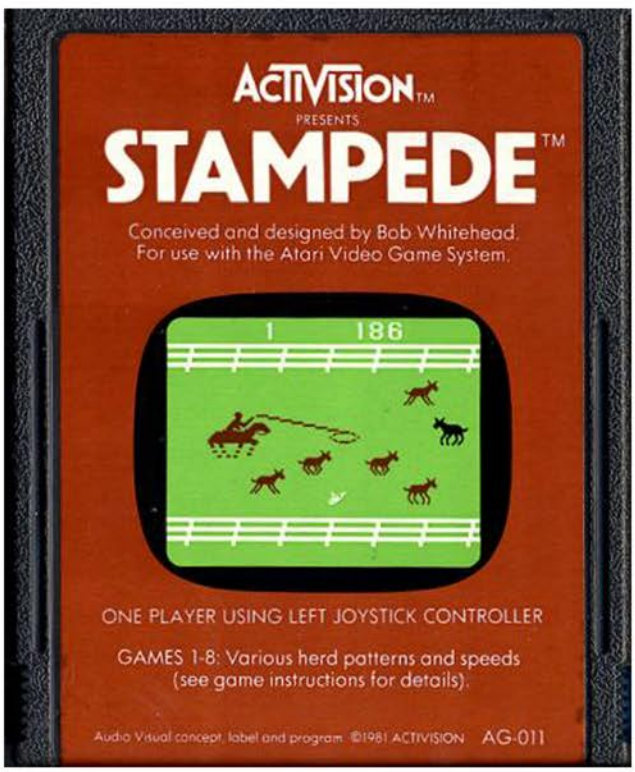
# STAMPEDE

Release Date: 1981
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: AG-011
Rarity: 2
Programmer: Bob Whitehead

This is one of the finest arcade style games on the system.

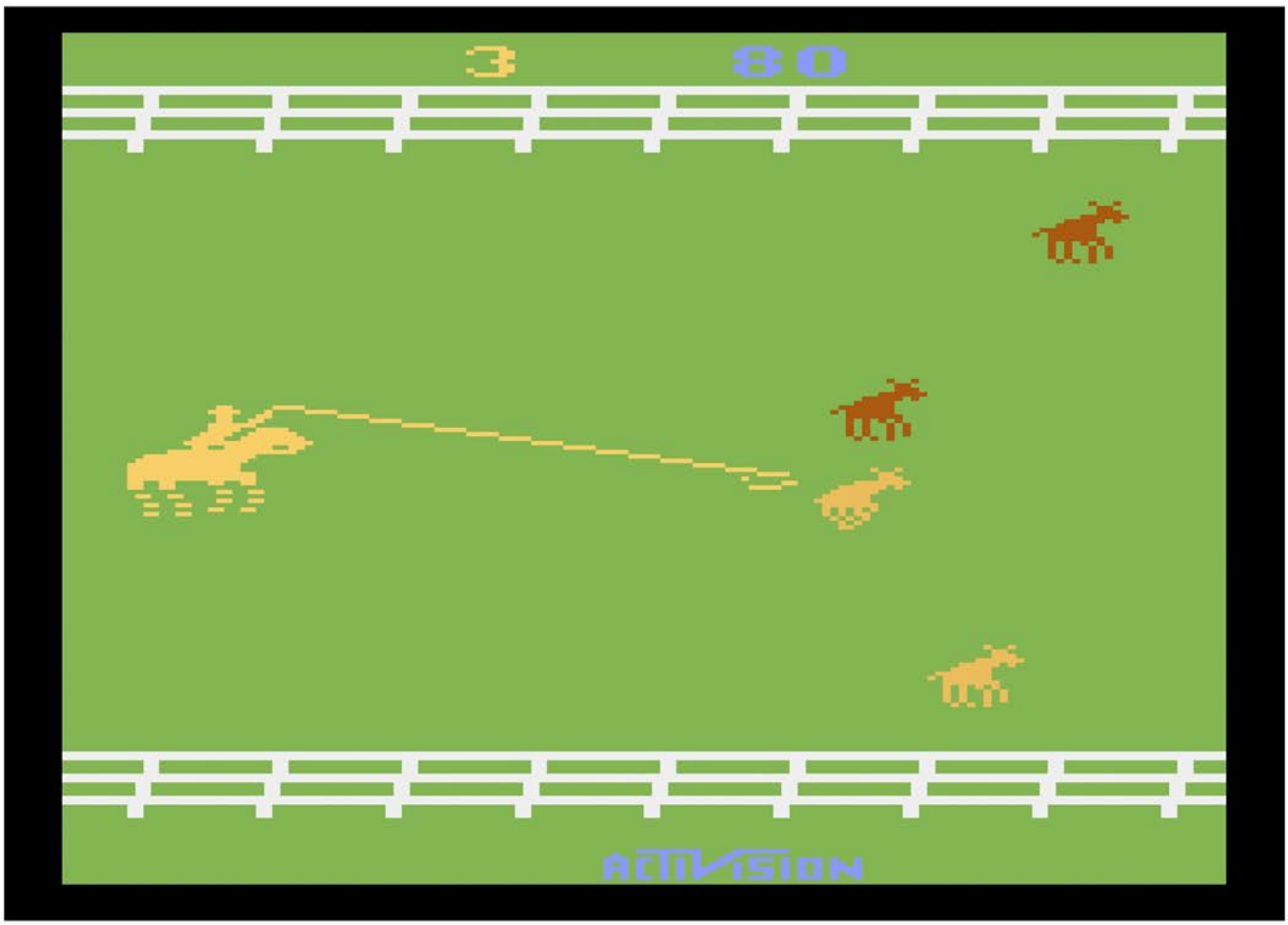


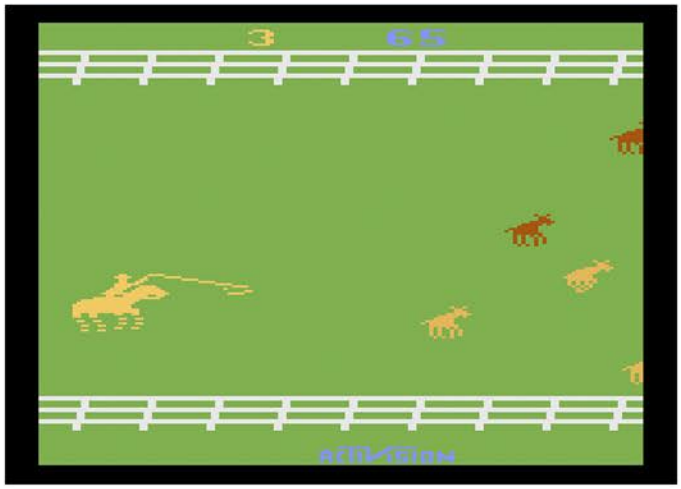



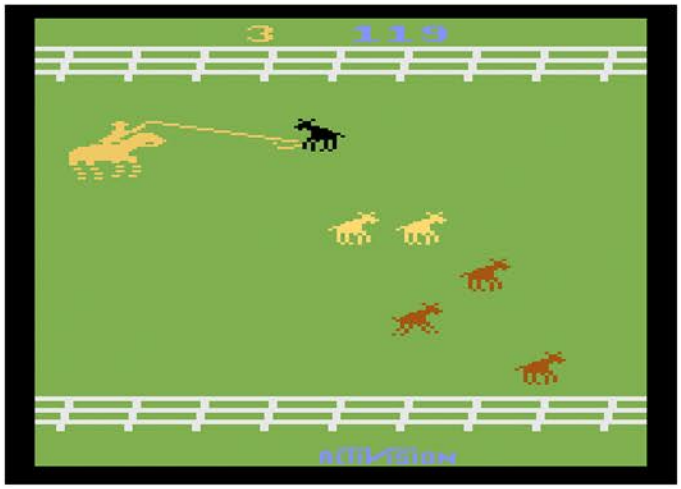
Put on your cowboy hat, grab your lasso and hop aboard your horse, because the cows are in a tizzy. The stampede has begun and it's up to our lone cowboy to round up all them little doggies without letting them by you.

The game begins with your cowboy perched high above his horse, waiting to take off. As he makes his way down the range, several varieties of cows are running away from him, all of which can be captured with a well placed lasso throw. Make sure you aim properly though, because you can't move or throw again until your rope is back in your hand.

There are four types of cow, with the slower they are the more points they are worth. The fastest are dard red Herefords, then medium brown Guernseys, followed by the slow poke light brown Jerseys, and finally the stationary black Angus. The Angus can be your best friend or your worst enemy, since they are worth four times the points of the Jerseys, but due them not moving they are easy to miss.





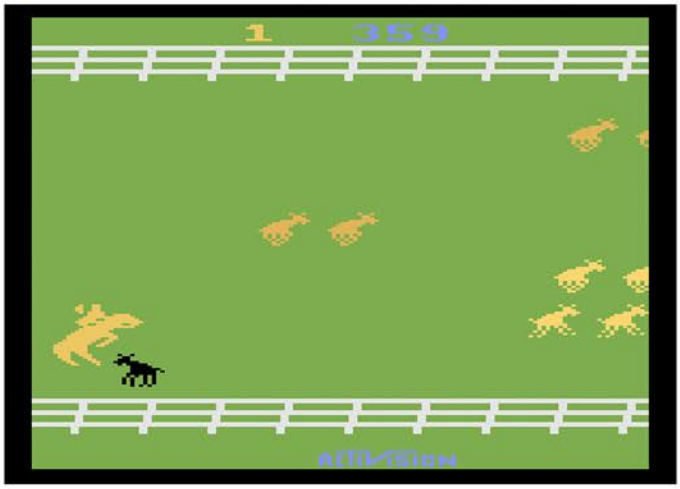



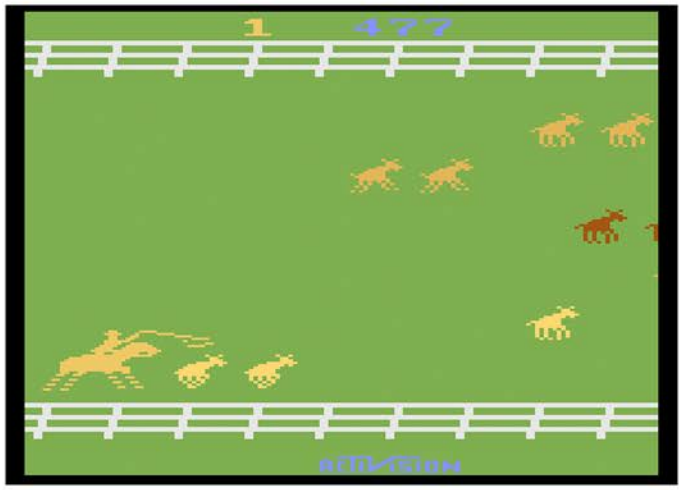

The game gives you three misses at the start, with an additional one that is earned with every thousand points. You're going to need every one of them because it's far too easy for them to sneak by you. Luckily you aren't entirely defenseless against running cows that get too close to passing you, as if you touch them they'll take off sprinting to the far edge of the screen, giving you another shot at them.

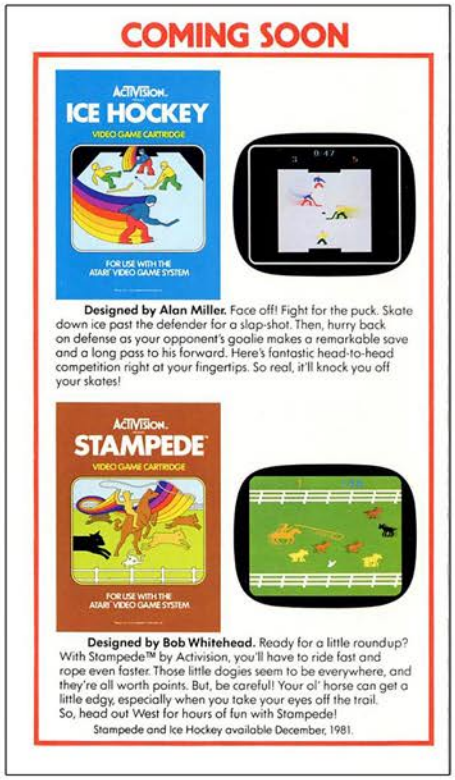
The only real gameplay option other than your horse's speed is the ability to make the cows run in a zigzag pattern, which makes corralling them more difficult. In most games however they will run straight ahead, making it easier to rope in several in rapid succession.

There are two things that will ruin your day on the course, the first of which is a bleached cow skull that will cause your horse to rear (kick up) if you come into contact with it. This renders you motionless for a few seconds and could potentially end your game if enough cows are near the edge. The Black Angus will also cause your horse to rear, but with the added penalty of costing you a miss.

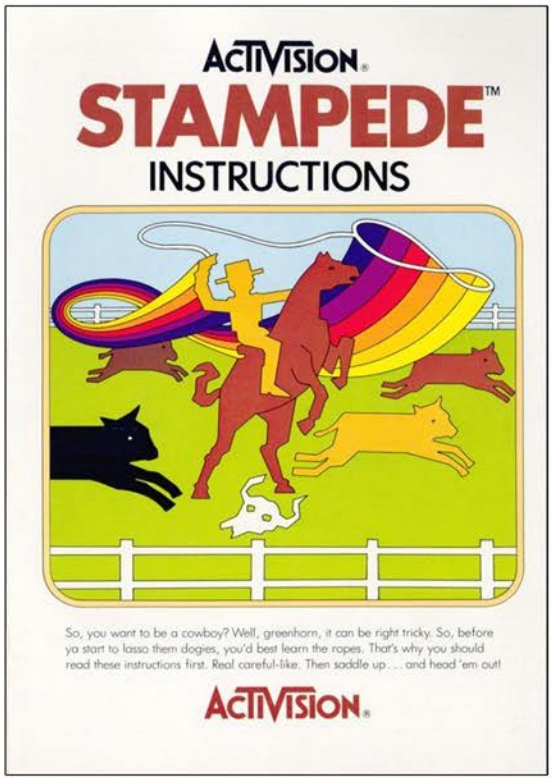
Everything about this game is fantastic. The graphics are great, the controls are spot on, and the difficulty never feels overwhelming. This is a must play.





Top Left: Catalog Sample
Top Right: Patch (3,000 Points)
Below: Manual Cover and Page Sample

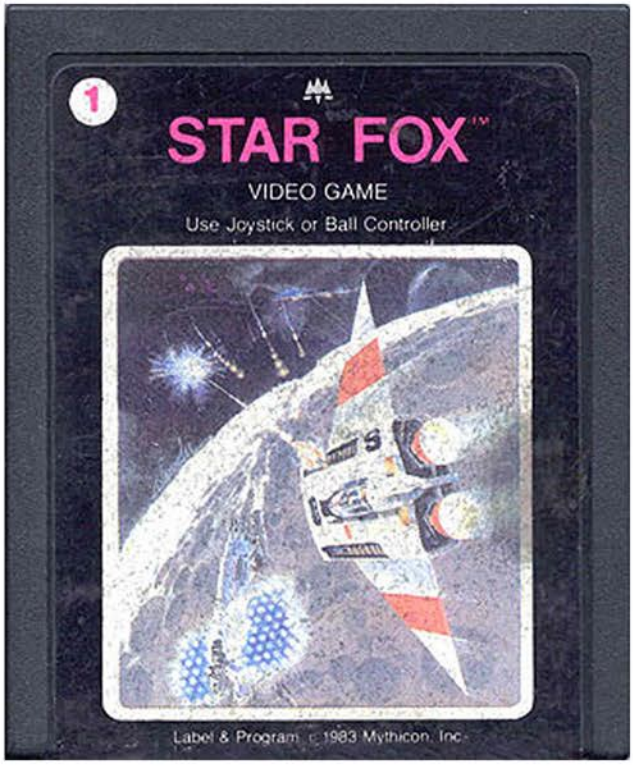


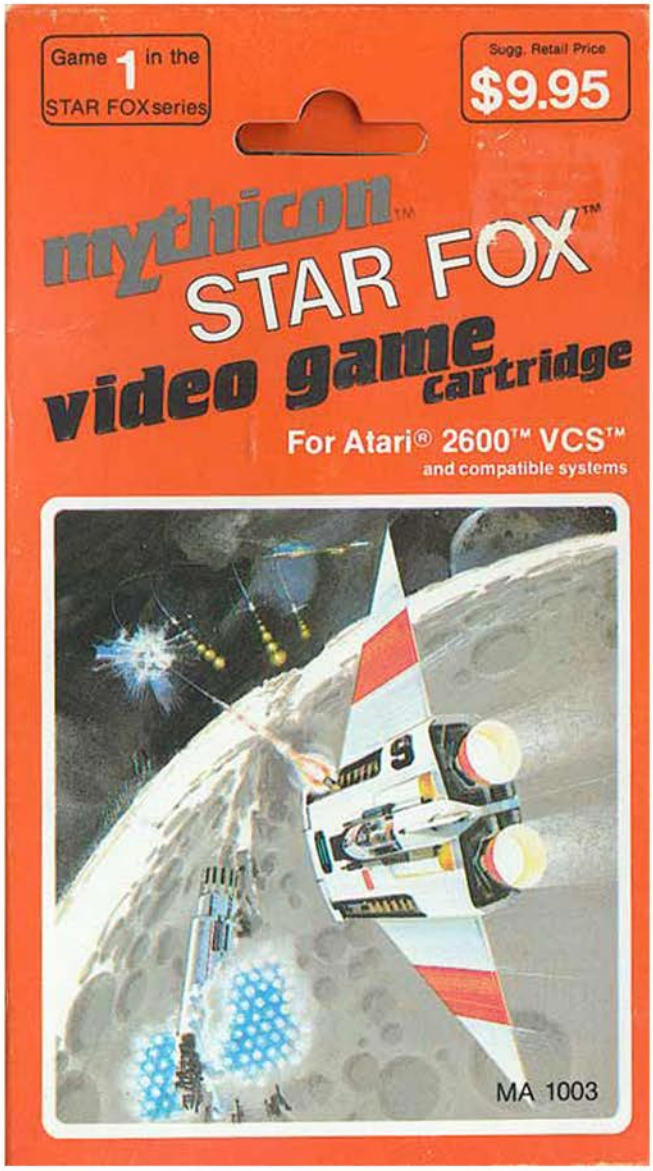
# Star Fox

Release Date: 1983
Publisher: Mythicon
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 1003
Rarity: 4
Programmer: Bruce de Graaf

This is certainly in the discussion for worst 2600 game of all time.

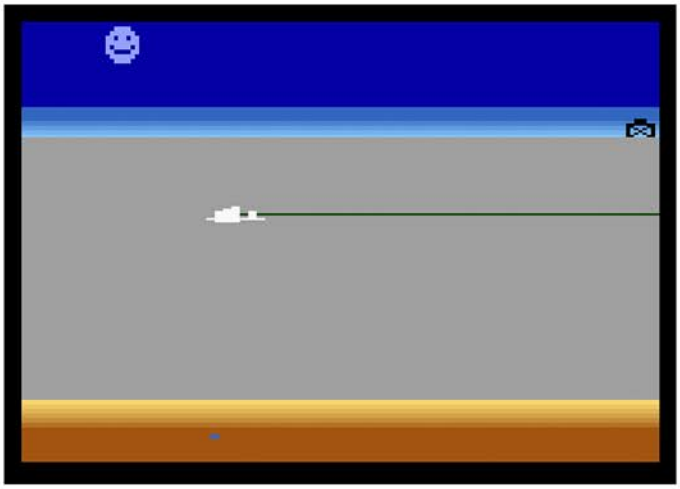


You are in control of a space ship that has been sent to Beta-7 in search of trimetalisium crystals that are hovering in the atmosphere. You aren't alone on the planet however, as the enemy has released a sophisticated saucer that will hunt you down and engage you in a dogfight at the top of the world.

The game begins with your ship flying along a vacant area, eventually running into a saucer enemy. When this happens it's time to open fire with your laser weapons as you weave back and forth in an attempt to catch them with a lucky shot. This is made more complicated by the fact that the enemy moves along with the screen scroll, so every time you change direction the saucer will go careening across the screen. If you do manage to destroy it, another will take its place eventually.

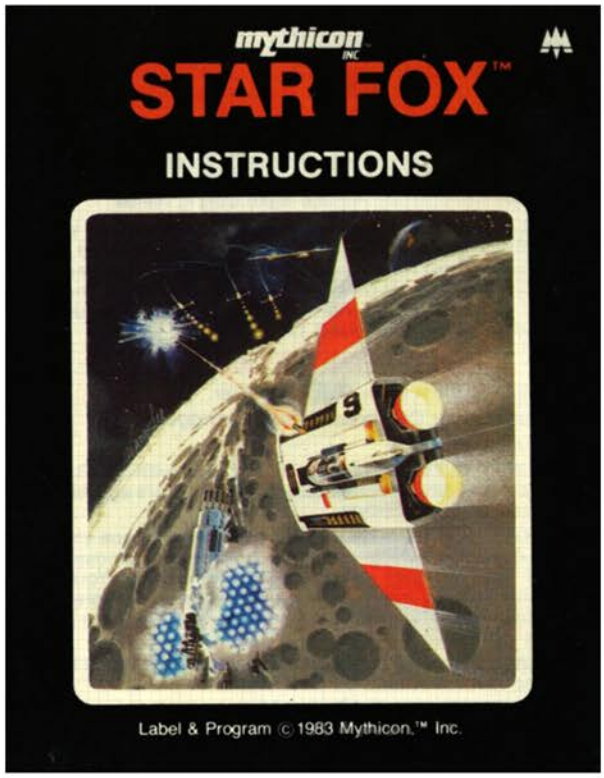
Occasionally as you are flying along there will be a tiny blue dot at the bottom of the screen, which are the crystals you are supposed to collect. If your first instinct is to fly near the bottom and work your way over to it, congratulations, you just found another way this game is terrible.



When you enter the bottom section of the screen, you can no longer move horizontally, which means you have to drop down at the precise spot. Thanks to the wobbly screen scroll, this is easier said than done. If you do mange it, you'll have to be quick as a saucer will magically appear and drop a bomb on you, giving you mere seconds to get in and out before destruction.

In another moment of pure design brilliance, if you pick up a crystal then immediately head in one direction, you'll fly indefinitely without encountering an enemy or another crystal. It's only when you reverse course will something actually happen again.

To put it mildly, this game is beyond terrible. The graphics are bare bones, the controls are laughable, and there is never more than one enemy on screen at a given time. The sound effects also appear to have been created in a matter of minutes, assigning whatever random noise they could to everything. If you want a glimpse at the type of game that caused the video game crash, check this out. If you want anything resembling a good time, look elsewhere.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

**Patrol Communique 4024/8:** Friendly robot freighter downed on planetoid Beta-7 in your quadrant.

**Cargo:** Valuable trimetalisium energy crystals. Enemy star cruiser with fighter drones enroute to confiscate these highly valuable blue energy crystals.

**Mission:** Recover as many crystals as possible. Destroy all enemy fighter drones you encounter. Intelligence reports that enemy is combat testing new models of these drones and will periodically replace them during melee.

**Mission Status:** Critical. Expect extreme danger when penetrating orange atmosphere of Beta-7 planetoid. The energy crystals have ionized the gases to such an extent that your horizontal drives will be useless: you may not be able to move left or right at low altitudes. No further communication authorized. Good hunting.

## GETTING STARTED

1. Plug in Joystick or Ball Controller.
2. Turn power OFF, insert game cartridge.
3. Turn power ON.
4. **DIFFICULTY SWITCHES** are not used with STAR FOX since the enemy automatically becomes more aggressive as your score increases.
5. **JOYSTICK CONTROLLERS** move your space ship in any direction. When you enter the orange atmosphere your landing gear will automatically deploy. You will not be able to move left or right while in the planet's atmosphere. The red button on the joystick fires your laser cannon.
6. **BALL CONTROLLERS** work very well with STAR FOX. Higher scores should be possible.
7. **GAME SELECT SWITCH** will allow you to choose the difficulty level and whether one or two players will be playing.

Practice Mode — One player only, no scoring

First Level One Player — Scoring for successfully shooting or ramming enemy and for recovering crystals.

First Level Two Players — Play alternates starting with left Controller.

Second Level, One Player — Scoring for successfully shooting enemy and for recovering crystals. Colliding with enemy will cause you to loose a life.

Second Level, Two Players

8. **BEGIN PLAY** by pressing the game reset button or by pressing the red button on your controller. After each loss of a life, a controller symbol will appear at the top of the screen. Pressing the red button on your controller will restart the game.

Once you have pressed the red button, you are free to begin searching for crystals. They are always located just off the screen to the left or to the right. Flying in one direction then turning around and flying in the other direction is the best way to find crystals.

9. **SCORING** is done by destroying enemy fighters and recovering blue trimetalisium crystals. To destroy a fighter drone you may shoot it with your LASER or ram it. Be careful in the second level of difficulty: your ship is destroyed if you ram the enemy.

**SCORES:**

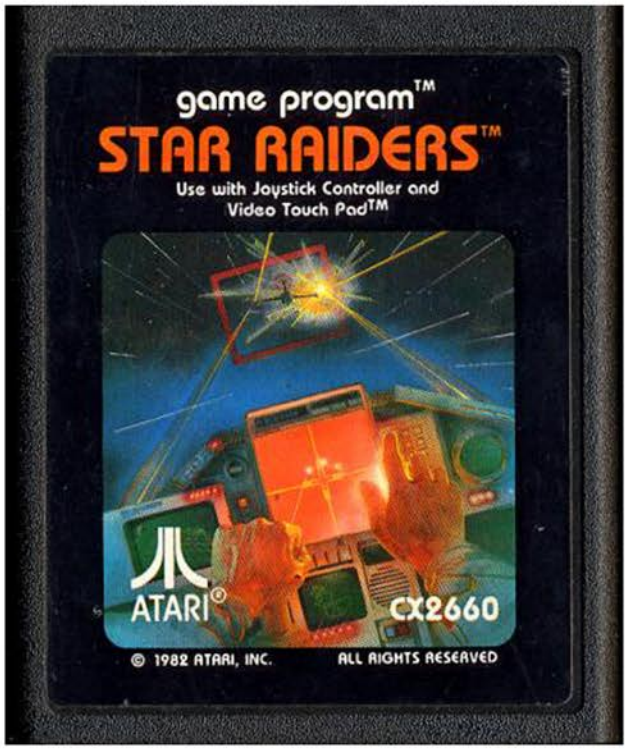
| | |
|---|---|
| Ram enemy | 10 points |
| Shoot enemy | 100 points |
| Recover crystal | 200 points |

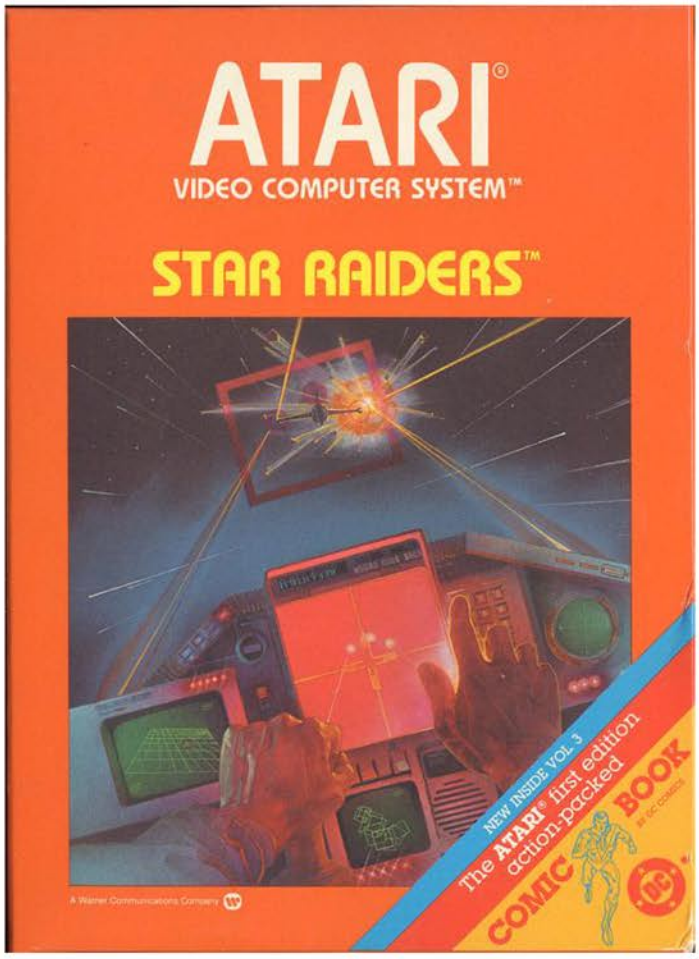
# Star Raiders

Release Date: 1982
Publisher: Atari
Controller: Joystick / Touch Pad
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2660
Rarity: 1
Programmer: Carla Meninsky

This simple space shooter is made needlessly complex by the touchpad.

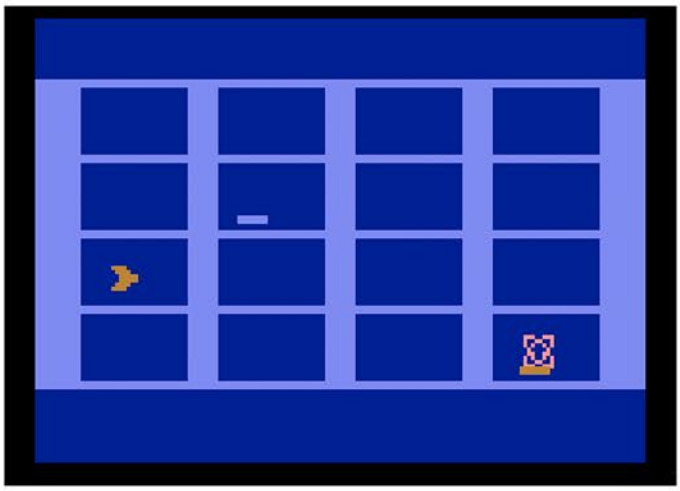


You are Commander Champion, and with your sidekick San O'Rourke you'll have to do battle with the evil Krylons to avenge the Doomed Planet. In order to do this you'll need to navigate the vast regions of space before engaging the enemy in a fight to the death.

The game opens with you flying along a peaceful stretch of empty space, with nothing to do but watch your limited energy deplete. Soon however you'll inadvertently fly into an asteroid field where the enemy ships will also be hiding. From here it's a desperate fight for survival as your radar lights up with enemy contacts, forcing you to fire rapidly if you want any hope of survival.

There are three types of enemies you'll face, all of which are deadly. The Cruiser, which looks suspiciously like a Tie-Fighter. The standard crescent shape Fighter, and the double saucer enemy Basestars. They will quickly appear on screen, fire a shot then run back into the safety of empty space, giving you a split second to lock on and fire with your torpedoes.

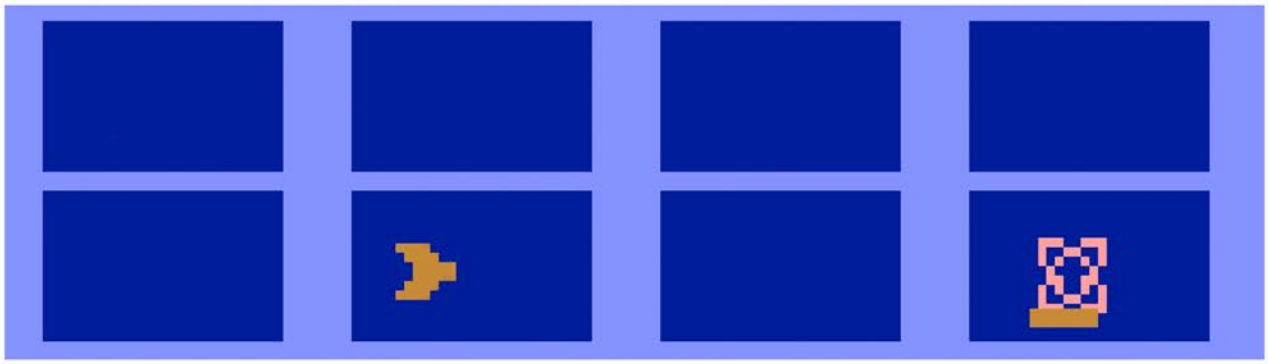


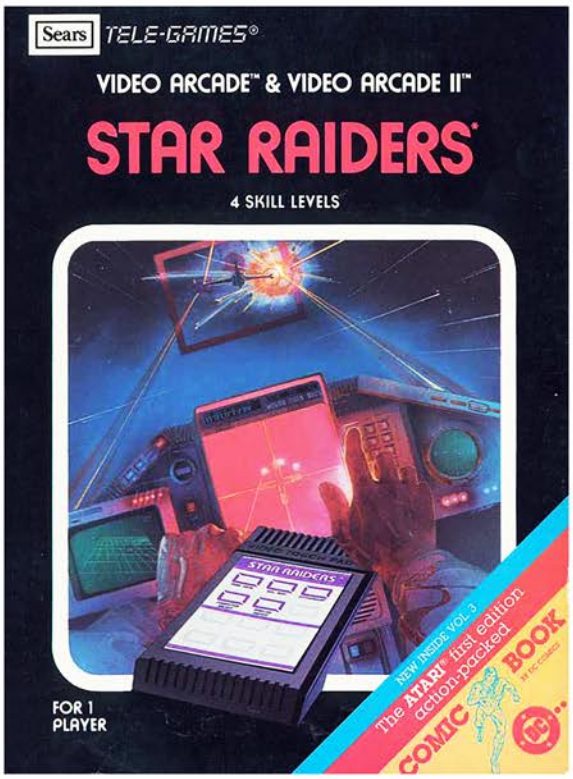
In each sector there will be a certain number of them that must be destroyed in order to clear it, which will be kept track of by your computer. Also on your display will be your remaining energy, which drops every time you fire or are hit by an enemy blast, and a virtually useless radar that gives you a rough idea of where the targets are.

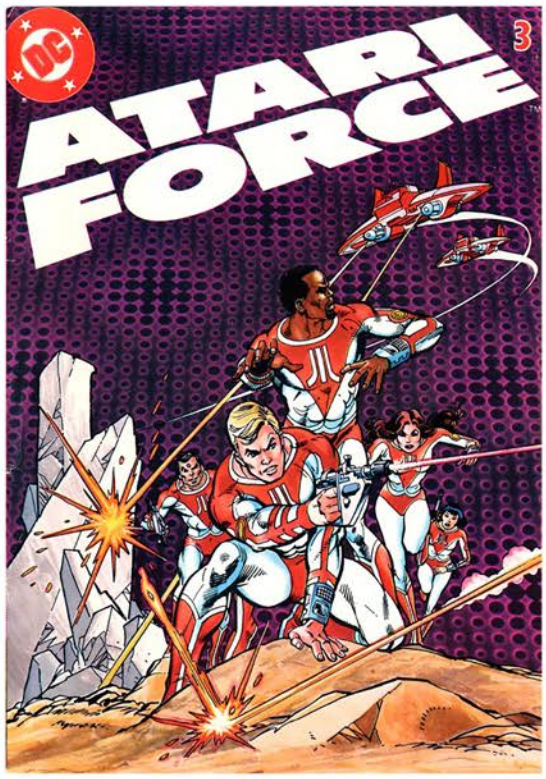
As you start to take damage your computer starts to freak out. At first your crosshairs will begin to flicker, and soon your entire screen will join it. The radar system will become a garbled mess, making it impossible to tell where anything is. Take too much damage and your ship goes down in a blaze of glory.

The Touch Pad is used to bring up the quadrant map, which has a number of features. It will give you your current location, let you know where the enemy is, and where the star base is. The latter of which is vitally important as it's the only way to recharge your energy. By using the Touch Pad you can pull up the map and engage the hyperwarp to get you where you need to go. This doesn't really add a whole lot to the game however.

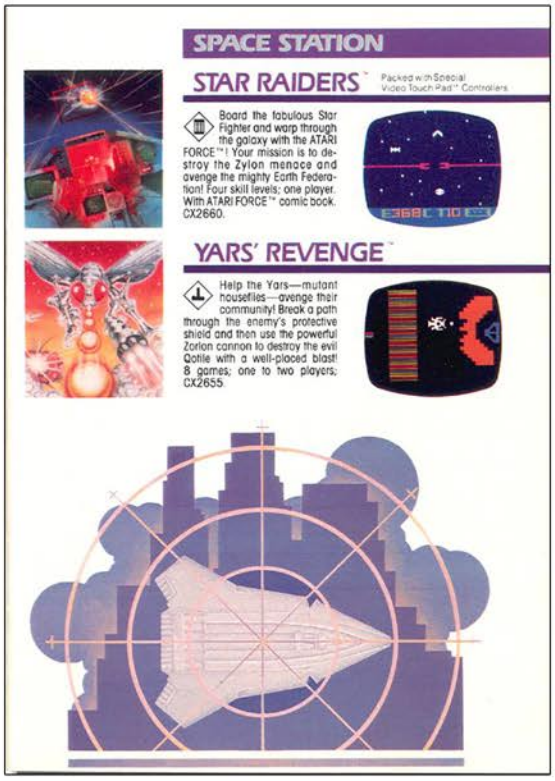
The space combat leaves a lot to be desired, as it's difficult to take down enemies and far too easy to take damage. Combine that with the wasted Touch Pad controls and this has the makings of a subpar game. If you are looking for a space themed shooter, there are better ones on the 2600.

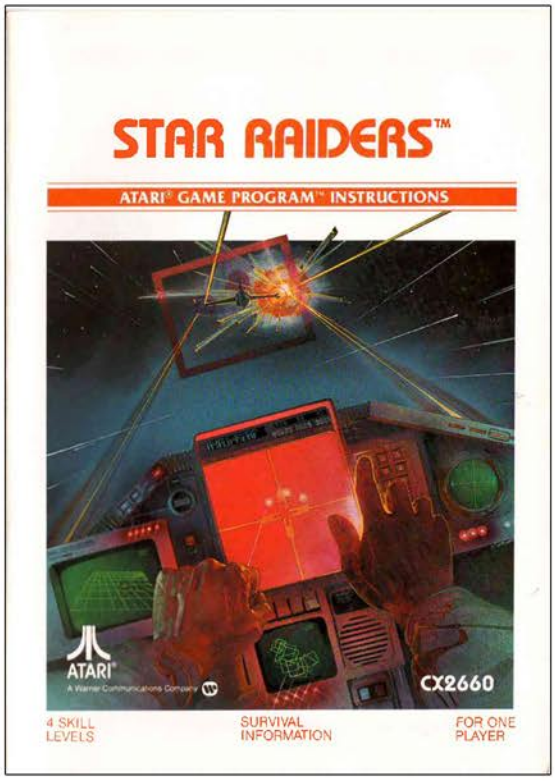





Top Left: Sears Tele-Games Box
Top Right: Pack-in Comic Cover
Bottom Left: Catalog Sample
Bottom Right: Manual Cover



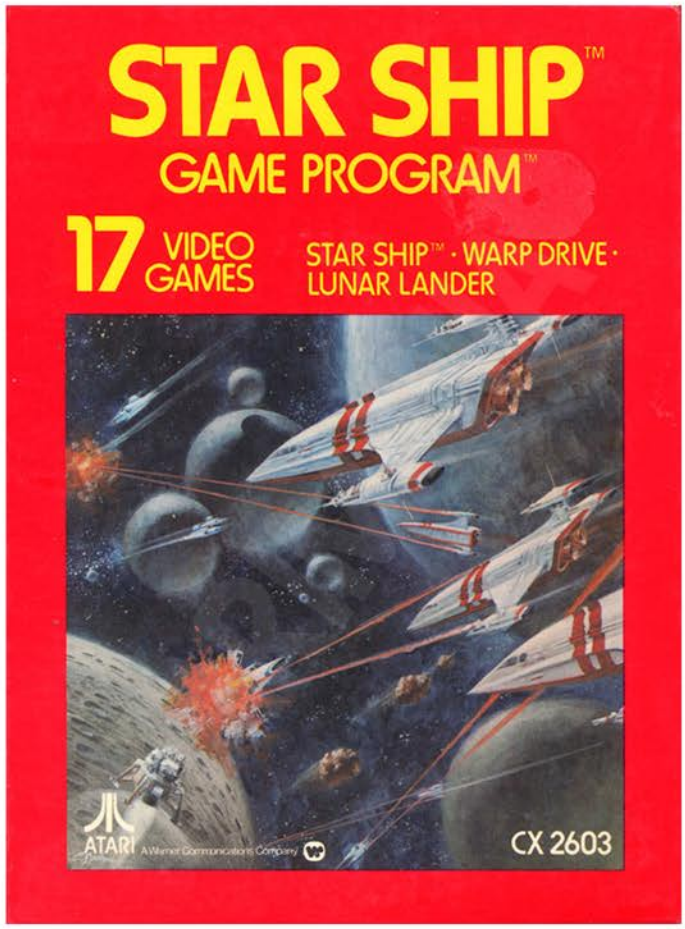

# STAR RAIDERS

# Star Ship

Release Date: 1977
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2603
Rarity: 3
Programmer: Bob Whitehead

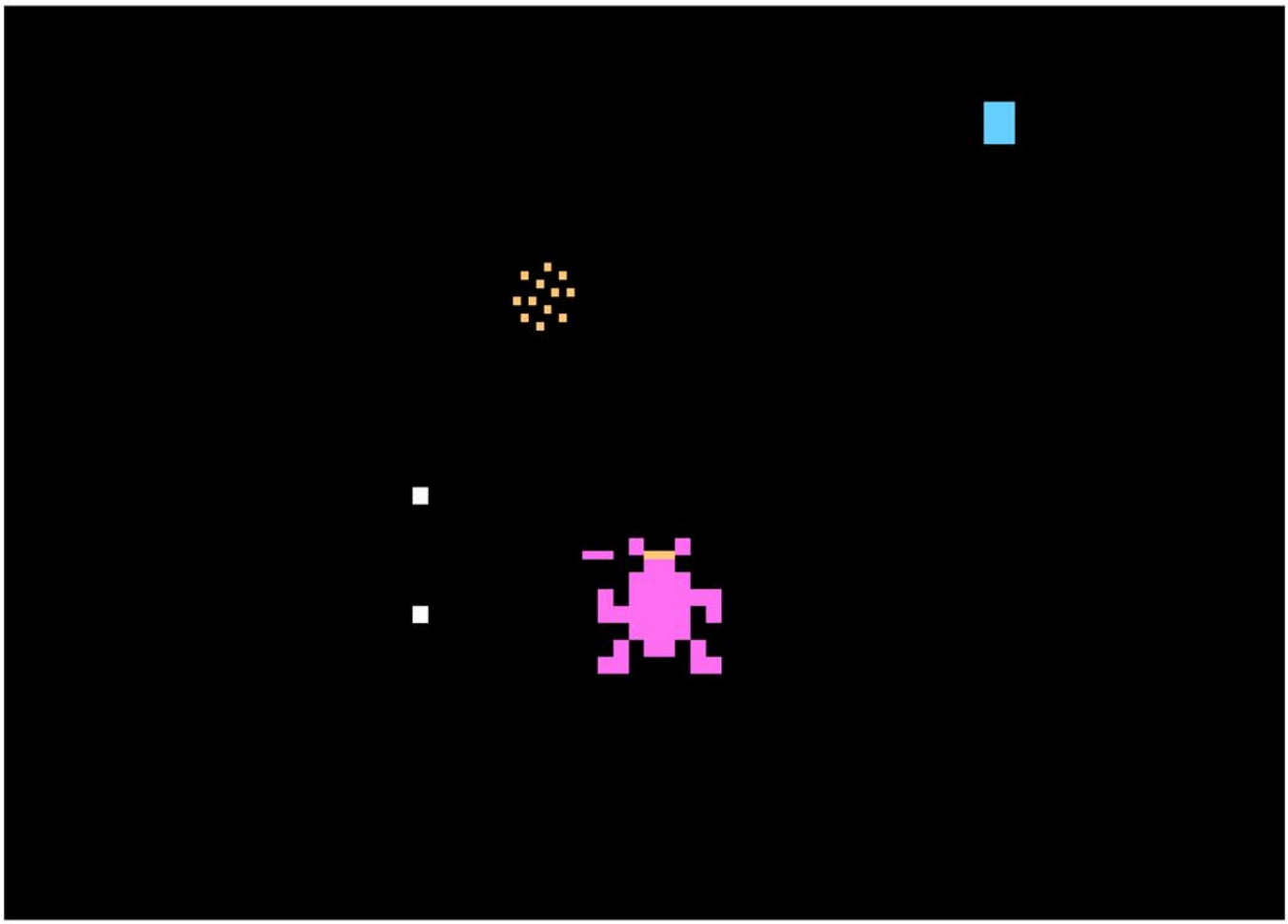
This launch title is pretty pitiful, even by 1977 standards.

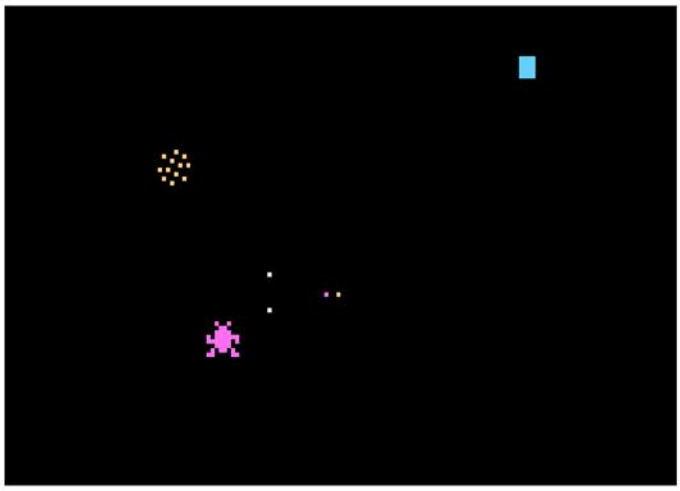


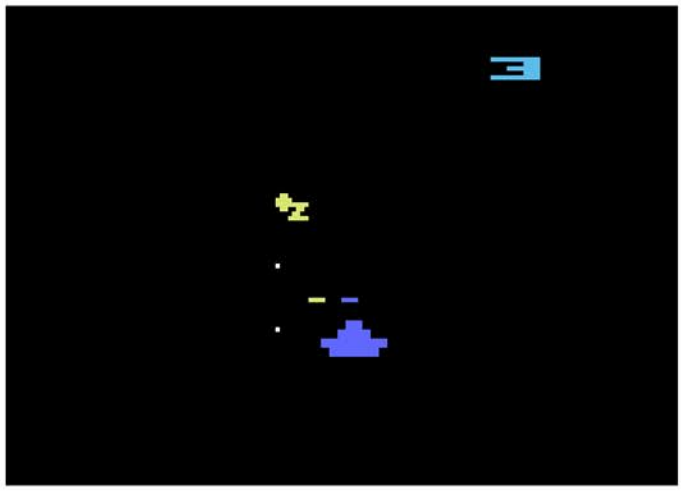
You are in control of a mighty starship that must fly through the cosmos destroying various enemy space objects. You're on the clock however, as you only have two minutes and sixteen seconds to lay waste to the enemy fleet.

As the game begins you'll be flying through the vastness of space when an object will appear far in the distance and slowly get closer. These can be flying saucers, space robots, space fighters, or space modules, all of which can be blasted for points. There may also be clusters of asteroids or meteors that will come your way, requiring some defensive flying to avoid being hit. The goal of this mode is to get as many points as you can in the time allotted.

The next mode is Warp Drive, which tasks you with flying as far as you can in the limited amount of time you have while dodging a never ending supply of space rocks. This mode is exceedingly dull as the objects come at you from all angles, however they seemingly find a way to get into your flight path regardless of what you do. You can get a boost of speed by activating the warp drive, but that just means that the asteroids will take out your ship quicker.

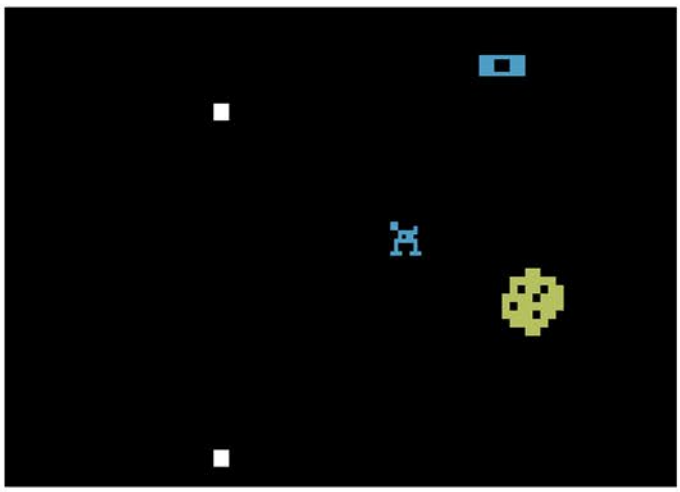


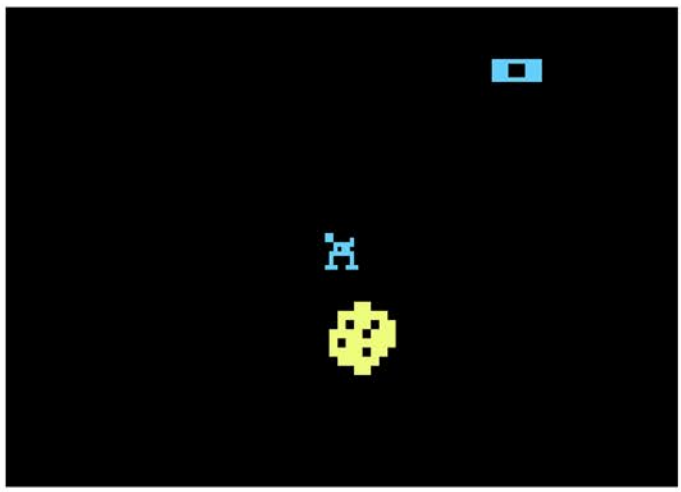


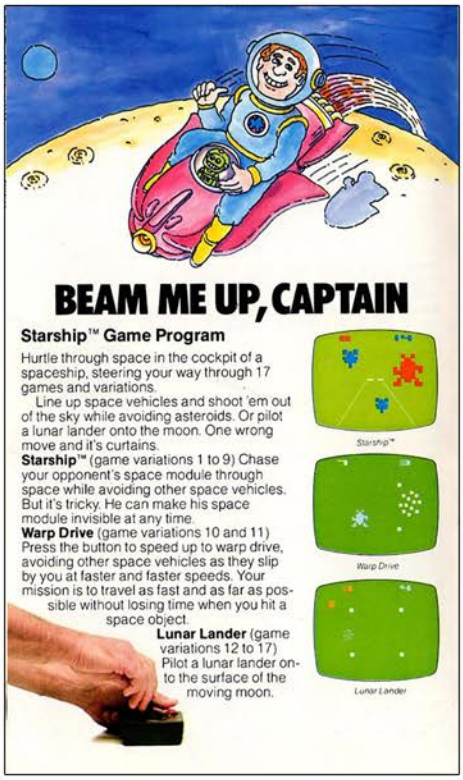


The final mode is the Lunar Lander, which changes things up a bit. Instead of the first person perspective you'll be piloting a lunar craft that must carefully approach the moon and land on it, gaining a point each time you do so. The easiest mode has you alone on screen with the moon, however at higher difficulties there will be meteor showers that will damage your craft and cost you points.

There are two player variations of the games, with the second player controlling the enemies as well as the moon, depending on which mode you are on. Even with the addition of a second player, the gameplay is exceedingly dull and most gamers will struggle to finish the two minutes and sixteen second gameplay. If you want to see what it was like in the very early days of gaming, give it a shot. If you want fun, look elsewhere.







## BEAM ME UP, CAPTAIN

**Starship™ Game Program**

Hurtle through space in the cockpit of a spaceship, steering your way through 17 games and variations.

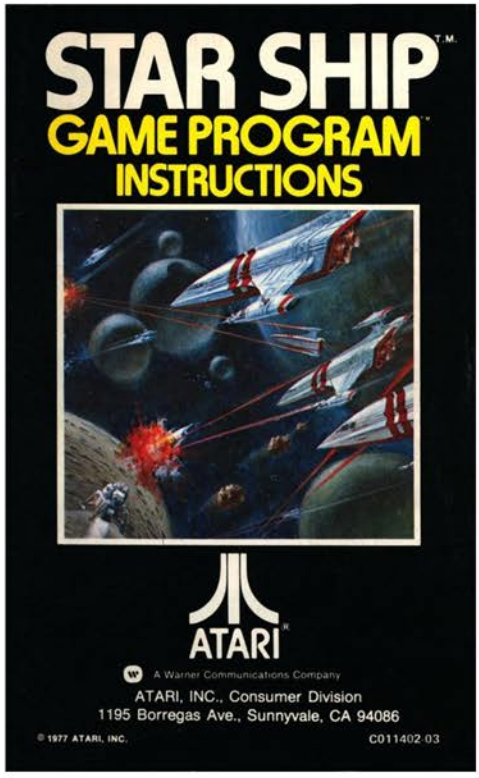
Line up space vehicles and shoot 'em out of the sky while avoiding asteroids. Or pilot a lunar lander onto the moon. One wrong move and it's curtains.

**Starship™** (game variations 1 to 9) Chase your opponent's space module through space while avoiding other space vehicles. But it's tricky. He can make his space module invisible at any time.

**Warp Drive** (game variations 10 and 11) Press the button to speed up to warp drive, avoiding other space vehicles as they slip by you at faster and faster speeds. Your mission is to travel as fast and as far as possible without losing time when you hit a space object.

**Lunar Lander** (game variations 12 to 17) Pilot a lunar lander onto the surface of the moving moon.




Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

### GAME 1

Your mission is to destroy as many SLOW MOVING Enemy Space Objects as possible in 2 minutes and 16 seconds. The Enemy Space Objects appear two at a time as you guide your ship into space.

### GAME 2

Your mission is to destroy as many SLOW MOVING Enemy Space Objects as possible in 2 minutes and 16 seconds. They appear one at a time as you guide your ship into space.

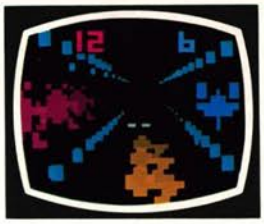
### GAME 3

Your mission is to destroy as many FAST MOVING Enemy Space Objects as possible in 2 minutes and 16 seconds. They appear one at a time.

### GAME 4

Your mission is to destroy as many FAST MOVING Enemy Space Objects as possible in two minutes and 16 seconds. They appear two at a time.

### Two-Player Games



**Space Window for Games 5,6,7,8,9**

You are sitting in your Star Ship cockpit. Use the right Joystick controller to guide the Star Ship. The opponent uses the other Joystick Controller to steer the Space

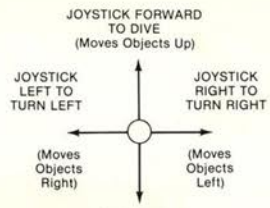
**Asteroid**
Cannot be destroyed.

**Star Fighter**
1 Point

**Flying Saucer**
2 Points

**Space Robot**
3 Points

**Space Module**
2 Points




**Joystick Action**

The movement of the Joystick affects the direction you travel through space. For example, to avoid collision with space objects on your ship's left, steer the ship to the right by moving the Joystick to the right; dive by moving the Joystick forward; soar upward by moving the Joystick back towards you.

Your mission in space is to destroy Enemy Space Objects to score points. You are helpless against asteroids--they can NOT be destroyed. Lose one point when an Enemy Space Object or asteroid crashes into your ship. Score one point when you destroy a star fighter. Score two points when you zap a flying saucer or space module. A space robot is worth three points when you destroy it.

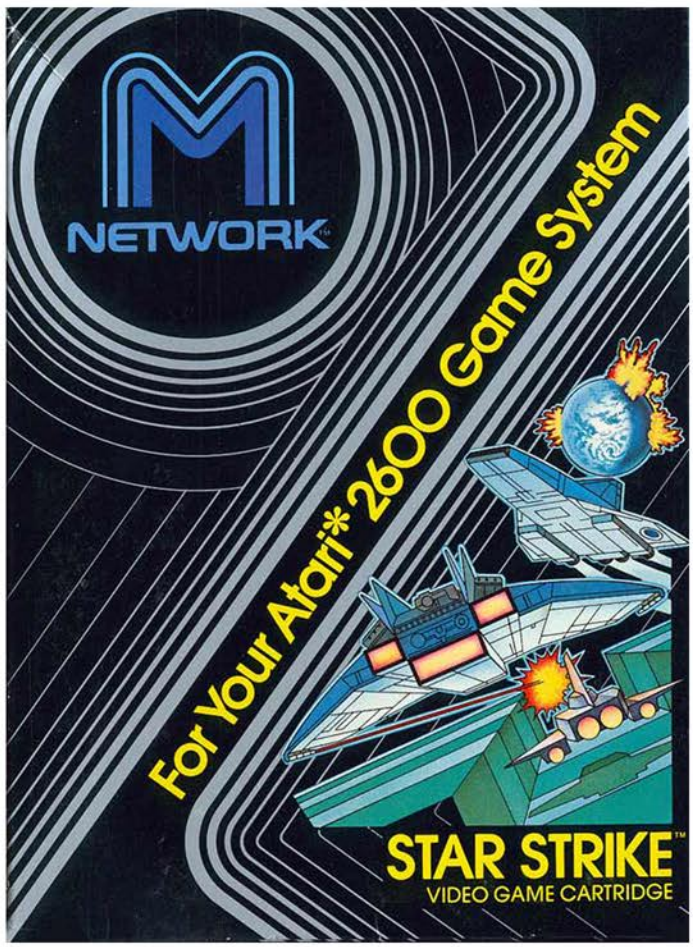
Destroy Enemy Space Objects with laser beams fired by pressing the red button on your Joystick Controller. Laser beams are only effective when the objects are in

# Star Strike

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: MT4313
Rarity: 5
Programmer: Dave Akers

This unique spin on the standard space shooter has a bit of a learning curve to it.



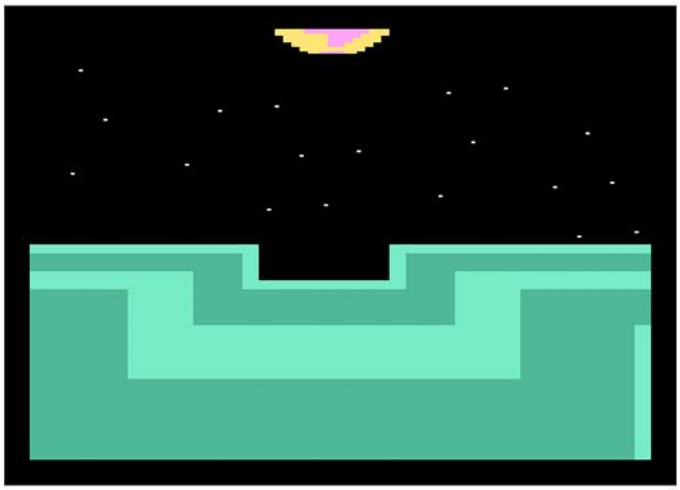
The Earth is in imminent danger as a powerful alien space station is rapidly approaching. As the pilot of the only battle ready spaceship on the planet, it's up to you to launch a one man assault in a desperate attempt to blow up all eight missile silos before the Earth comes into firing range.

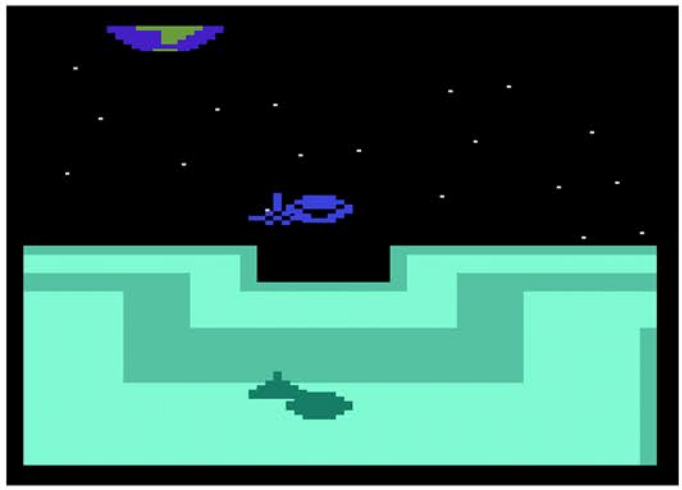
The game begins with your ship flying through a trench on the space station, with the Earth in the far corner of the screen. As soon as you start moving, an enemy saucer will appear behind you and start firing, forcing you to engage in evasive maneuvers. When the saucer is behind you, there is no way to hit it, meaning you'll have to fly all over the screen in order to survive. Eventually it will overtake you, giving you a brief window of opportunity to blow it up before it flies away.

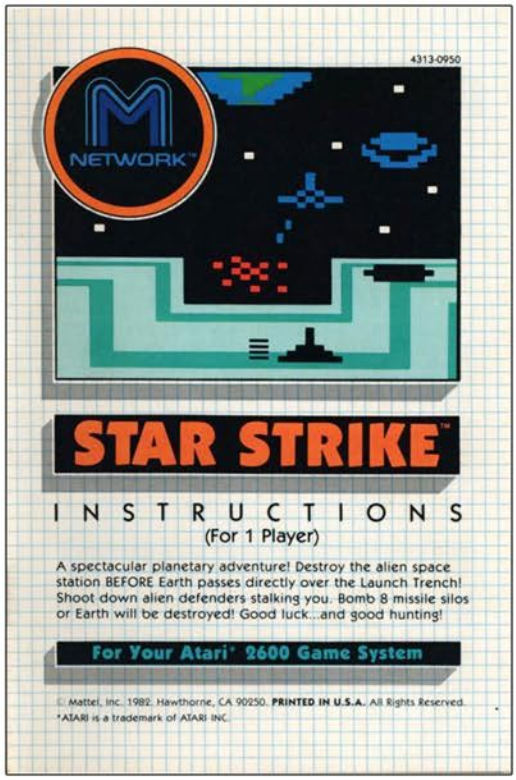
When you aren't being shot at the aliens will use their patented metor-missiles on you, hurtling them towards your ship. With these you can either shoot or dodge them, however if you are struck by them your controls will become scrambled and you won't be able to properly control your ship. For example, pressing up may cause your ship to veer to the left, and pressing left may cause you to go right. With any luck you won't crash into the space station and doom the planet.

As you make your trench run, you'll get an audio cue that a missile silo is approaching. When it comes into range, if you press down and hit the fire button you'll drop a bomb on it. Assuming your aim was true, the entire space station will rattle. Destroy eight of them and the entire alien vessel will detonate, saving the Earth from destruction. However if you die or take too long then you get to watch as your home planet is destroyed.

With the focus being put on dodging fire and strategically dropping bombs, it mixes up the standard shoot everything that moves gameplay, although it may take a few attempts before you get the swing of things. If you are looking for something a bit different from your shooters, this one is worth a look.





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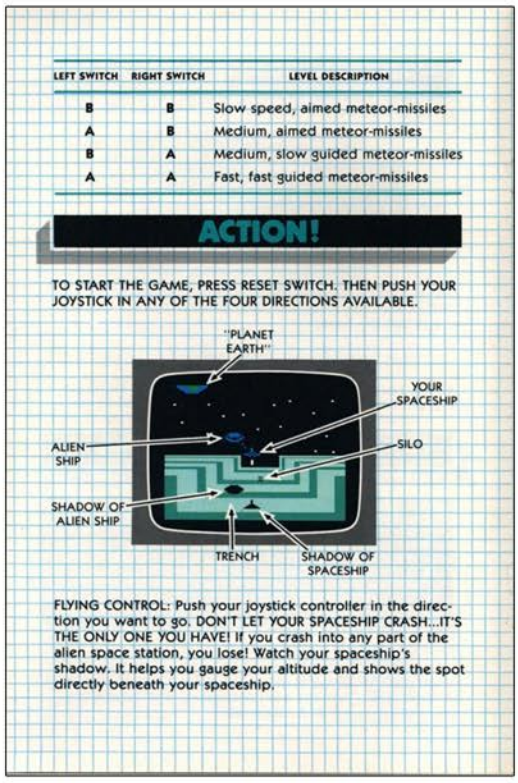


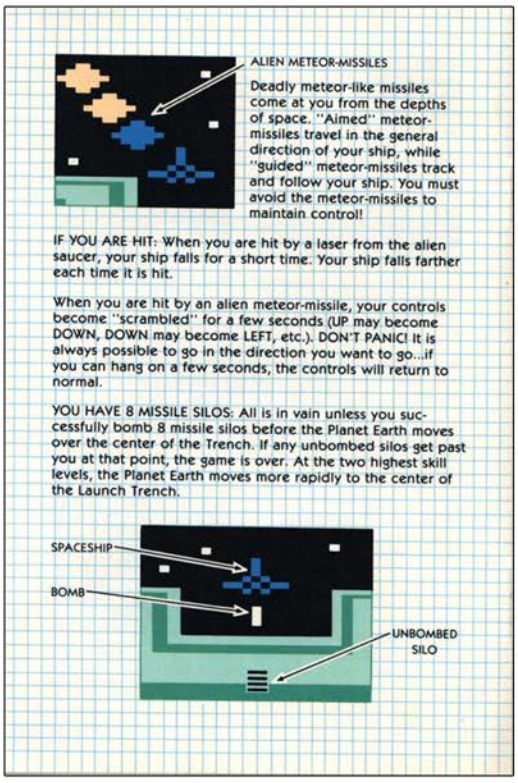
| LEFT SWITCH | RIGHT SWITCH | LEVEL DESCRIPTION |
|---|---|---|
| B | B | Slow speed, aimed meteor-missiles |
| A | B | Medium, aimed meteor-missiles |
| B | A | Medium, slow guided meteor-missiles |
| A | A | Fast, fast guided meteor-missiles |

## ACTION!

TO START THE GAME, PRESS RESET SWITCH. THEN PUSH YOUR JOYSTICK IN ANY OF THE FOUR DIRECTIONS AVAILABLE.



FLYING CONTROL: Push your joystick controller in the direction you want to go. DON'T LET YOUR SPACESHIP CRASH...IT'S THE ONLY ONE YOU HAVE! If you crash into any part of the alien space station, you lose! Watch your spaceship's shadow. It helps you gauge your altitude and shows the spot directly beneath your spaceship.





Deadly meteor-like missiles come at you from the depths of space. "Aimed" meteor-missiles travel in the general direction of your ship, while "guided" meteor-missiles track and follow your ship. You must avoid the meteor-missiles to maintain control!

IF YOU ARE HIT: When you are hit by a laser from the alien saucer, your ship falls for a short time. Your ship falls farther each time it is hit.

When you are hit by an alien meteor-missile, your controls become "scrambled" for a few seconds (UP may become DOWN, DOWN may become LEFT, etc.). DON'T PANIC! It is always possible to go in the direction you want to go...if you can hang on a few seconds, the controls will return to normal.

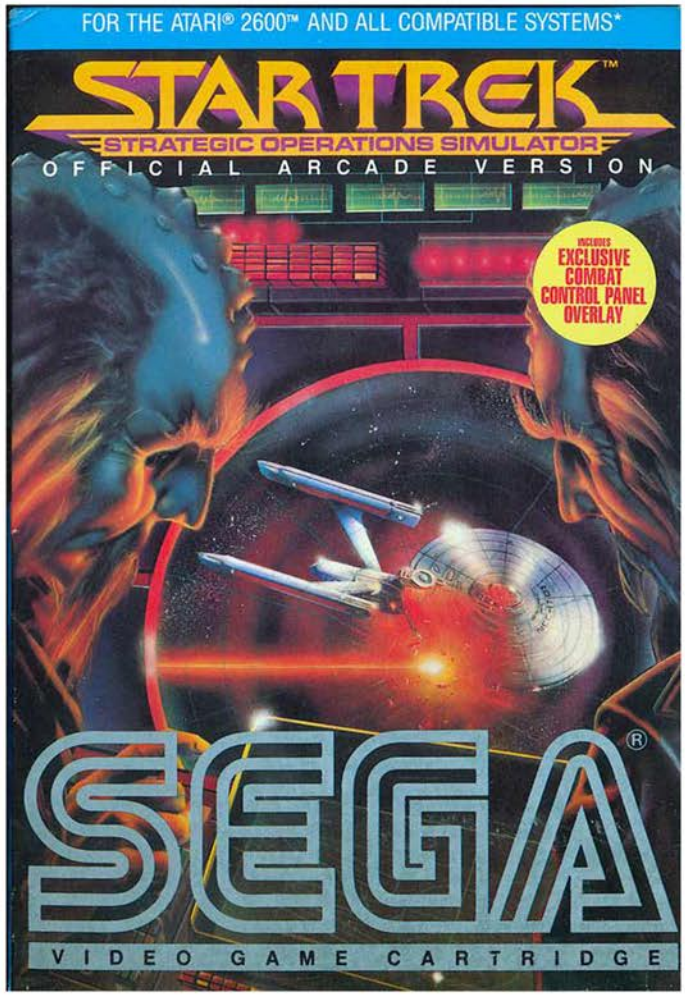
YOU HAVE 8 MISSILE SILOS: All is in vain unless you successfully bomb 8 missile silos before the Planet Earth moves over the center of the Trench. If any unbombed silos get past you at that point, the game is over. At the two highest skill levels, the Planet Earth moves more rapidly to the center of the Launch Trench.

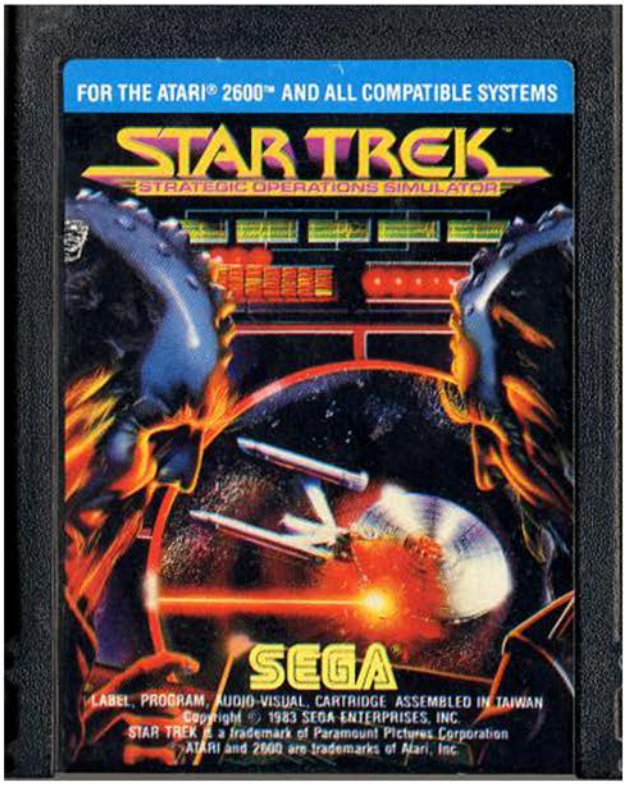
# Star Trek

Release Date: 1983
Publisher: Sega
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 004-01
Rarity: 4
Programmer: Jeff Lorenz

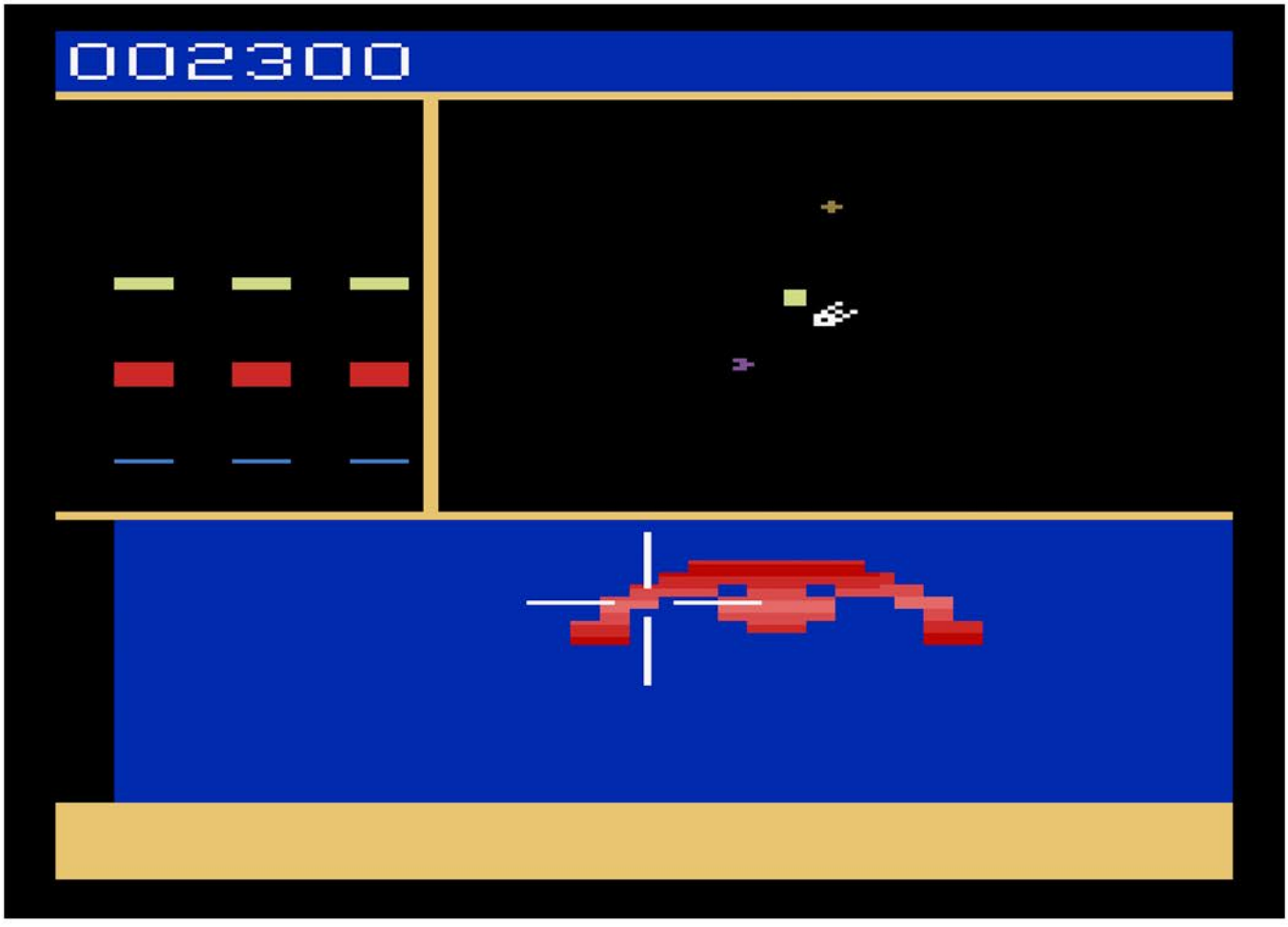
This arcade port captures the spirit of the original quite well.



Take command of the greatest ship in the fleet, the USS Enterprise. You mission is to venture into deep space and face off against the warmongering Klingons and ultimately defeat the space mine laying NOMAD.

The game begins with the Enterprise exiting warp speed close to a star base, which is under attack from Klingon Birds of Prey. By using your phasers and photon torpedoes, you can vaporize them and save the base. There are three sections you have to pay attention to if you want to be successful. The bottom half of the screen is your targeting, while the upper left lets you know how much power your shields have and how many photon torpedoes you have remaining. The top right is your radar, letting you know where friends and foes are.

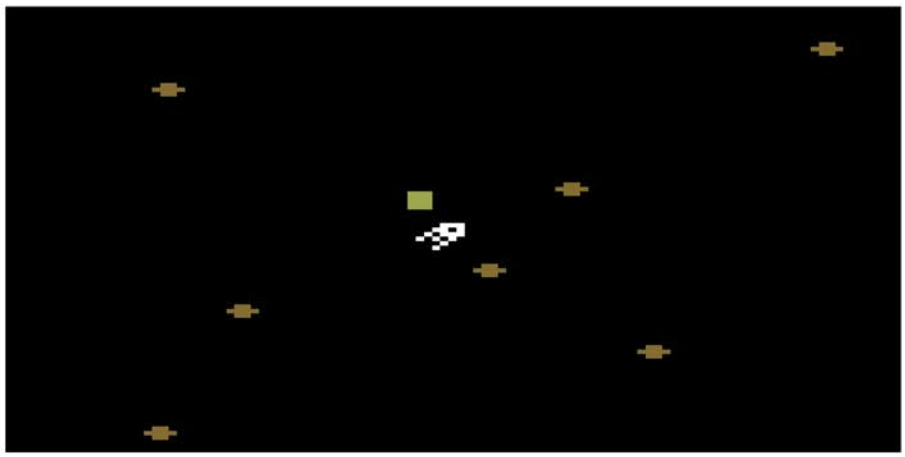


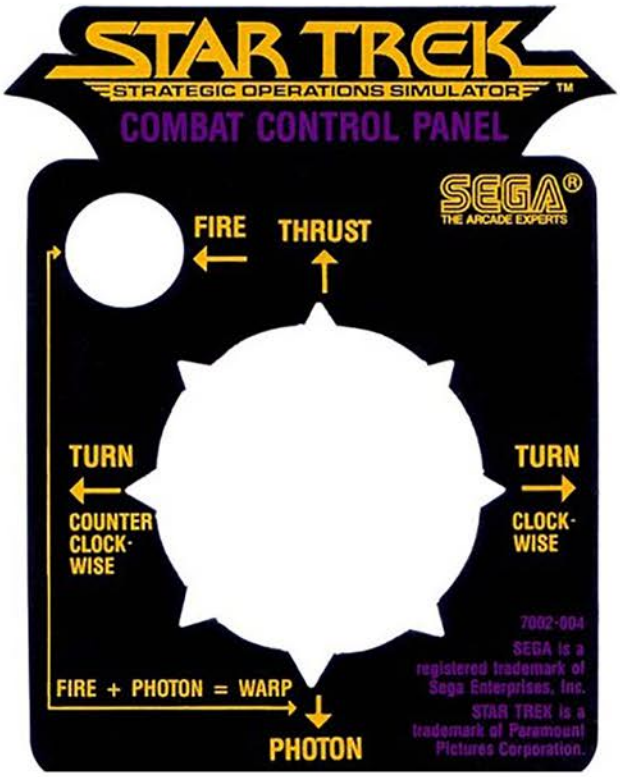
Succeed in defeating the Klingons and you'll warp off to the next base which is under attack from several more warships. Defend that base and you'll have to venture where no man should, an asteroid field.

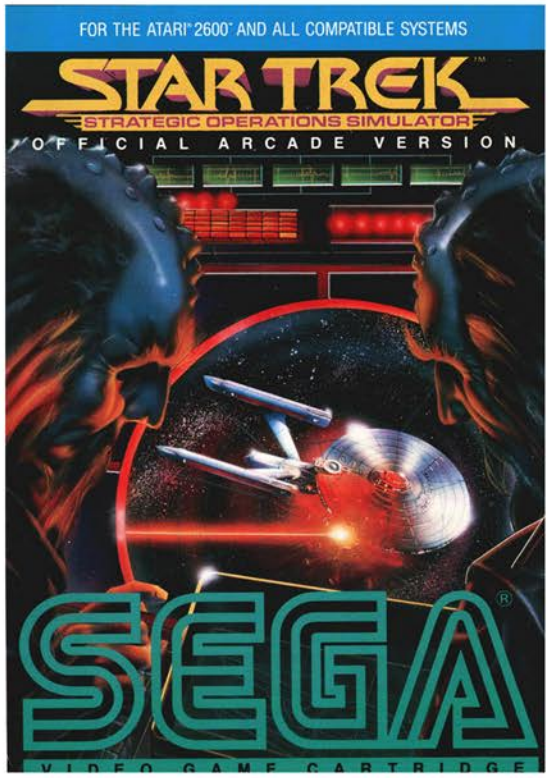
On this screen you must navigate a constantly moving asteroid belt while seeking out star bases that for some reason have been built within it. While it's likely your ship will take damage which will deplete your shields, touching a star base will replenish them one notch. After escaping certain death you'll be off to fight two more waves of Klingons before facing off against your mission objective, NOMAD.

This is your greatest challenge, and the difficultly will only increase the longer you take to defeat it. As NOMAD roams around space, it is constantly laying mines that must be avoided. They are tightly packed, so if you aren't careful you can quickly deplete your shields and destroy the Enterprise. Finally land that perfect shot, and you'll start the six level cycle over again, only with more enemies to take out.

The gameplay is pretty close to the arcade action. There are plenty of targets to hit, the controls are spot on with the thrusting and maneuvering, and the challenge feels about right where it should be. If you are fan of the arcade game, or space shooters in general, this is a must play.



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Below: Manual Page Samples

You are the potential Captain of the USS Enterprise. Your training mission: Save the Federation from their most powerful enemy... NOMAD!

There are six rounds of action-packed adventure.

Fight off marauding Klingons and menacing Anti-Matter Saucers. Destroy them before they destroy you or they will deplete your Strategy Training Units.

Dock with your Starbases to replenish your weapons and repair your damages.

The longer you survive, the more space dangers you'll encounter. Maneuver through perilous fields of asteroids and blazing meteors.

Store your energy! Sharpen your navigational skills! Prepare for the ultimate challenge: Destroy the deadly, mine-laying NOMAD!

If you're successful, proceed deeper into space for more STAR TREK action. Ten different skill levels of unparalleled adventure!

*Do you dare* to venture where no video game has gone before? Be brave, be bold, be daring... but BEWARE!

## SCORING

(Strategy Training Units = points)

- Destroy Klingon cruiser—100 STU's × (Sector + 1)
- Colliding with Klingon—100 STU's
- Destroy Anti-Matter Saucer—5000 STU's
- Each remaining green Starbase (not docked with)—2,000-50,000 STU's (Sector 0—2000, Sector 1—5000, Sector 2—10000, Sector 3—20000, Sector 4—25000, each consecutive Sector add an additional 5000 STU's)
- Each remaining blue Starbase—500 STU's
- Destruction of NOMAD—30000 STU's

## USING YOUR CONTROLLERS

The Star Trek controls are key to your survival in space. A combat panel is included that fits over the joystick to familiarize you with Star Trek Controls:

**ENTERPRISE NAVIGATION** Pushing the joystick FORWARD moves or THRUSTS the Enterprise in whatever direction it's positioned.

Pushing the joystick LEFT rotates the Enterprise COUNTER CLOCK-WISE.

Pushing the joystock 45 degrees LEFT rotates the Enterprise COUNTER CLOCK-WISE and THRUSTS it in that direction.

Pushing the joystick RIGHT rotates the Enterprise CLOCK-WISE.

Pushing the joystick 45 degrees RIGHT rotates the Enterprise CLOCK-WISE and THRUSTS it in that direction.

Depressing FIRE button while pulling joystick BACK engages Enterprise WARP DRIVE function for high-speed maneuverability.

## HOW TO PLAY

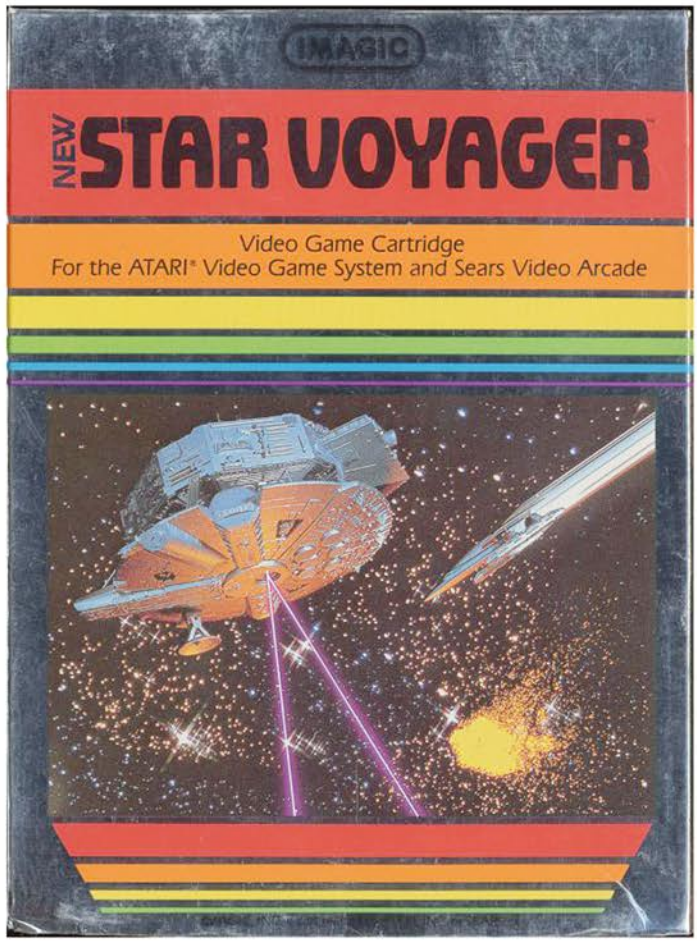
The object of the game is to destroy NOMAD before other enemies and obstacles destroy you!

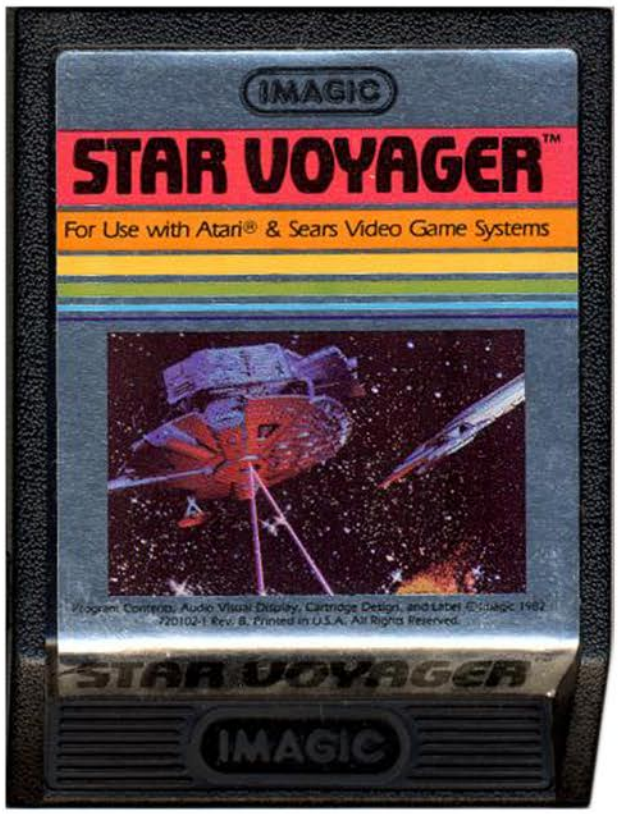
# Star Voyager

Release Date: 1982
Publisher: Imagic
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: IA3201
Rarity: 2
Programmer: Bob Smith

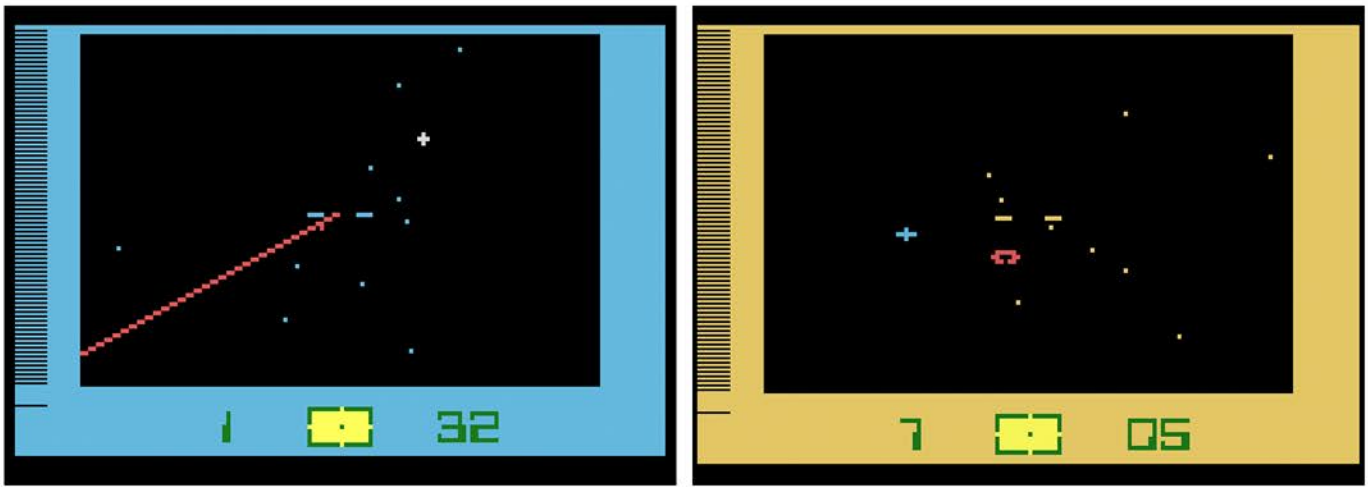
The absurd difficulty level holds this back from being entertaining.



You are returning from a secret diplomatic mission in the Atstro-Cruiser Star Voyager. As you return, you learn that Zakoran empire has broken the treaty and is attacking the Capital Starport. You must defeat enemy warships while heading back towards the home base.

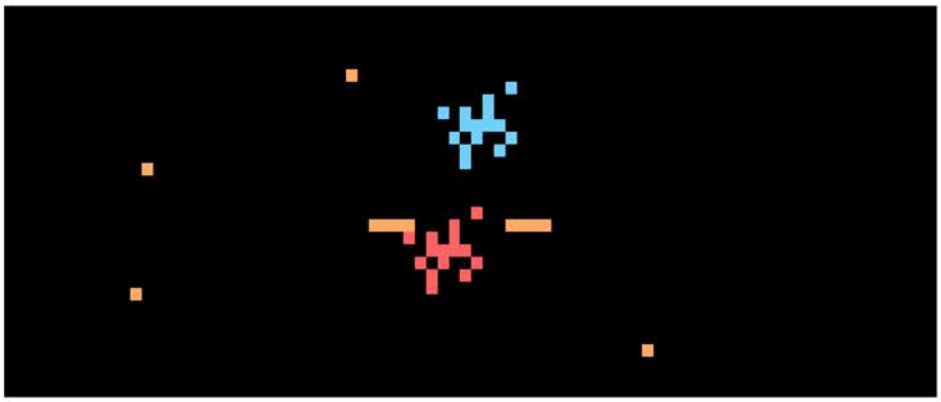
The game begins with your ship in deep space, awaiting first contact with the Zakoran enemy. As soon as they appear on your radar, you must navigate space with your crosshairs and line up your shots to take them down. This needs to be done as quickly and efficiently as possible since your limited energy will take a beating from any shots that hit you, but your own lasers and photon torpedoes drain your energy as well.




Enemy waves begin with two warships and increases by one with each successive wave. After defeating all enemy ships a tone will play signaling that the star portal is nearby. If you are able to line it up within your sights you'll rapidly gain speed as you rocket through the various gates, replenishing your energy all the way back up to ninety-nine. If you happen to miss it you might as well go ahead and hit reset since you're unlikely to survive another attack without full energy.

There are two major flaws in this game, your energy and engaging the enemy in combat. Taking a direct hit from an enemy blast will drain fifteen energy points from you, while firing your torpedoes costs one and your lasers ten. The lasers are far more effective at defeating enemy ships than torpedoes, but if you aren't spot on with your aiming you'll essentially be committing suicide. Hitting the enemy however is more luck than skill regardless of your weapon choice due to how slowly your ship moves. Often times the Zakoran vessel will remain outside of your crosshairs and fire shot after shot, none of which you can get to before they impact your ship. Needless to say this leads to a short, frustrating gameplay experience.

With slow, plodding gameplay being combined with an extremely limited amount of firepower, this game fails to be entertaining. If you are looking for a space themed shooter, there are better options out there.

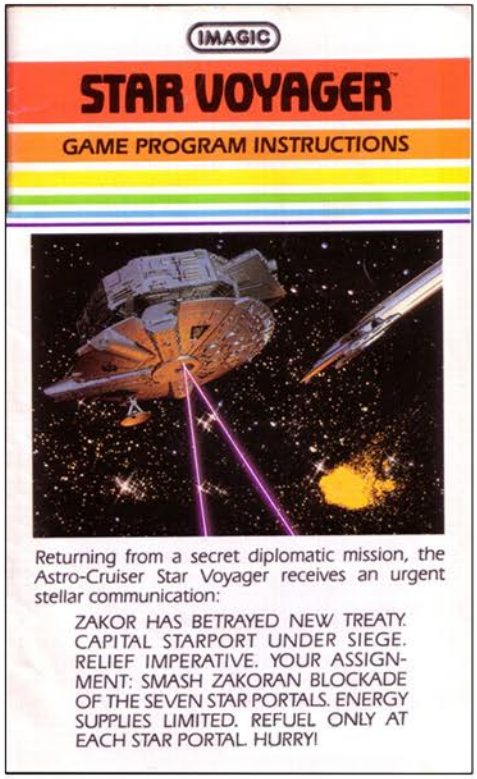


**STAR VOYAGER™**

You pilot the Astro-Cruiser Star Voyager through treacherous space. Your mission: penetrate the seven star portals. Radar tells you where star portals lie—and fierce enemy ships. Blast them with laser fire or photon torpedoes. Keep energy levels up—or risk destruction! Only passing through a star portal restores energy reserves. One or two players battle to survive. Each passage becomes more and more perilous. But there's no turning back!

**TRICK SHOT**

Name your game: Pool, English Billiards or Trick Shot combinations will tax any expert. One or two players compete for the winner's trophy. Authentic game play and sounds pull you irresistibly into the action. Cushion shots and just the right touch of "English" increase the challenge. Test your poise and accuracy as you chalk up your stick for some pool hall action.




Returning from a secret diplomatic mission, the Astro-Cruiser Star Voyager receives an urgent stellar communication:

ZAKOR HAS BETRAYED NEW TREATY. CAPITAL STARPORT UNDER SIEGE. RELIEF IMPERATIVE. YOUR ASSIGNMENT: SMASH ZAKORAN BLOCKADE OF THE SEVEN STAR PORTALS. ENERGY SUPPLIES LIMITED. REFUEL ONLY AT EACH STAR PORTAL. HURRY!

Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

Voyager off course and crash into the star portal once inside it, Star Voyager will be vaporized.

- When you successfully penetrate a star portal, your energy reserves jump back to 99.

## Enemy Ships

- Enemy ships are red.
- They fire white pulsar bombs.
- If either strikes your defense shields, you lose precious energy points.
  - pulsar bomb hit: 16 energy points lost.
  - enemy ship crash: 15 energy points lost.

## Weapon Choice

Obviously, weapons play a vital role in your survival. Weapon fire originates under Star Voyager's wings, located on either side of the star window.

- Sights at the center of your viewer show where your two lines of fire meet.
- The Right Difficulty Lever controls weapon choice.

The Star Voyager arsenal includes 2 weapon types:

- Lasers: set Right Difficulty Lever to position A.
- Photon torpedoes: set Right Difficulty Lever to position B.

Photon torpedoes cost 1 energy point each time fired.

Lasers use 10 energy points each time fired.

Though they use more energy, lasers have a wider, more effective range. Both destroy anything in their path.

Each time you fire, you lose energy points from the total which apears on the right of your instrument panel. To fire lasers or photon torpedoes: press red joystick button.

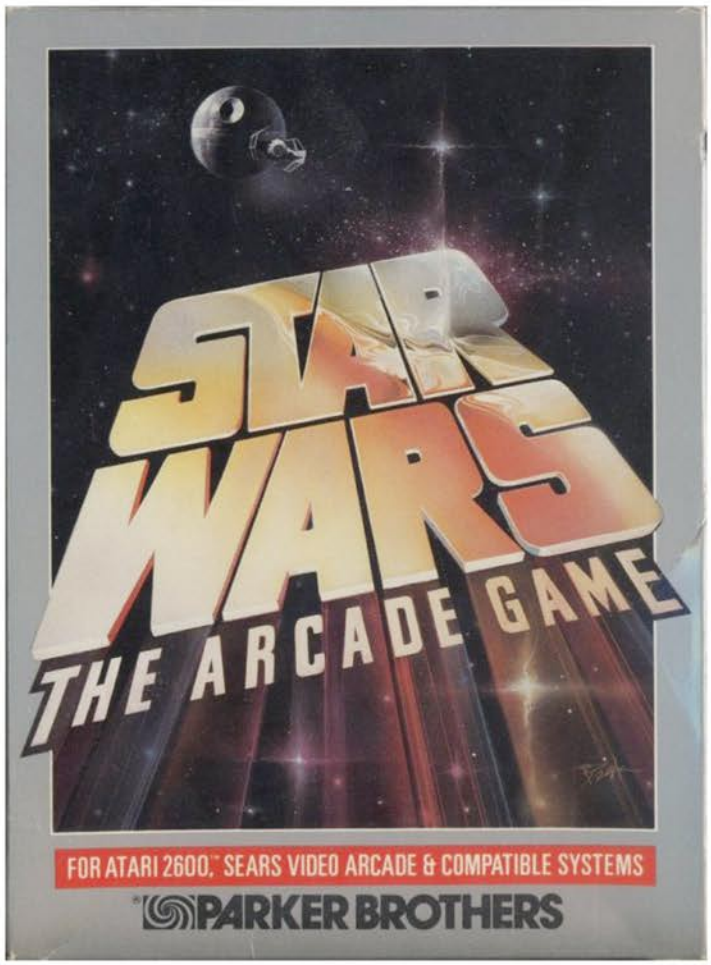
**Note:** If you select lasers (position A), but your energy reserves fall too low to support another laser shot, your defense system automatically shifts to photon torpedoes until energy reserves are completely drained.

# Star Wars: The Arcade Game

Release Date: 1983
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: PB5540
Rarity: 5
Programmer: Bob Smith

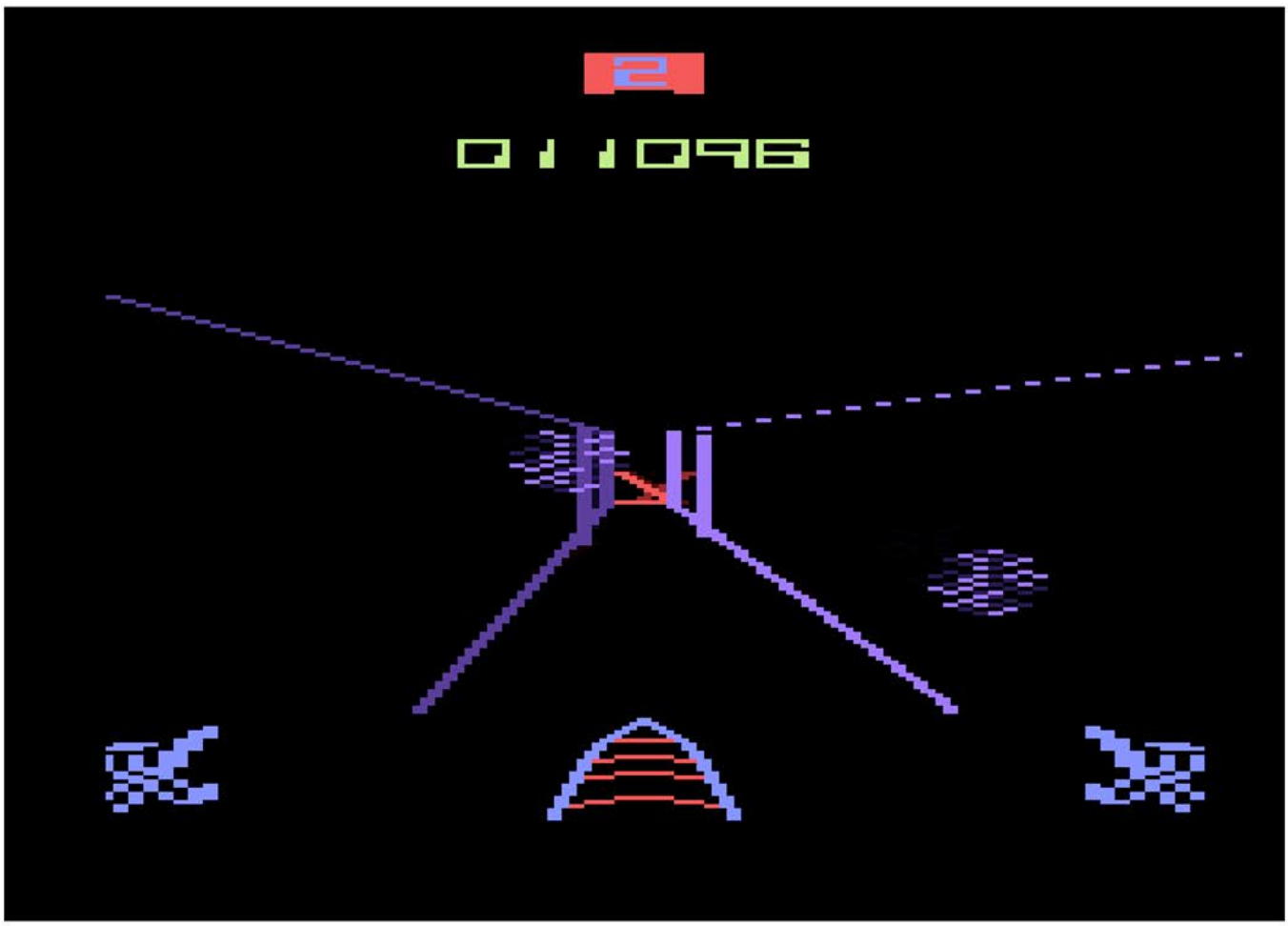
This port of the arcade game is surprisingly faithful to the original.

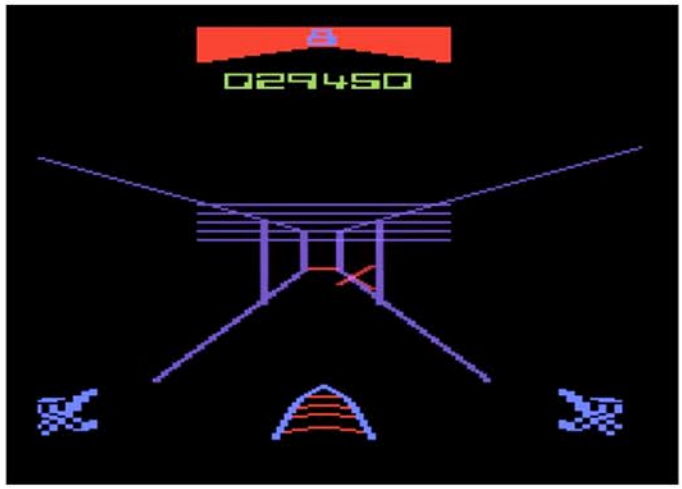


You are Luke Skywalker who is making his death defying assault on the Death Star. Succeed, and the base explodes, allowing the rebels to fight another day. Fail, and the Empire will rule over the galaxy with an iron fist.

The game plays out in three segments, starting with the initial space assault. As you fly your X-wing fighter towards the Death Star, Tie-Fighers will fly around shooting fireballs at you. In order to preserve your shields you must shoot not only the enemy vessels, but also their projectiles as well. After destroying the Death Star for the first time, Darth Vader joins the battle, making your life much more difficult. Survive this portion and you'll be off to the next phase.

As you skim along the surface of the moon sized base, you'll have to dodge fireballs while shooting laser towers. The enemy projectiles aren't your only concern, as if you don't pilot carefully you'll end up slamming into one of the towers which drains your shields. There are no minimums to hit here, just fly long enough and it's time for the final push towards victory.



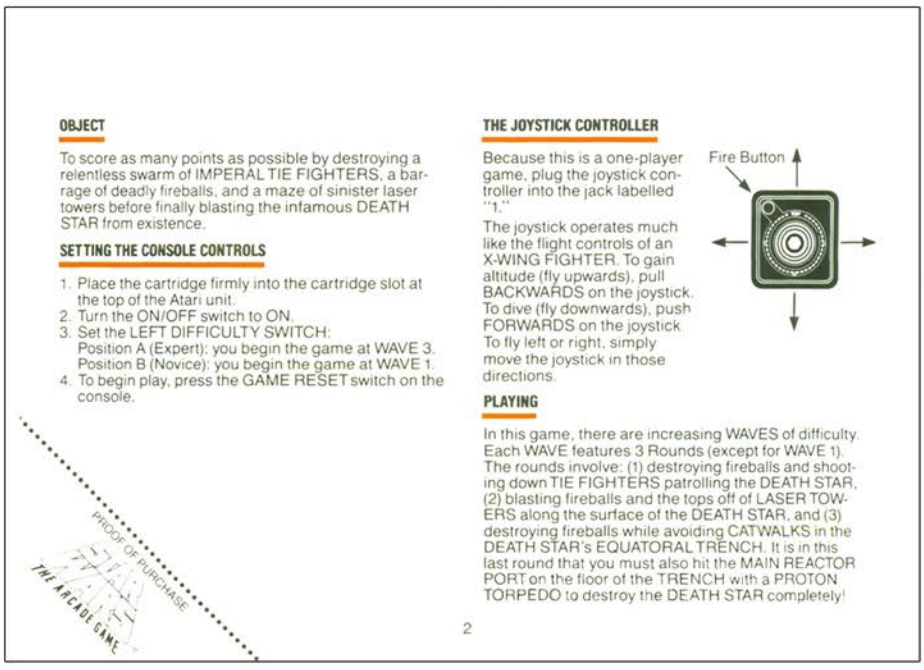



To anybody who saw the movie, this is the moment you've been waiting for. Flying along the trench, dodging fireballs and other obstacles until you reach the end of the line and teeing up a perfect shot to send a torpedo down the ventilation shaft and destroying the planet killing base once and for all. Well, at least until the level resets and you do it all again. Or Return of the Jedi comes out.

Just about everything about this game is fantastic. The graphics capture the spirit of the original arcade game, all three main levels are there, and it even has the legendary theme music. The only thing that feels off are the controls, which are inverted like the arcade game was (so if you want to move the crosshairs up, you have to push down on the controller). While this felt right with the arcade cockpit controller, it feels off with the Atari one.

Minor control issues aside, this is one of the best arcade ports on the 2600, and without a doubt one of the best shooters. If you are a fan of either this should be near the top of your list.

Above: Manual Cover
Left: Additional Screenshot
Below: Manual Page Sample



**OBJECT**

To score as many points as possible by destroying a relentless swarm of IMPERAL TIE FIGHTERS, a barrage of deadly fireballs, and a maze of sinister laser towers before finally blasting the infamous DEATH STAR from existence.

**SETTING THE CONSOLE CONTROLS**

1. Place the cartridge firmly into the cartridge slot at the top of the Atari unit.
2. Turn the ON/OFF switch to ON.
3. Set the LEFT DIFFICULTY SWITCH:
   Position A (Expert): you begin the game at WAVE 3.
   Position B (Novice): you begin the game at WAVE 1.
4. To begin play, press the GAME RESET switch on the console.

**THE JOYSTICK CONTROLLER**

Because this is a one-player game, plug the joystick controller into the jack labelled "1."

Fire Button

The joystick operates much like the flight controls of an X-WING FIGHTER. To gain altitude (fly upwards), pull BACKWARDS on the joystick. To dive (fly downwards), push FORWARDS on the joystick. To fly left or right, simply move the joystick in those directions.

**PLAYING**

In this game, there are increasing WAVES of difficulty. Each WAVE features 3 Rounds (except for WAVE 1). The rounds involve: (1) destroying fireballs and shooting down TIE FIGHTERS patrolling the DEATH STAR, (2) blasting fireballs and the tops off of LASER TOWERS along the surface of the DEATH STAR, and (3) destroying fireballs while avoiding CATWALKS in the DEATH STAR's EQUATORAL TRENCH. It is in this last round that you must also hit the MAIN REACTOR PORT on the floor of the TRENCH with a PROTON TORPEDO to destroy the DEATH STAR completely!

PROOF OF PURCHASE
THE ARCADE GAME

2

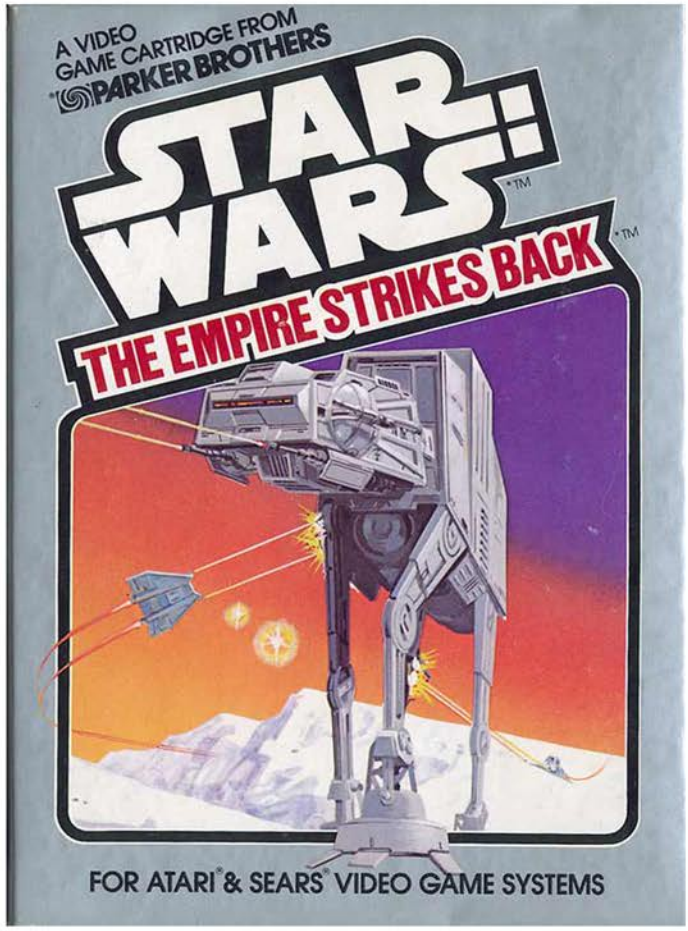
# Star Wars: The Arcade Game

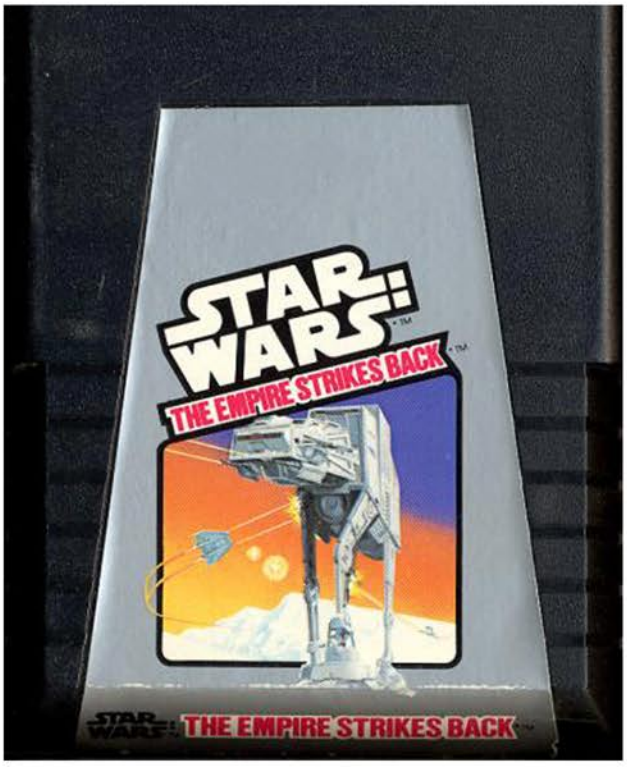
# Star Wars: The Empire Strikes Back

Release Date: 1982
Publisher: Parker Brothers
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: PB5050
Rarity: 2
Programmer: Rex Bradford

This movie based shooter is one of the finest, most challenging titles around.

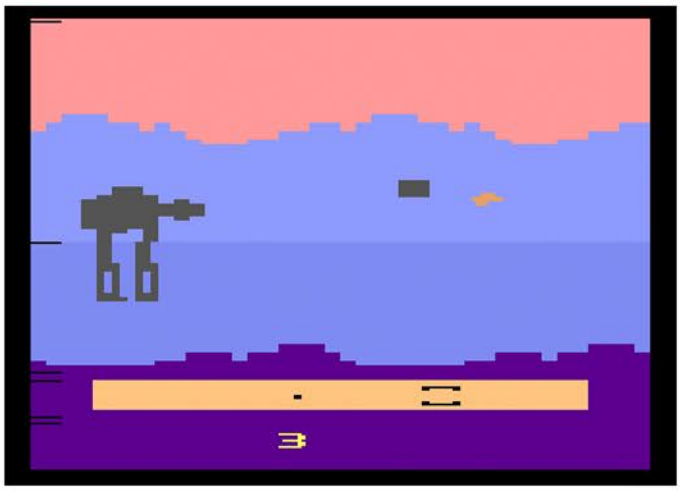


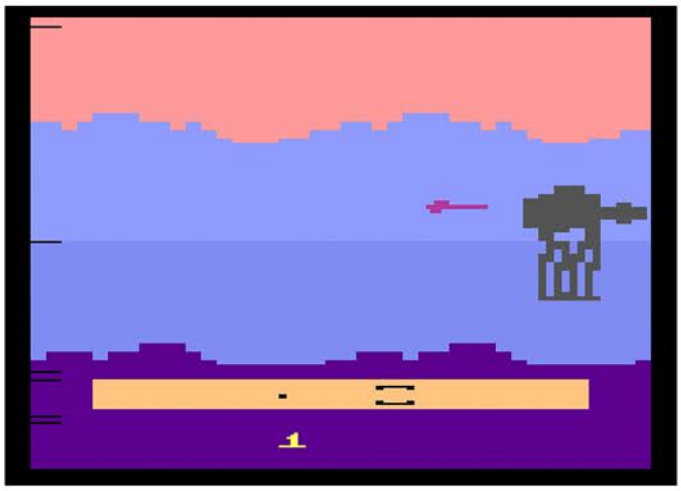



Join the battle of Hoth in your Snowspeeder as a fleet of the Empire's AT-AT Walkers march in unison towards your rebel base. While the Empire can never truly be defeated, you can hold them off long enough for your comrades in arms to escape.

The game begins with your Snowspeeder sitting on the icy tundra, the echoing march of the AT-AT Walkers echoing in the distance. As you take off and speed towards them, you can check your radar to see just how close you are to the lead one. As you engage it in combat, it will take forty-eight hits to bring it down, or one precise strike to a randomized weak point that reveals itself from time to time. If you manage to defeat the first one, move quickly to the second one before more are on the way.

Battling the mechanical beasts can be a chore given how much armor they have, but thankfully you can fly right through them (at least on most gameplay options). Be aware though that their shots can travel through their body as well, so just because you are behind them doesn't mean you are safe.

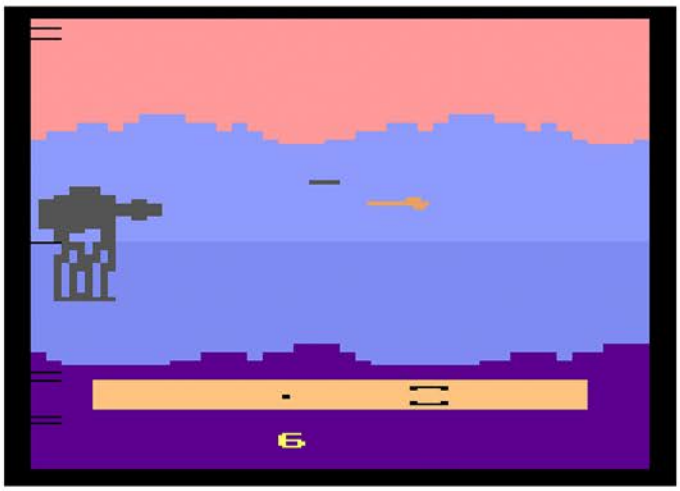


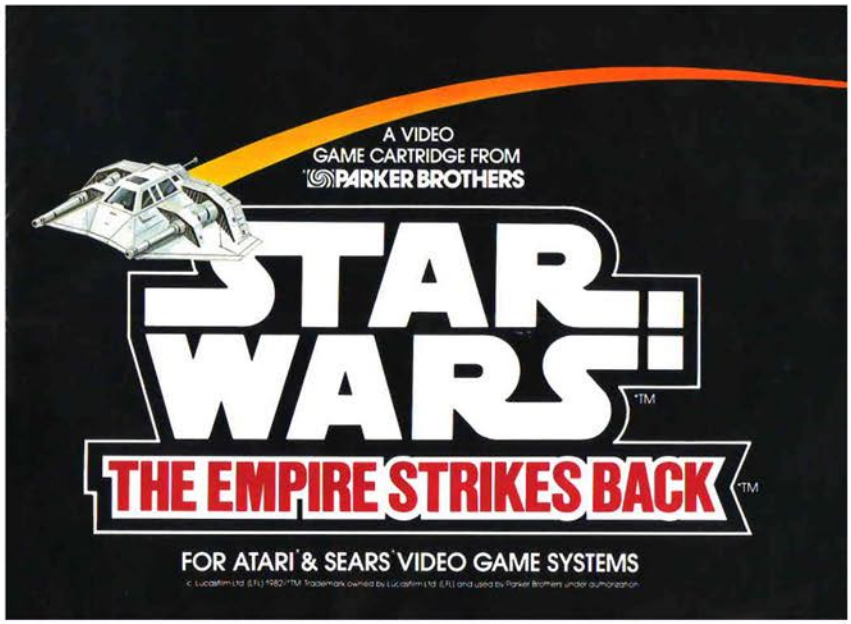




As you take damage your ship will begin to change colors, turning a bright yellow just before you explode. When this happens simply fly out of harm's way and land on the ice below for some temporary repairs that regain a notch of health. If you manage to stay in the fight for two solid minutes with a single Snowspeeder, the Force will overtake you, giving you twenty seconds of invincibility to go along with the Star Wars theme.

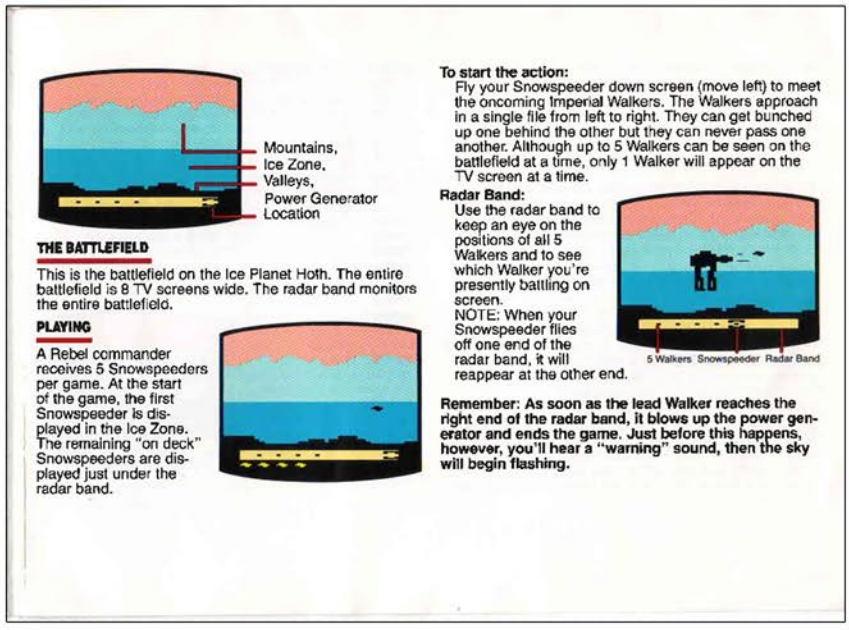
There are numerous difficulty settings, mostly controlling how fast the Walkers move towards your base. You can also pick whether or not you want solid walkers (meaning if you try and fly through them you'll die) and if you want them to have smart bombs. These are little devices that are released and will pursue you until your demise.

This game is simply a joy to play. The controls are tight, the music is spot on, and the gameplay really makes you feel like you're taking part in one of the most famous movie battles of all time. If you are a fan of the movies or shooters, this should be high up on your list.





Above: Manual Cover
Left: Catalog Sample
Below: Manual Page Sample



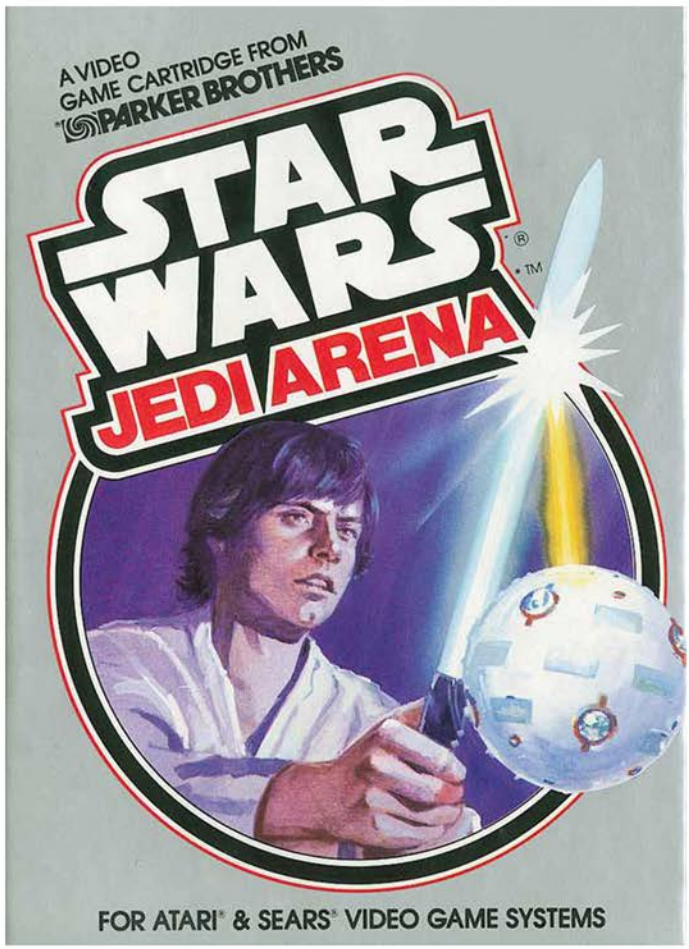

# Star Wars: The Empire Strikes Back

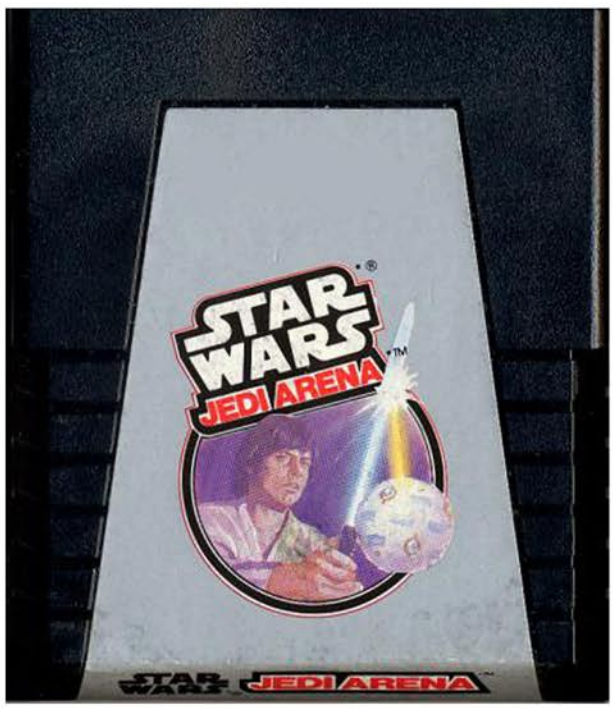
# Star Wars: Jedi Arena

Release Date: 1983
Publisher: Parker Brothers
Controller: Paddles
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: PB5000
Rarity: 3
Programmer: Rex Bradford

This is arguably the worst idea for a game in the 2600 catalog.

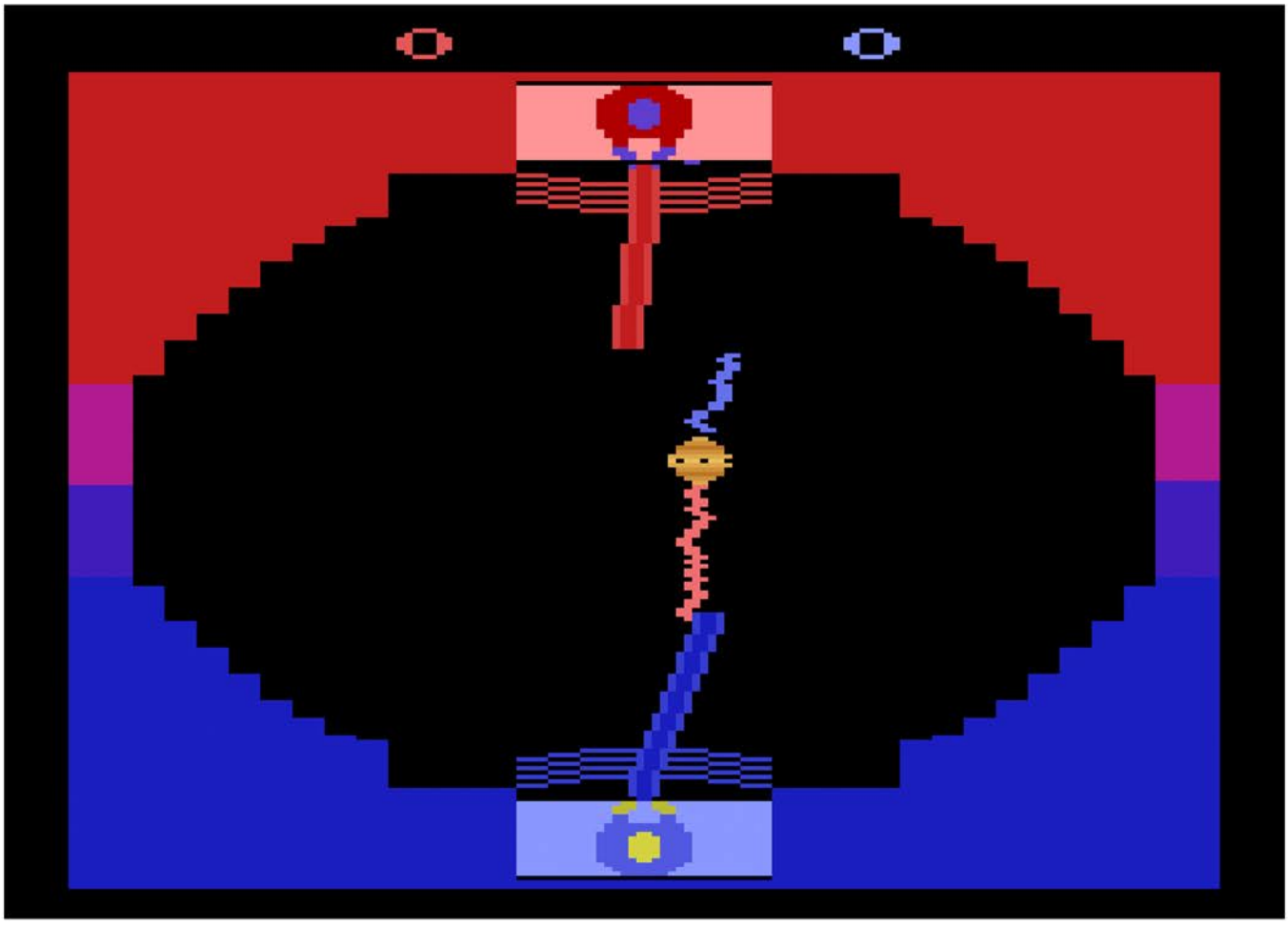


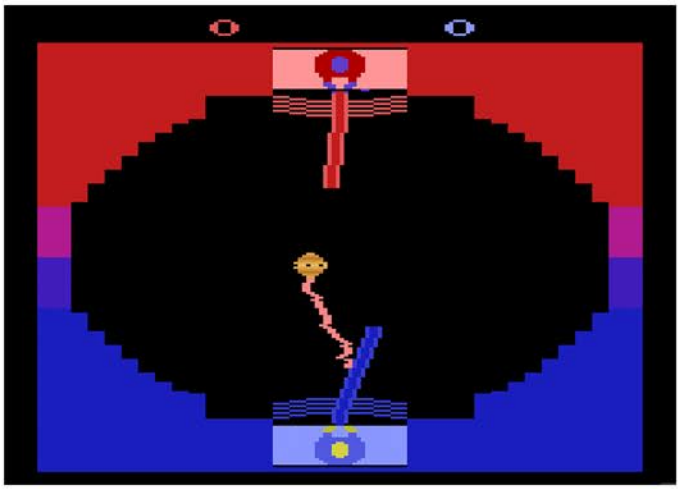



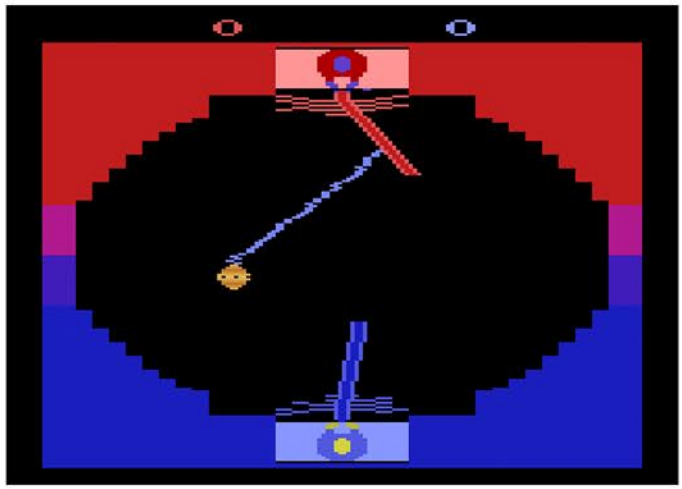
Welcome to the Jedi Arena, where two all powerful Jedi face off against one another….in a game of lightening breakout. No fighting, no dueling, just playing electric breakout tag.

The game begins with you and your opponent firing up your light sabers and taking your positions. In the center of the screen is the Seeker, a lightening bolt throwing ball that moves back and forth across the screen. The goal is to fire electric bolts towards your opponent and hit their forcefield at the base of their saber. The first one to break all the way through gets a point, with the match being a race to three.

You do have control of when and where the lightening shoots, to an extent at any rate. When you hit the button the bolt shoots out in the direction your light saber is aiming. The downside to this is that in order to hit your opponent's shield you'll have to aim away from the Seeker, which leaves you vulnerable to attack. The only exception to this is when you catch the bolt with your blade, holding it in place and preventing your opponent from launching an attack.



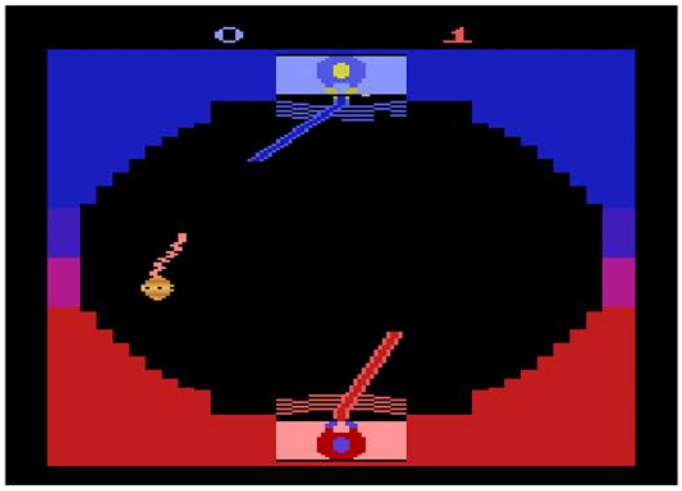


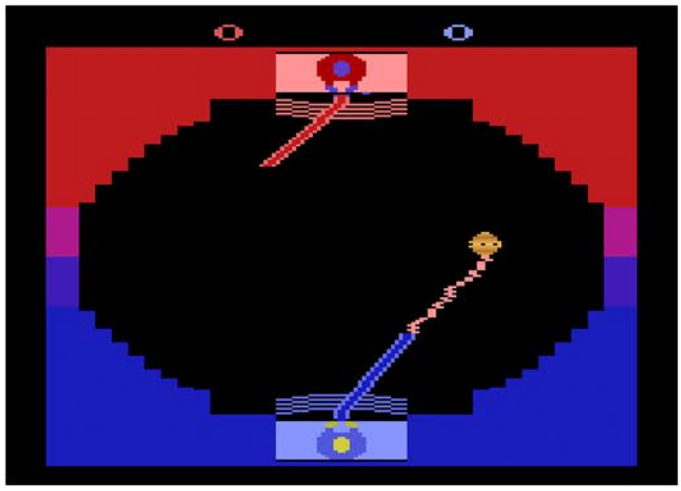


The Seeker does tend to have a mind of its own, and as the round progresses it builds up a massive amount of energy. When full, it unleashes a torrent of blasts aimed at both players, neither of which have any control over it. At this point you'll have to go into full defensive mode and hope that it doesn't do too much damage to your forcefield.

The gameplay options are severely lacking, with there being a trio of speed choices and the option to turn the Seeker invisible, albeit on medium speed only. Having an option for a single player challenge, or really any other gameplay variety would have been a welcome addition.

This game stands as a monument on how to waste a valuable property. Instead of having an exciting Jedi based game, what we're left with is a subpar duel where the opponents don't even fight each other. If you want some arcade style action, there are better options out there.





Above: Manual Cover
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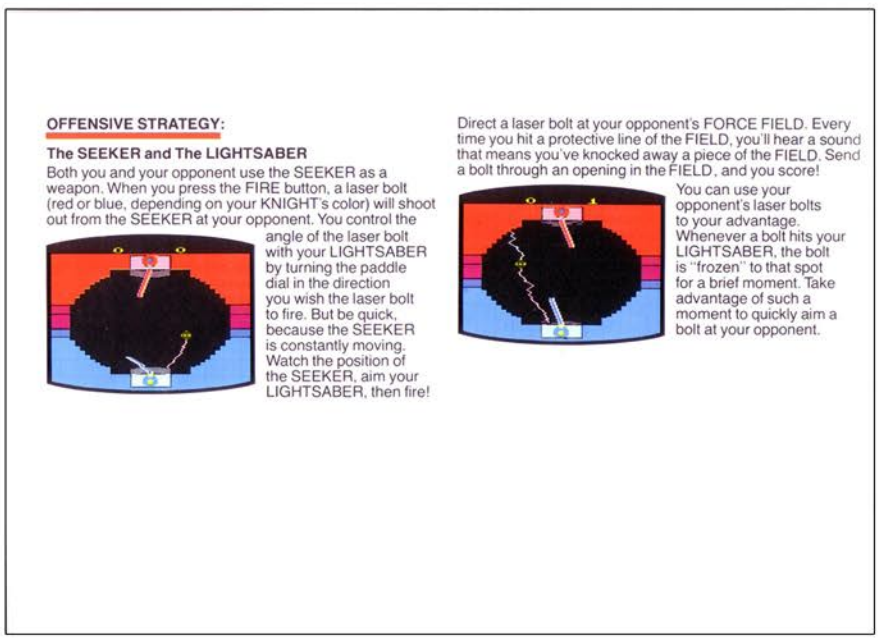
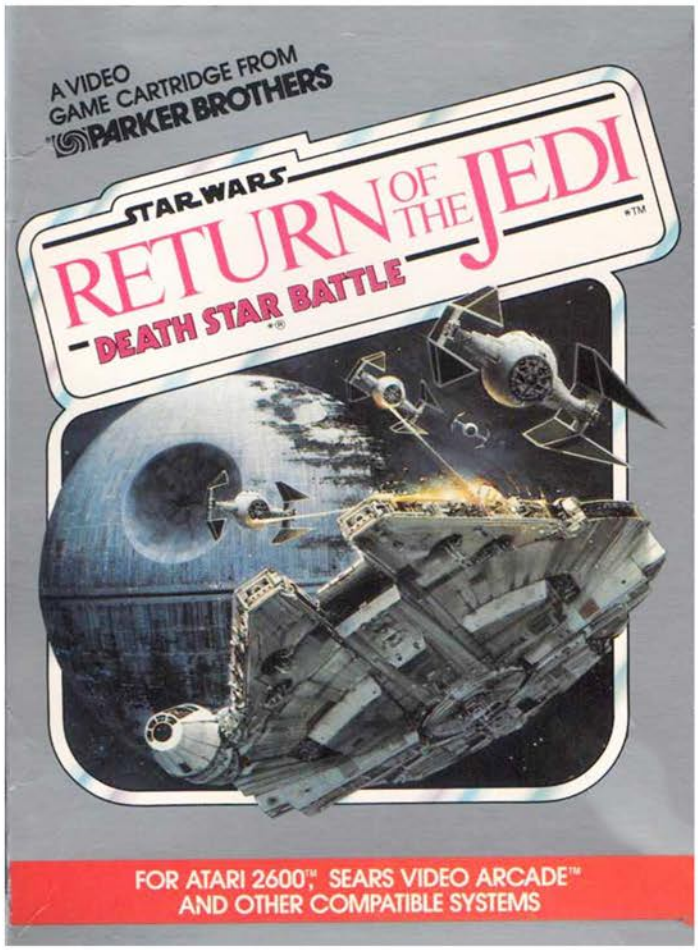


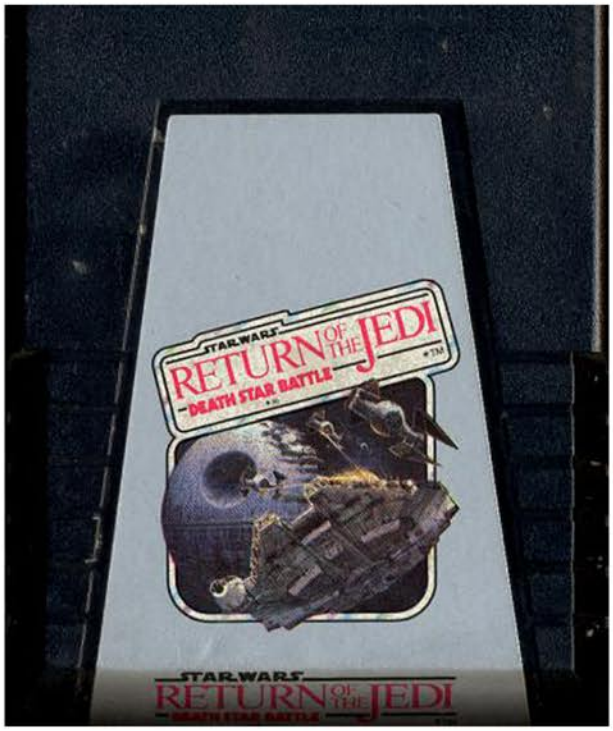
# Star Wars: Return of the Jedi

Release Date: 1983
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: PB5060
Rarity: 4
Programmer: Todd Marshall / Ray Miller

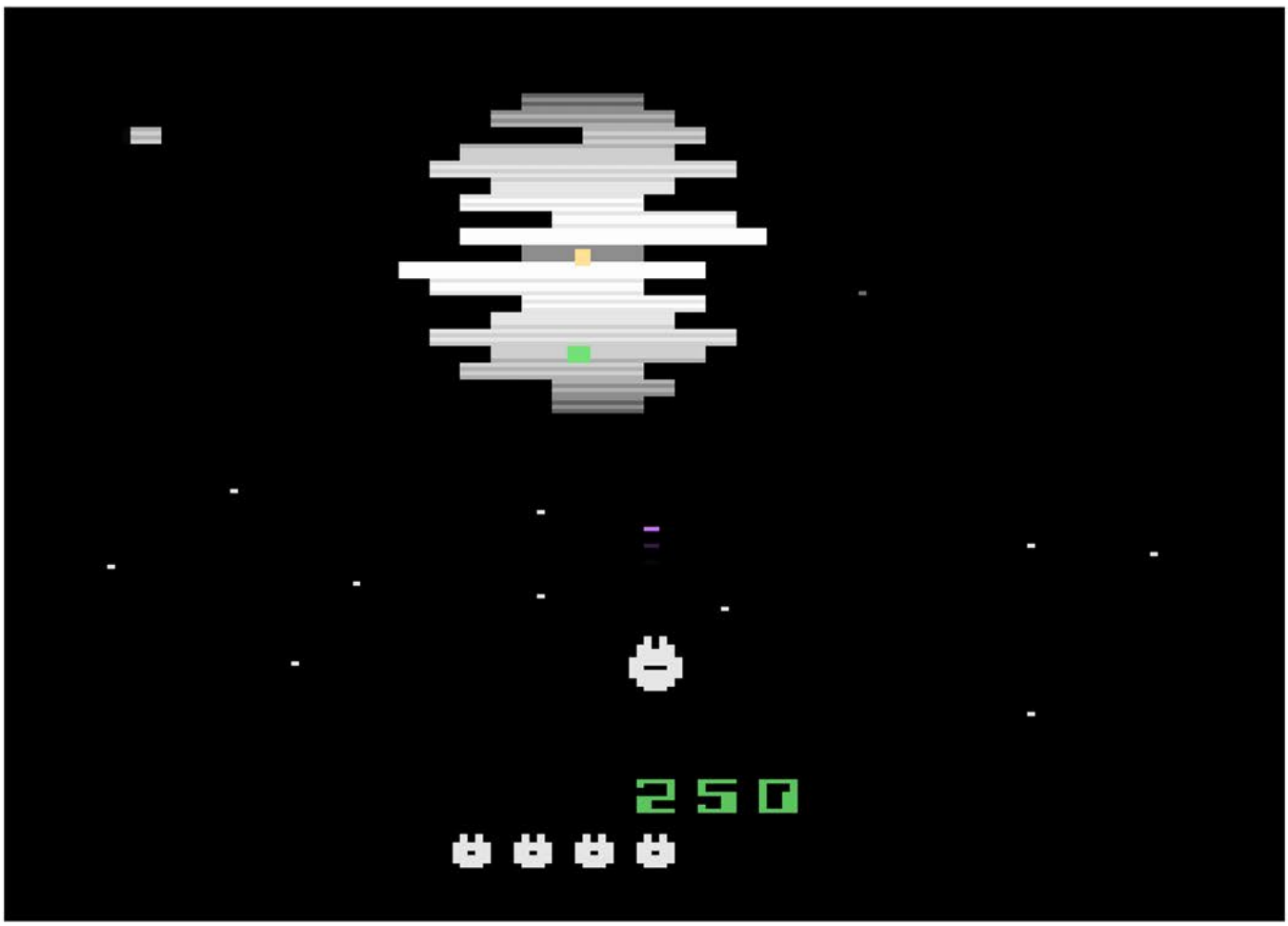
This Star Wars based game is a passable entry into the series.

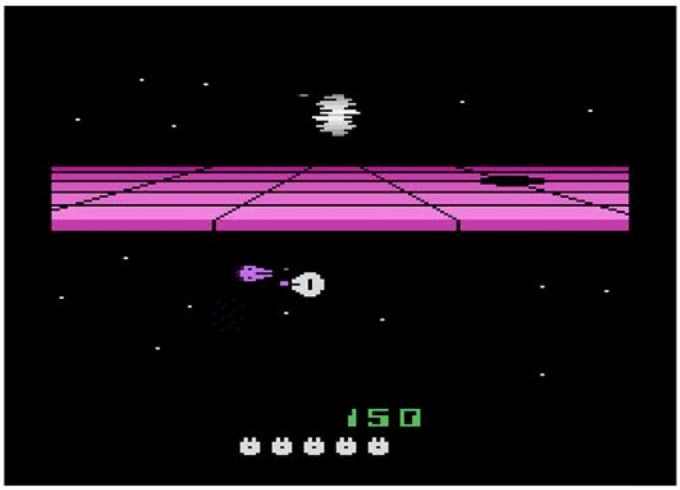


Take the controls of the Millennium Falcon and lay siege to the under construction, but still operational, Death Star 2.0. It won't be an easy assault however, as there are a fleet of Tie-Fighters standing in your way.

The game plays out in two phases. The first of which has you confined to the bottom half of the screen as Tie-Fighters flying in from either side lasers a blazing. The goal is to defeat enough of them to trigger a hole in the shields large enough for you to slip through. As you engage in battle, you'll see holes pop up, and assuming the gray band of energy is down, you can fly right on through if you time it right (and if you don't, you have half a dozen ships in reserve).

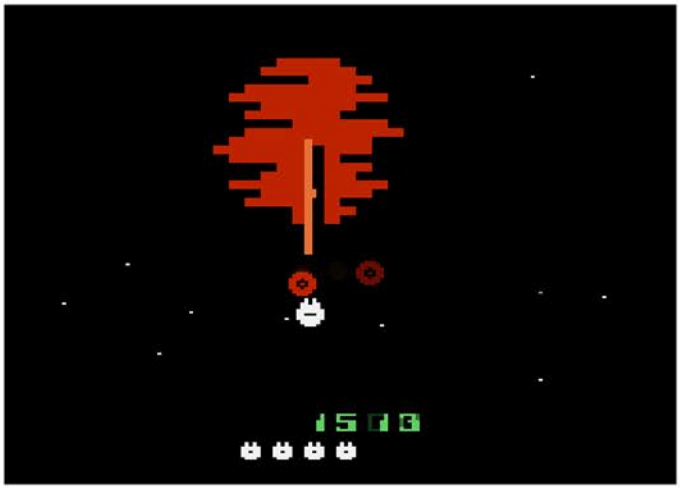


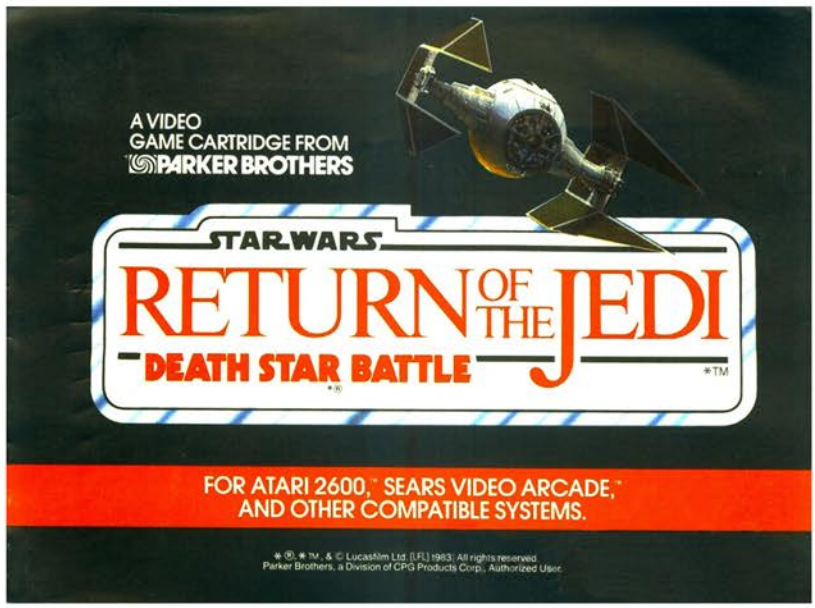


The second phase has you blasting away at the Death Star itself, in a game of Star Wars themed breakout. As you shoot it out piece by piece, fighters will attempt to shoot you down. That's not the only threat however as the death ray will spring to life and take a shot at you as well. If you mange to break through enough blocks in the center to get to the core, and deliver a perfect hit and it will explode in a sea of fireballs, which will destroy you if you don't flee the scene. From there the game repeats at a slightly higher difficulty.

Sadly everything about the game is just sorta meh. The graphics are OK, with the Falcon and Death Star being recognizable but not spectacular. The gameplay is rather dull since you are confined to the bottom half of the screen the entire time, limiting the maneuvering you can do. Controls are also spotty as trying to turn and aim at the fast moving enemy ships can be wonky at times. None of this kills the game, rather it just holds it back from being better than average.

If you are a die hard fan of Star Wars, then this is worth playing. If you are desperate for a new space themed shooter, you can certainly do worse than this one. If you are looking for an all time great, this isn't it however.





**STAR WARS™®: RETURN OF THE JEDI™ DEATH STAR® BATTLE**

Relive the exciting exploits of LANDO CALRISSIAN in this fast-action game based on scenes from RETURN OF THE JEDI. The DEATH STAR, once destroyed, is now being rebuilt by the Imperial forces. As pilot of the MILLENNIUM FALCON, you must maneuver your way through the enemy's moving force field and destroy the DEATH STAR—this time for good! But TIE INTERCEPTORS pursue you from every angle and try to shoot you down. You'll need split-second timing to avoid danger and accomplish your mission. 1 or 2 players

Atari Video Computer System
(graphics shown)
Sears Video Arcade



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**STAR WARS™®: RETURN OF THE JEDI™ EWOK ADVENTURE™**

You take the role of an EWOK in this thrilling game based on scenes from RETURN OF THE JEDI. Now a member of the Rebel cause, you must hang glide over dangerous territory in order to reach the Imperial shield generator. Your mission: to blow it apart! But as you swoop through the forest, IMPERIAL STORMTROOPERS, AT-ST's and BIKER SCOUTS will try to shoot you down. Hurl rocks at the enemy as you avoid their fire and close in on the shield generator. 1 or 2 players

Atari Video Computer System
(graphics shown)
Sears Video Arcade



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Above: Manual Cover
Left: Catalog Sample
Below: Manual Page Sample

### HYPERSPACE

Hold on tight! Once you make it through an opening in the energy shield, your ship streaks across the galaxy to the DEATH STAR— now many times larger than it looked before!

### DESTROYING THE DEATH STAR

Finally, your chance to rid the galaxy of this evil fortress! But keep your wits about you. There are still TIE INTERCEPTORS pursuing your ship. And there's the IMPERIAL SHUTTLE, too. Fire your lasers at the DEATH STAR's walls, knocking out as many pieces of it as you can. For each piece you hit, you gain 20 points. The more you knock out before you hit the energy core, the more points you gain when the fireballs start flying. Knock out all of the pieces, except the core, and you gain an extra MILLENNIUM FALCON. Hit the core and the DEATH STAR becomes a glowing red mass with fireballs spewing out in all directions.

### FIREBALLS

These fireballs are more than hot—they're DEADLY! It only takes one to blow your ship apart. But the trick is to avoid them for as long as possible. The longer you do, the higher your bonus points.

### ROUND PROGRESSION

As you progress from round to round, the following will occur after each 10,000 points are scored:

A. TIE INTERCEPTORS will fire more often.
B. The DEATH RAY will seek more rapidly.
C. The rate of construction on the DEATH STAR will increase.
D. The number of openings in the energy shield will decrease.

### END OF GAME

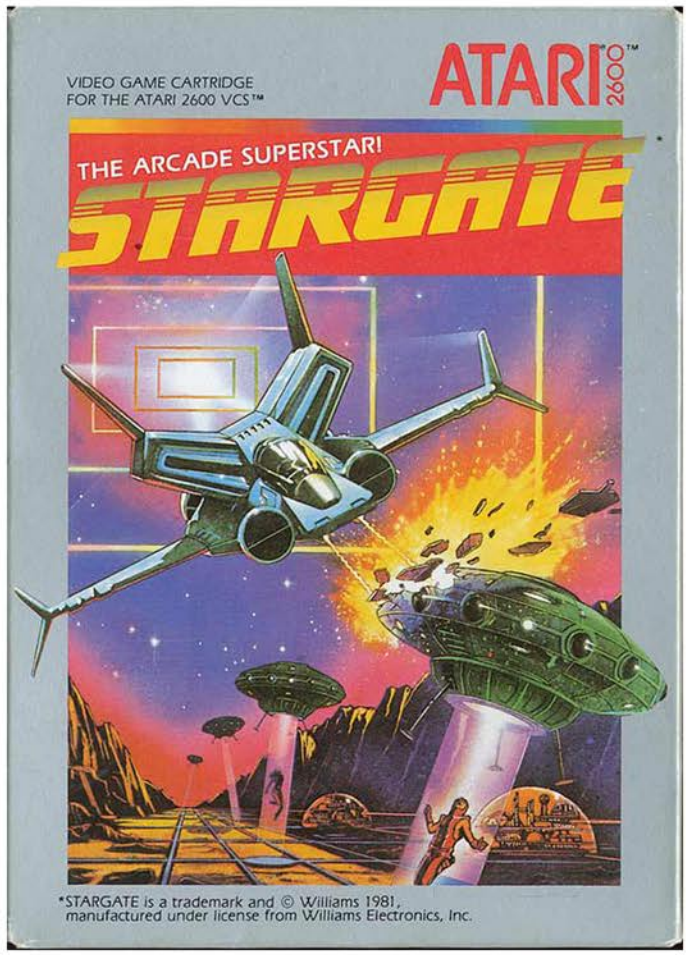
The game ends when you have lost all of your MILLENNIUM FALCONS. Begin another round by pressing down the "Fire" button.

# STARGATE

Release Date: 1984
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: Defender II
Model #: CX26120
Rarity: 4
Programmer: Bill Aspromonte

This enhanced graphics version of Defender is more faithful to the arcade game.



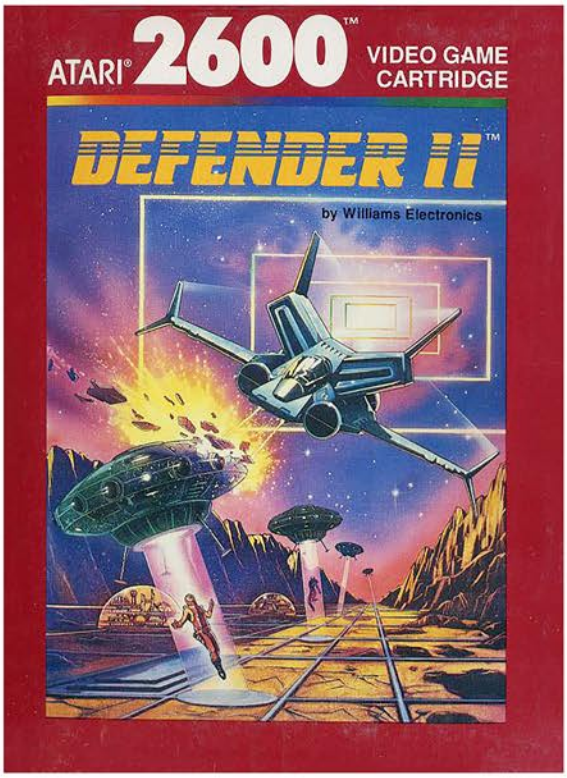
Aliens are invading and kidnapping citizens for god only knows what. By piloting the most advanced super spaceship ever designed, it's up to you to defeat them and rescue any would be captives from certain doom.

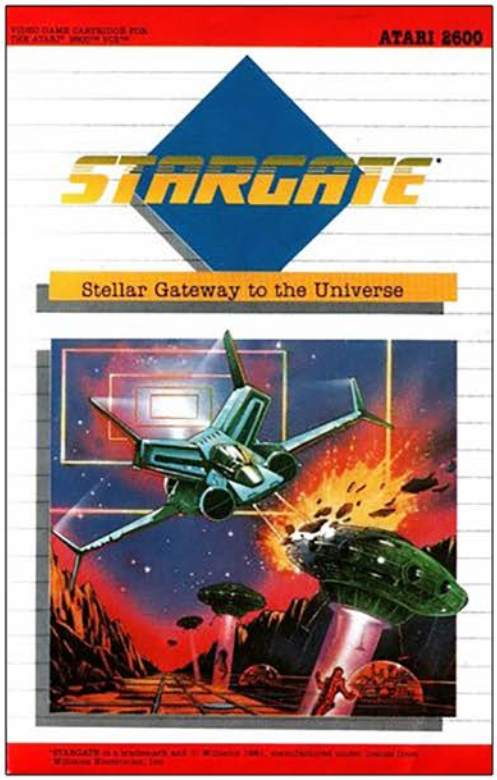
The game begins with your ship flying over the landscape, with several people standing about and watching the intergalactic warfare play out. Without warning, alien ships begin materializing everywhere, lighting up the radar and threatening to destroy everything. You can fly to the right or the left, and there are enemies everywhere. Destroy them all and you'll be off to another level with more dangerous opponents.

As you engage in dogfight after dogfight with alien crafts, some of them will descend to the ground and abduct a human. When this happens you'll hear their scream, letting you know their time is almost up. If you can find the kidnapper ship and blast it out of the sky, the human will begin to fall to the ground. If they are still close to the ground they'll land on their own, however you may be required to catch and deliver them safely back to their home.

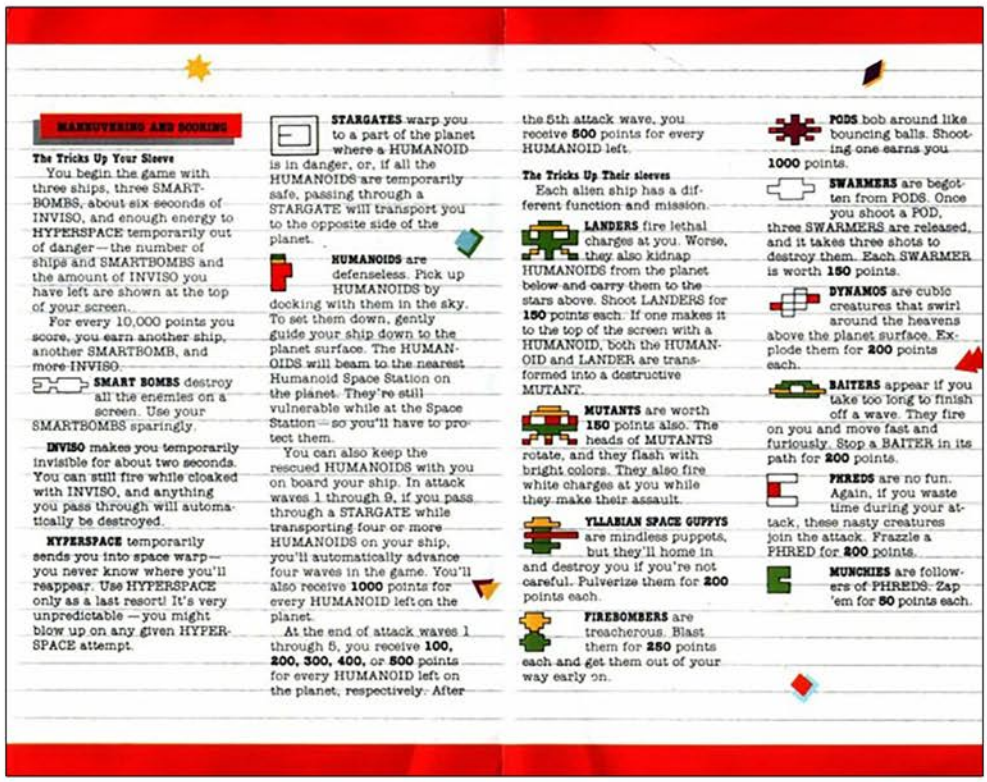
There are several different kinds of aliens, each with some minor differences. Landers are the kidnappers, while Mutants, Space Guppys, Firebombers, Pods and a handful of others will do their best to either crash into you or laser blast your ship. Your ship isn't defenseless however, as in addition to the never ending lasers it has a trio of features (which are activated by using a second controller). Smartbombs will destroy everything on screen, while Inviso will cloak your ship and make you invulnerable for a few seconds. Finally Hyperspace will warp you to another part of the level, presumably getting you out of trouble but just as likely to throw you into a worse situation.

This is a significant step up from the original Defender in terms of graphics and gameplay, but it really doesn't bring anything new to the table. If you are a fan of the arcade title or are looking for a fantastic shooter, this one is preferable to the original 2600 port.




Top Left: Defender II Release Box
Top Right: Manual Cover
Below: Manual Page Samples



## MANEUVERING AND SCORING

**The Tricks Up Your Sleeve**

You begin the game with three ships, three SMART-BOMBS, about six seconds of INVISO, and enough energy to **HYPERSPACE** temporarily out of danger—the number of ships and SMARTBOMBS and the amount of INVISO you have left are shown at the top of your screen.

For every 10,000 points you score, you earn another ship, another SMARTBOMB, and more INVISO.

**SMART BOMBS** destroy all the enemies on a screen. Use your SMARTBOMBS sparingly.

**INVISO** makes you temporarily invisible for about two seconds. You can still fire while cloaked with INVISO, and anything you pass through will automatically be destroyed.

**HYPERSPACE** temporarily sends you into space warp—you never know where you'll reappear. Use HYPERSPACE only as a last resort! It's very unpredictable—you might blow up on any given HYPERSPACE attempt.

**STARGATES** warp you to a part of the planet where a HUMANOID is in danger, or, if all the HUMANOIDS are temporarily safe, passing through a STARGATE will transport you to the opposite side of the planet.

**HUMANOIDS** are defenseless. Pick up HUMANOIDS by docking with them in the sky. To set them down, gently guide your ship down to the planet surface. The HUMANOIDS will beam to the nearest Humanoid Space Station on the planet. They're still vulnerable while at the Space Station—so you'll have to protect them.

You can also keep the rescued HUMANOIDS with you on board your ship. In attack waves 1 through 9, if you pass through a STARGATE while transporting four or more HUMANOIDS on your ship, you'll automatically advance four waves in the game. You'll also receive **1000** points for every HUMANOID left on the planet.

At the end of attack waves 1 through 5, you receive **100, 200, 300, 400,** or **500** points for every HUMANOID left on the planet, respectively. After the 5th attack wave, you receive **500** points for every HUMANOID left.

**The Tricks Up Their sleeves**

Each alien ship has a different function and mission.

**LANDERS** fire lethal charges at you. Worse, they also kidnap HUMANOIDS from the planet below and carry them to the stars above. Shoot LANDERS for **150** points each. If one makes it to the top of the screen with a HUMANOID, both the HUMANOID and LANDER are transformed into a destructive MUTANT.

**MUTANTS** are worth **150** points also. The heads of MUTANTS rotate, and they flash with bright colors. They also fire white charges at you while they make their assault.

**YLLABIAN SPACE GUPPYS** are mindless puppets, but they'll home in and destroy you if you're not careful. Pulverize them for **200** points each.

**FIREBOMBERS** are treacherous. Blast them for **250** points each and get them out of your way early on.

**PODS** bob around like bouncing balls. Shooting one earns you **1000** points.

**SWARMERS** are begotten from PODS. Once you shoot a POD, three SWARMERS are released, and it takes three shots to destroy them. Each SWARMER is worth **150** points.

**DYNAMOS** are cubic creatures that swirl around the heavens above the planet surface. Explode them for **200** points each.

**BAITERS** appear if you take too long to finish off a wave. They fire on you and move fast and furiously. Stop a BAITER in its path for **200** points.

**PHREDS** are no fun. Again, if you waste time during your attack, these nasty creatures join the attack. Frazzle a PHRED for **200** points.

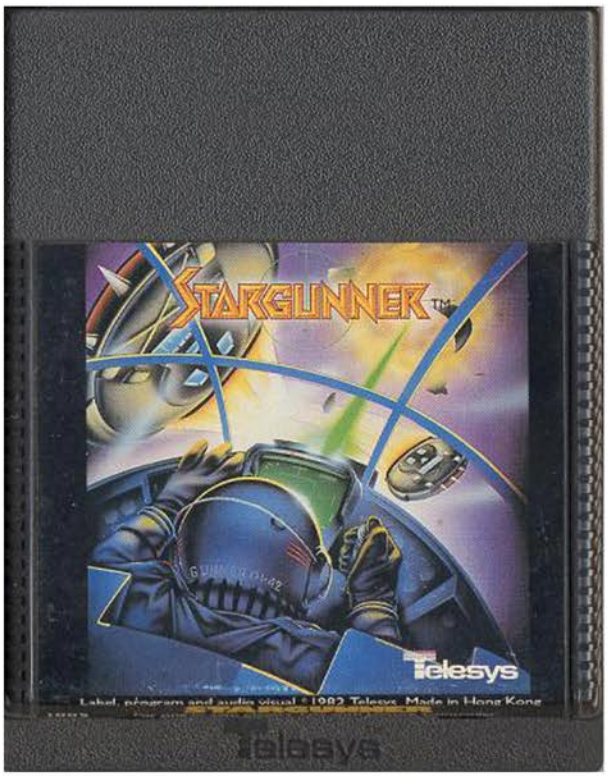
**MUNCHIES** are followers of PHREDS. Zap 'em for **50** points each.

# STARGUNNER

Release Date: 1982
Publisher: Telesys
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 1005
Rarity: 7
Programmer: Alex Leavens

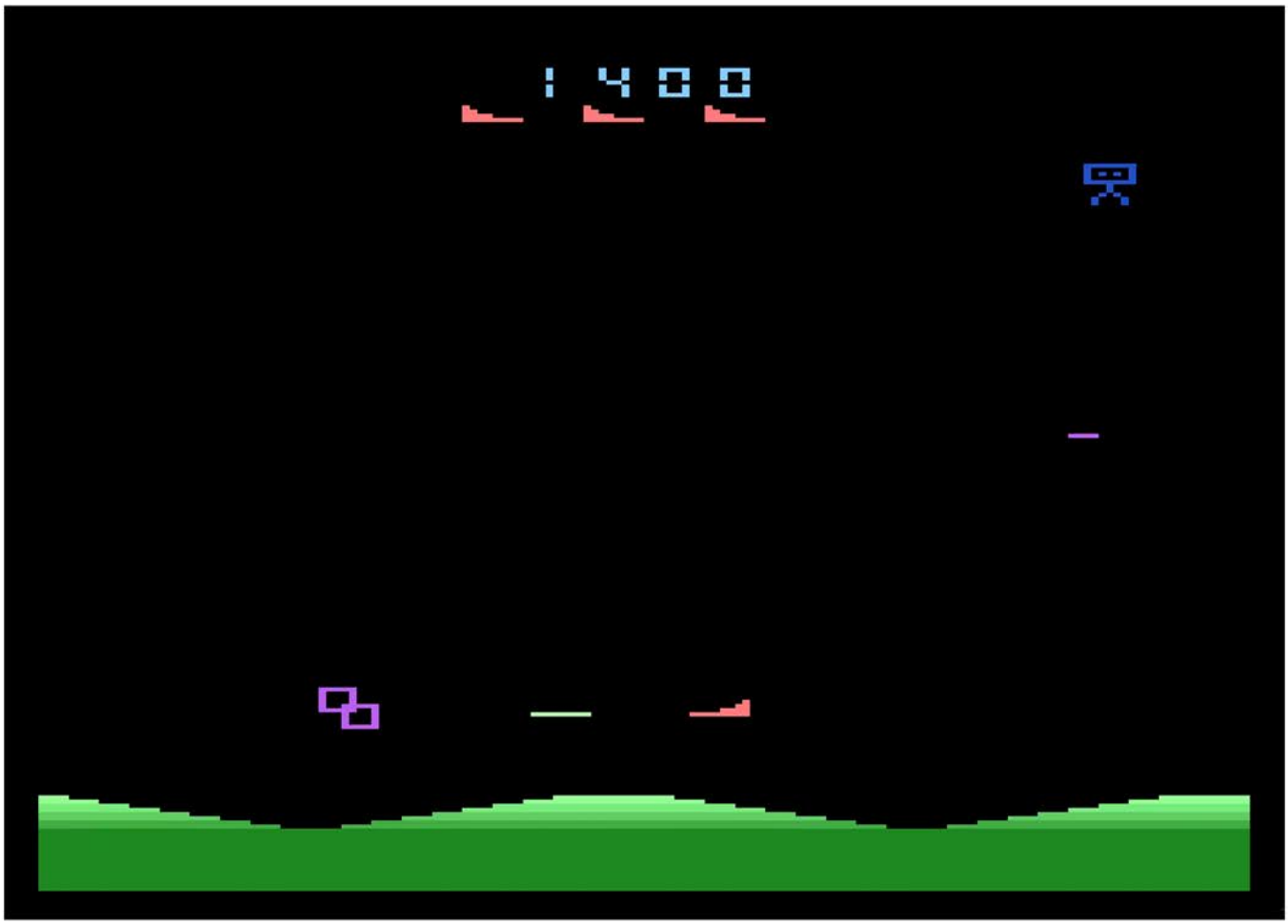
This is a passable shooter that doesn't bring anything unique to the table.



The Sphyzygi invasion force has descended upon the planet and are taking no prisoners. It's up to you, a lone starship pilot, to brave certain death and take them on.

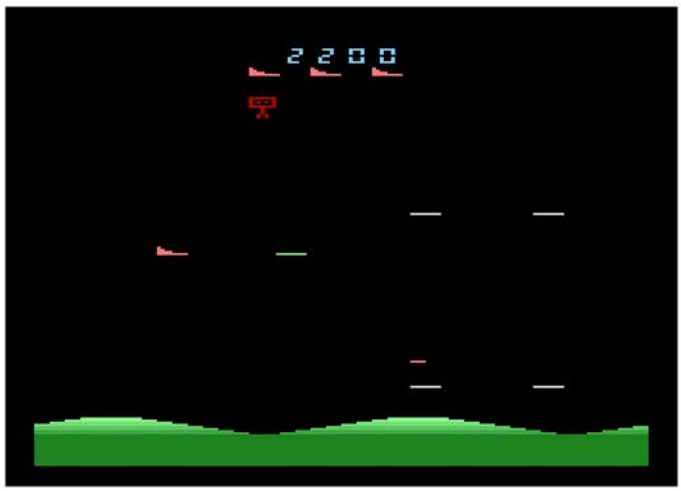
When the game begins you are flying over some mountainous terrain while the enemy droid Bobo hovers at the top of the screen. Soon a lone alien materializes in the distance, and is in need of killing. Shoot it and it rematerializes somewhere else on screen where it again will need shot. Kill it ten times and you'll be warped to the second stage.

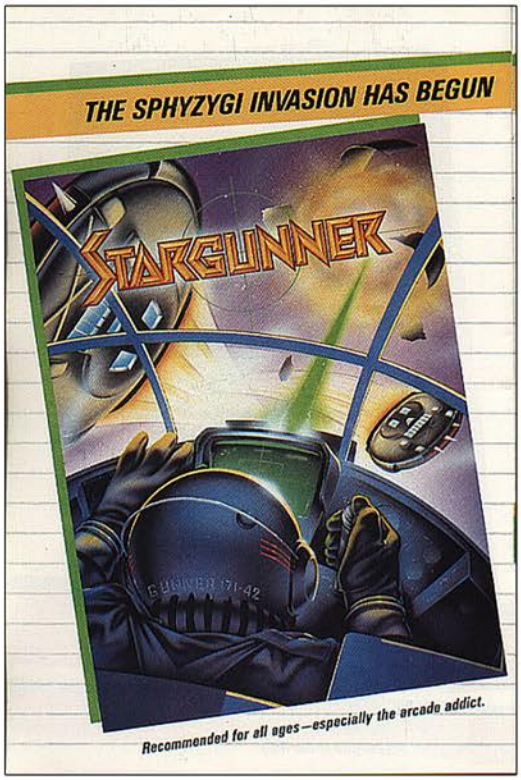
This time around there will be two enemies who will appear and reappear until they have been destroyed twenty times. This is followed by a stage with three enemies and a target of thirty kills before it cycles back around to one enemy with ten kills. None of the aliens fires at you, however they will gladly kamikaze themselves into you. The only exception is Bobo who constantly drops bombs towards you, so it's a good idea to stay near the bottom of the screen if possible.

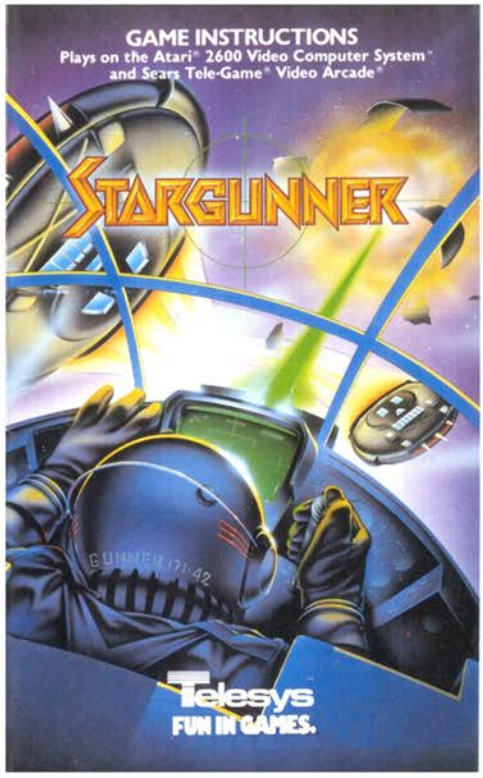


There are three speed levels you can pick from, with the slowest being the default. This mode feels like a cakewalk because the enemies rarely move, and when they do it's pretty slow. About the only time you'll get blown up is when they sneak off screen and warp around to the other side, or you aren't paying attention and Bobo scores a direct hit. The faster levels are a different story however, as the invaders have apparently discovered cocaine because they move so quick you won't have time to react.

Nothing here is particularly bad. The controls are responsive, the music and sound effects are fine, and there are rarely cheap deaths. However with only a maximum of three enemies on screen that can be killed at any given time (and only once every three levels at that) it feels more like a demo than a complete game. If there was an option to double or triple the number of enemies on screen this could have been a fantastic shooter, but as it stands it's more of a case of what could have been. Still, if you are desperate for a new 2600 shooter to play, you can certainly do worse than this.



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## THE INVASION BEGINS

The invasion is upon us!
A deadly alien squadron launches its attack and only you can stop it. You'll need split-second reflexes to keep the Yarthae Empire from total destruction. Take quick aim at the enemy. Fire! Fire! Fire!
But beware, this is no ordinary adversary!
As quickly as you destroy the Sphyzygi, new ones materialize. And even as you fire on them, their droid Bobo aims a fusillade of bombs your way. Dodge them and blast the invaders from the sky.
The empire depends on your fast reactions and your keen eye.

## OBJECT OF THE GAME

Stop the invasion of the Sphyzygi and score as many points as you can. You'll do this by avoiding bombs, and gunning down the alien saucers and creatures: the space buzzies and squeezers. But don't collide with them, or let them rematerialize at your location or you'll lose a ship.

## GETTING READY TO PLAY

Play with one or two players using the Joystick Controllers. Always be sure the power is off before inserting or removing the StarGunner cartridge from your video game system. For a one-person game use the controller plugged into the LEFT CONTROLLER jack. Hold the controller so the red button is to your upper left.

## DIFFICULTY SWITCH

Set the difficulty switch in the "B" position and the StarGunner's ship can fly and shoot both left and right. For a more difficult game, set the switch to "A." Now the ship can only point and shoot to the right (it still flies both left and right).

## TO BEGIN PLAY

There are a total of eight StarGunner™ games (see game variations for details). Game number is indicated in lower middle of screen. Push game select button or push Joystick forward to choose the game you wish to play. Press game reset or push red button on Joystick to begin game. To start a new game, simply push red Joystick button.

## PLAYING THE GAME

Your mission is to destroy as many aliens as possible without losing your own ships. To destroy an alien you must score a direct hit. A hit to the top is futile.
You can't shoot Bobo or his bombs!

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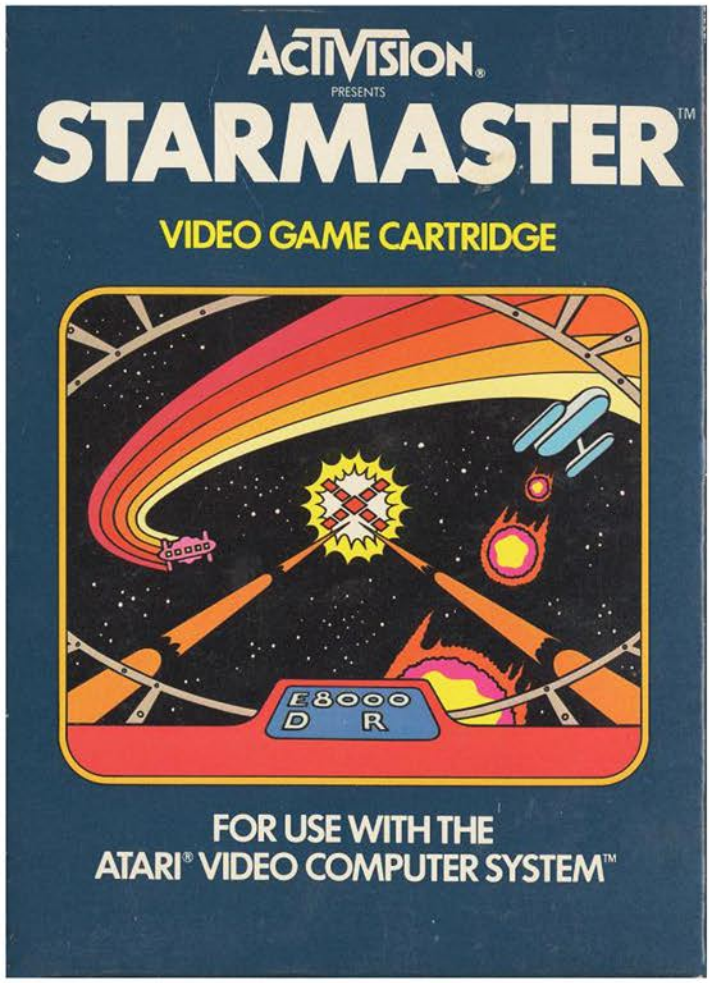
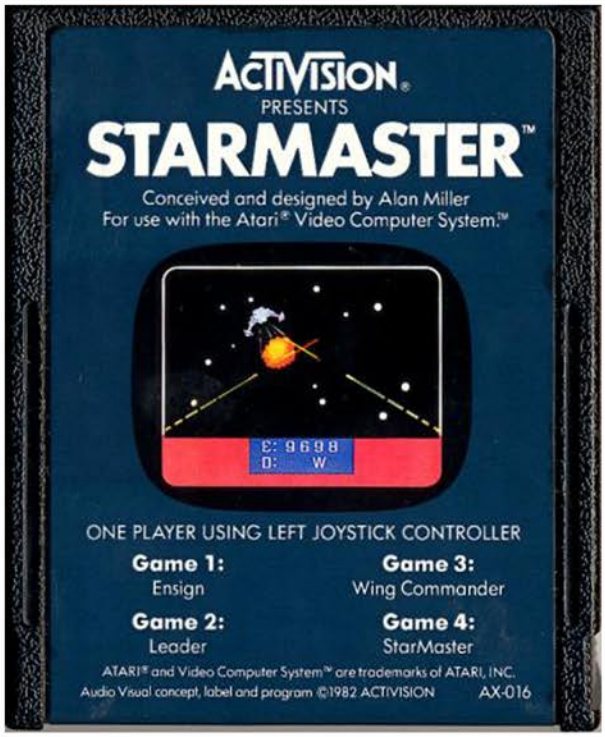
# STARMASTER

Release Date: 1982
Publisher: Activision
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AX-016
Rarity: 2
Programmer: Alan Miller

This space based shooter is one of the finest on the 2600.



Your starbases are under assault by an invading army of aliens. As the lone warship pilot in the quadrant, it's your mission to protect all four of them from imminent destruction.

The game opens with your fully charged ship hanging out in space, with nothing to shoot and no set destination. After a quick check of the star map (controlled by the color switch) you can see the bases that are in need of protecting as well as any enemy activity. When you see a dot that is approaching your ally, select the area closest to them and warp off into battle.

Your heads up display will begin flashing red when you are heading into danger, and it doesn't take long for the dogfight to begin. The fights are one on one, but they are difficult as the enemy can be a bit of a coward by firing from far away, making a retaliatory shot all but impossible. While it may be tempting to fill the space zone with laser fire, you'll have to resist the urge because each blast takes off a hundred energy (from your starting value of 9999).

As you take damage your console will let you know what systems are impacted. Your lasers can be disabled, your shields can be taken out leaving you vulnerable to a game ending shot. If your warp engines are damaged you'll burn twice as much energy moving from sector to sector. And finally if your radar is destroyed you won't be able to spot enemy fighters on the map. Damage will also impact your screen, occasionally causing it to glitch out, making dogfighting much more difficult. The good news is, if you can make it to a starbase they'll heal all your wounds and give you an energy boost.

This is arguably the premier space shooter in the 2600 catalog. The graphics and gameplay are top notch, and the map makes the universe feel huge. To top things off, the challenge is there without feeling overwhelming. If you are looking for space shooting action, this should be near the top of your list.

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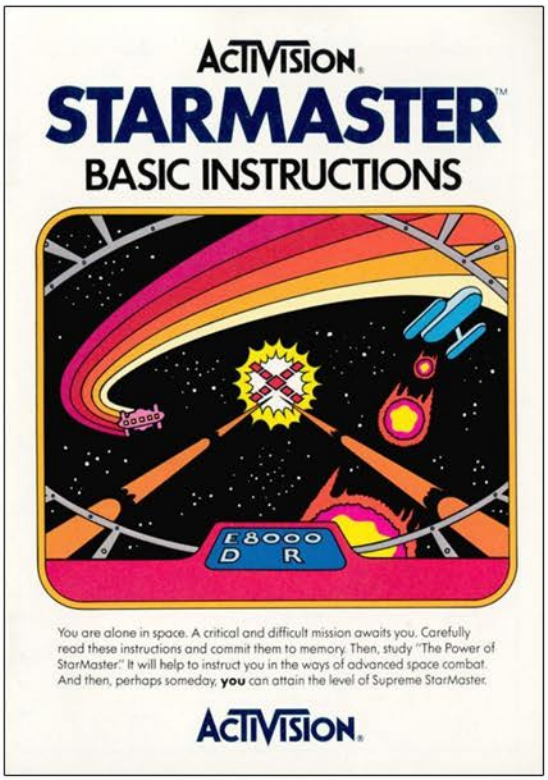
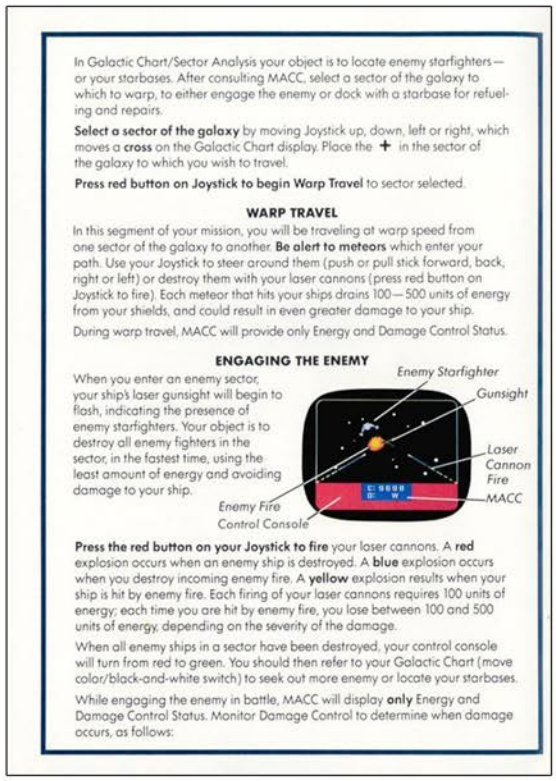




In Galactic Chart/Sector Analysis your object is to locate enemy starfighters—or your starbases. After consulting MACC, select a sector of the galaxy to which to warp, to either engage the enemy or dock with a starbase for refueling and repairs.

**Select a sector of the galaxy** by moving Joystick up, down, left or right, which moves a **cross** on the Galactic Chart display. Place the + in the sector of the galaxy to which you wish to travel.

**Press red button on Joystick to begin Warp Travel** to sector selected.

**WARP TRAVEL**

In this segment of your mission, you will be traveling at warp speed from one sector of the galaxy to another. **Be alert to meteors** which enter your path. Use your Joystick to steer around them (push or pull stick forward, back, right or left) or destroy them with your laser cannons (press red button on Joystick to fire). Each meteor that hits your ships drains 100—500 units of energy from your shields, and could result in even greater damage to your ship.

During warp travel, MACC will provide only Energy and Damage Control Status.

**ENGAGING THE ENEMY**

When you enter an enemy sector, your ship's laser gunsight will begin to flash, indicating the presence of enemy starfighters. Your object is to destroy all enemy fighters in the sector, in the fastest time, using the least amount of energy and avoiding damage to your ship.



**Press the red button on your Joystick to fire** your laser cannons. A **red** explosion occurs when an enemy ship is destroyed. A **blue** explosion occurs when you destroy incoming enemy fire. A **yellow** explosion results when your ship is hit by enemy fire. Each firing of your laser cannons requires 100 units of energy; each time you are hit by enemy fire, you lose between 100 and 500 units of energy, depending on the severity of the damage.

When all enemy ships in a sector have been destroyed, your control console will turn from red to green. You should then refer to your Galactic Chart (move color/black-and-white switch) to seek out more enemy or locate your starbases.

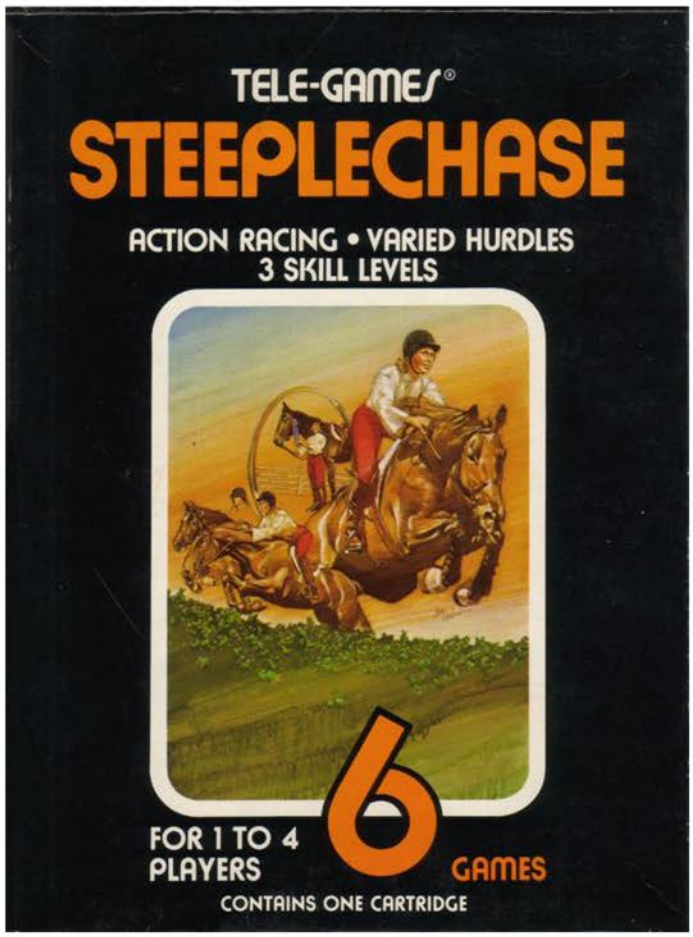
While engaging the enemy in battle, MACC will display **only** Energy and Damage Control Status. Monitor Damage Control to determine when damage occurs, as follows:

# STEEPLECHASE

Release Date: 1980
Publisher: Sears
Controller: Paddles
Players: 1 - 4
Genre: Racing

Alternate Title: N/A
Model #: 49-75126
Rarity: 4
Programmer: Jim Huether

Hands down the best (and only) horse racing game on the 2600.



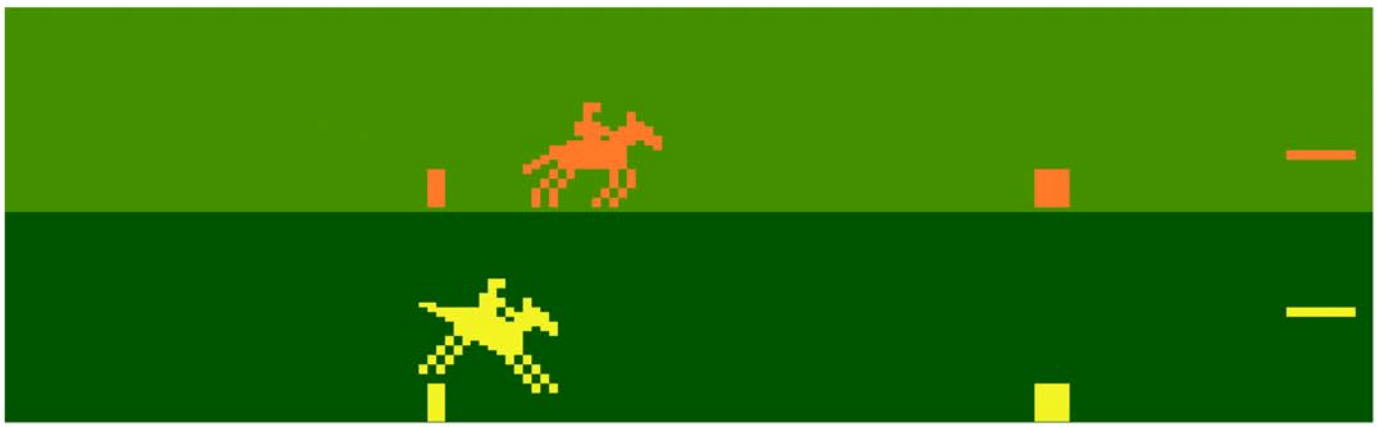
Grab your mint julep, put on your most outlandish hat and head out to the track from some horse racing action. Thanks to the paddle controls being utilized, bring up to three friends for a four player free-for-all.

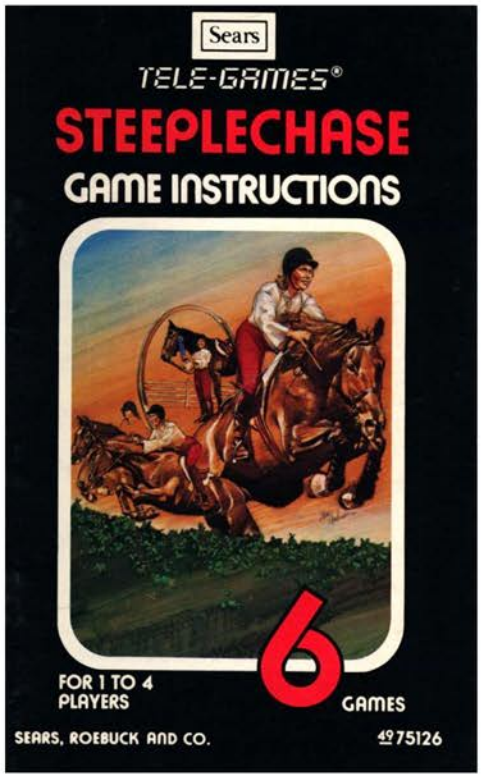
The game begins with the four horses on the left side of the screen and gives everyone a few seconds to trigger whether they want to be in the race or not. Those horses not selected will be controlled by the computer, then after a short pause the gun is fired and the race begins. The animals run at their own speed with the only input required by the player is when to jump. There will be hurdles that come up that range from tiny to huge, the later of which needs a perfect jump in order to clear. The race continues until one horse makes it to the other side of the screen, or the three minute time limit is up.

Each of the four horses has a name and backstory that is somewhat amusing. Little Dictator has a mean streak and once ate the entire grandstands after losing a race. Just Missed failed to show up to every single race before this one, just missing the start. Absent Mind is a bit forgetful, leading to him leaving a race and selling programs to spectators. And finally there's Lucky Devil, who is so great at racing he now lives in Horse Heaven. Of course these backstories have no impact on gameplay, but they are a nice touch.

The gameplay is predictably one note and wears thin quickly. The only options you can pick from are deciding if you want fixed or randomized hurdles and how good you want the computer to be. If you are playing alone the only viable choice here is the medium level, as easy is far too easy and expert makes the computer into a god that never misses a jump.

If you have three friends and want another competitive game you can all play together, this one fits the bill. If you are looking for an entertaining title to play on your own, you're going to have to look elsewhere.



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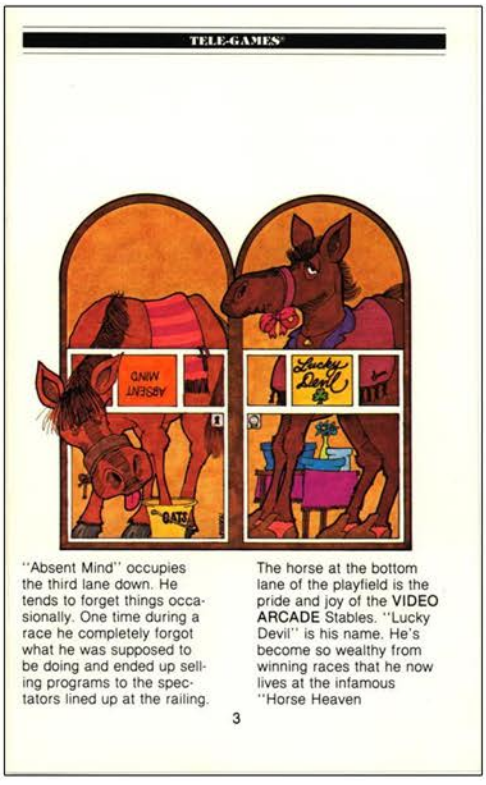
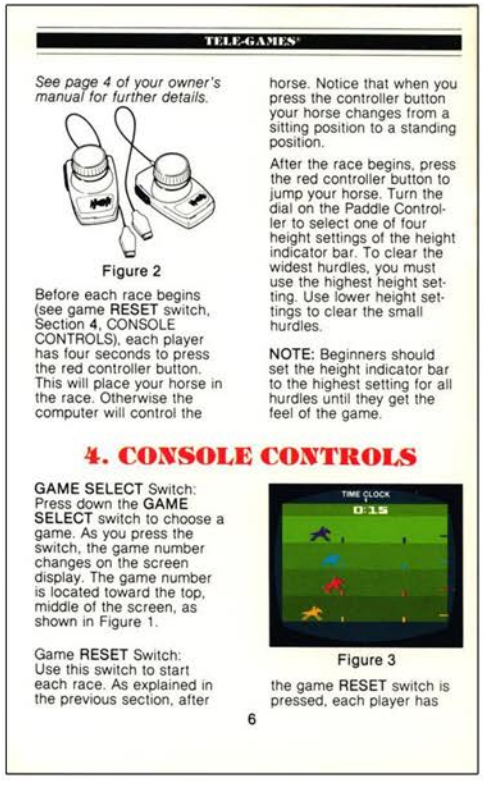


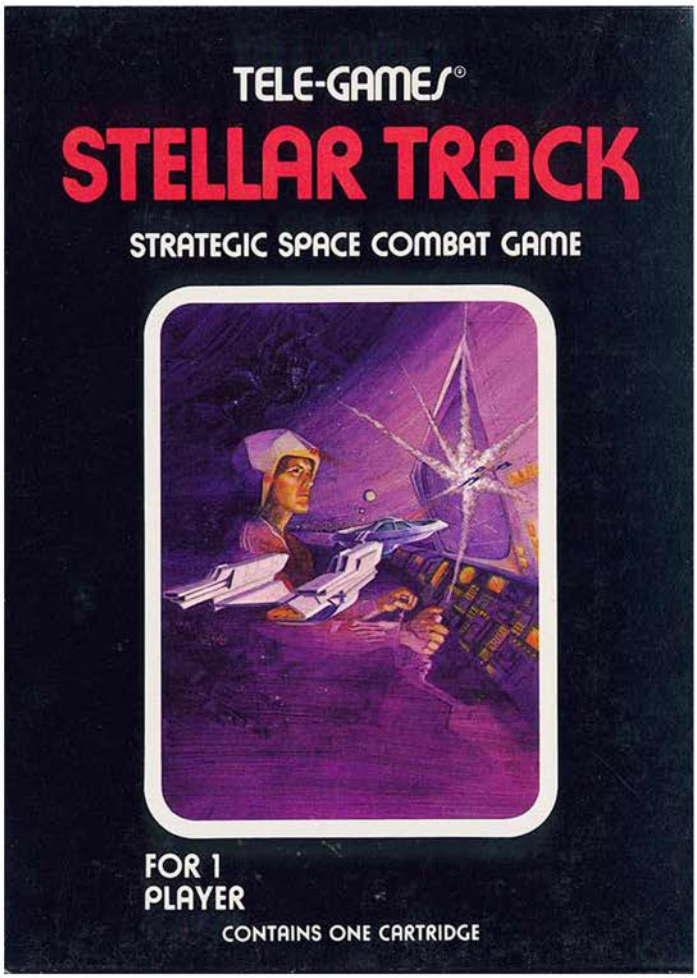

# STEEPLECHASE

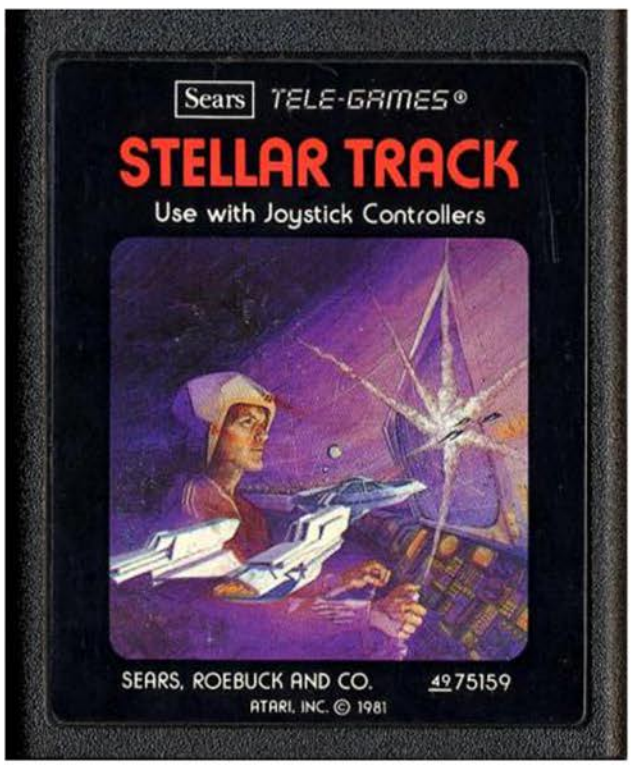
# Stellar Track

Release Date: 1980
Publisher: Sears
Controller: Joystick
Players: 1
Genre: Strategy

Alternate Title: N/A
Model #: 49-75179
Rarity: 4
Programmer: Robert Zbybel

This text based space strategy game will have most players scratching their heads.

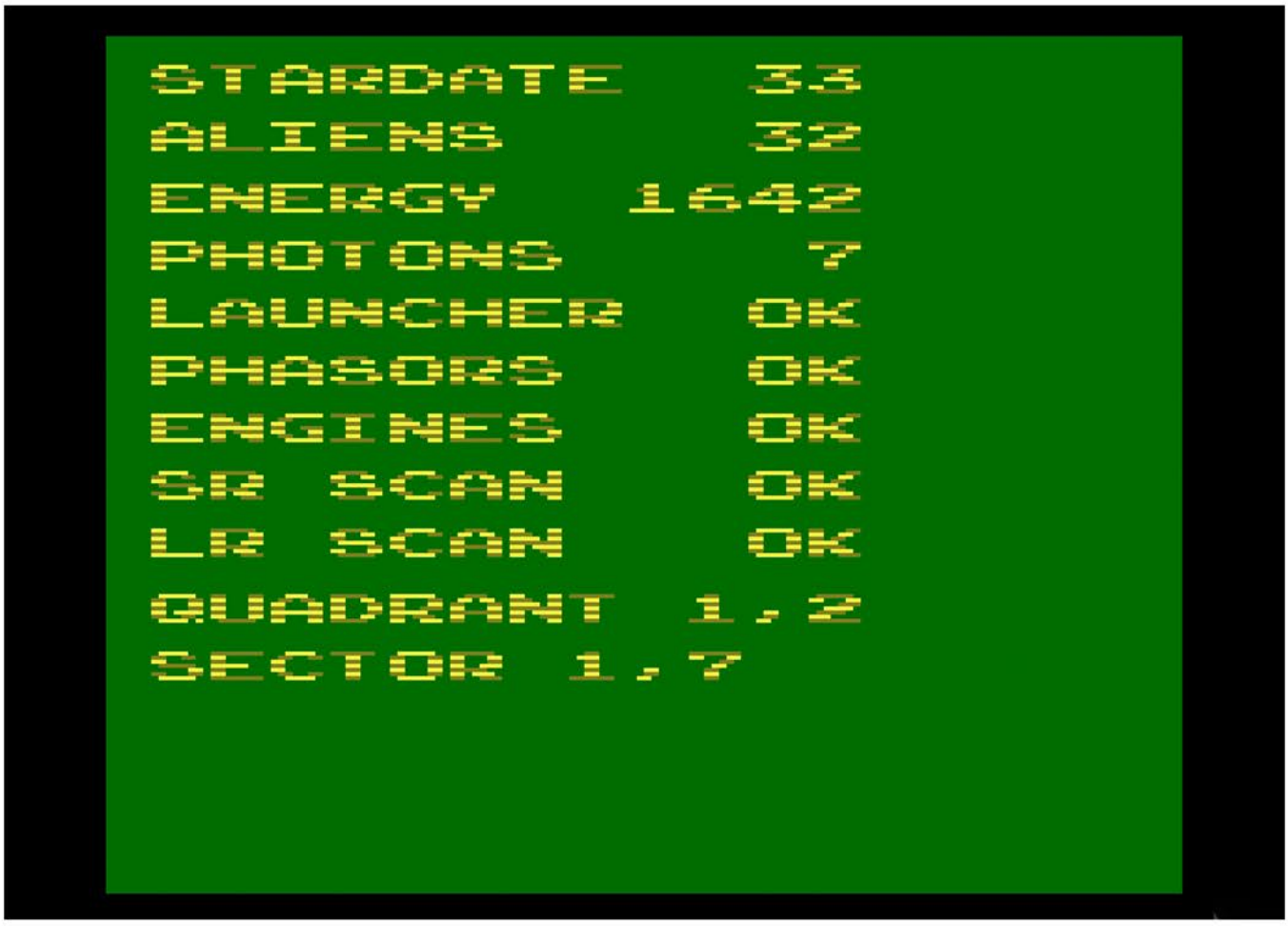


You are in command of a lone warship that has been commissioned by the House of Viceroys to protect the Terran government and fleet. Your mission is to venture out into space and destroy the invading aliens and prevent them from overtaking the planet.

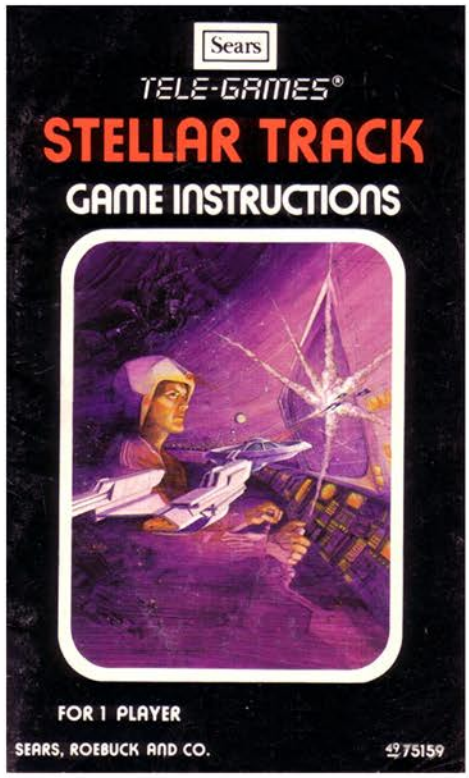
The game begins with you being randomly assigned how many invading alien ships there are, as well as the number of star dates you have to complete the annihilation in. From there you are taken to the galaxy map, which shows you everything that is in range. On this screen things get a little more complex.

You can elect to do a long range scan, which will give you an overview of what is in the quadrant with you. The information is displayed with a two digit number, the first letting you know how many aliens are in that space and if there are any star bases that need to be protecting. Next you can do a short range scan which will zoom in on the action and give you an up close look at things.



If you don't like what you see, or there's nothing going on, you can warp out of there. This not only uses up energy but also a star date for each quadrant jumped. When you do locate the enemy you can fire your photon torpedoes or your phasors in an attempt to destroy them. When you're detected however the aliens can and will fire back at you, and can damage any of your information gathering tools, your weapons, or your engines.

If all this sounds confusing, well, it really is. The text on screen just isn't detailed enough to make this a compelling strategy experience. Unless you spend a lot of time studying the manual and comparing it to what you are seeing on screen, you're going to be lost. Sadly even if you do figure out what's going on, the action is just so slow and plodding that there's not much fun to be had here. If you are looking for compelling strategy gameplay, this one just doesn't make the cut.

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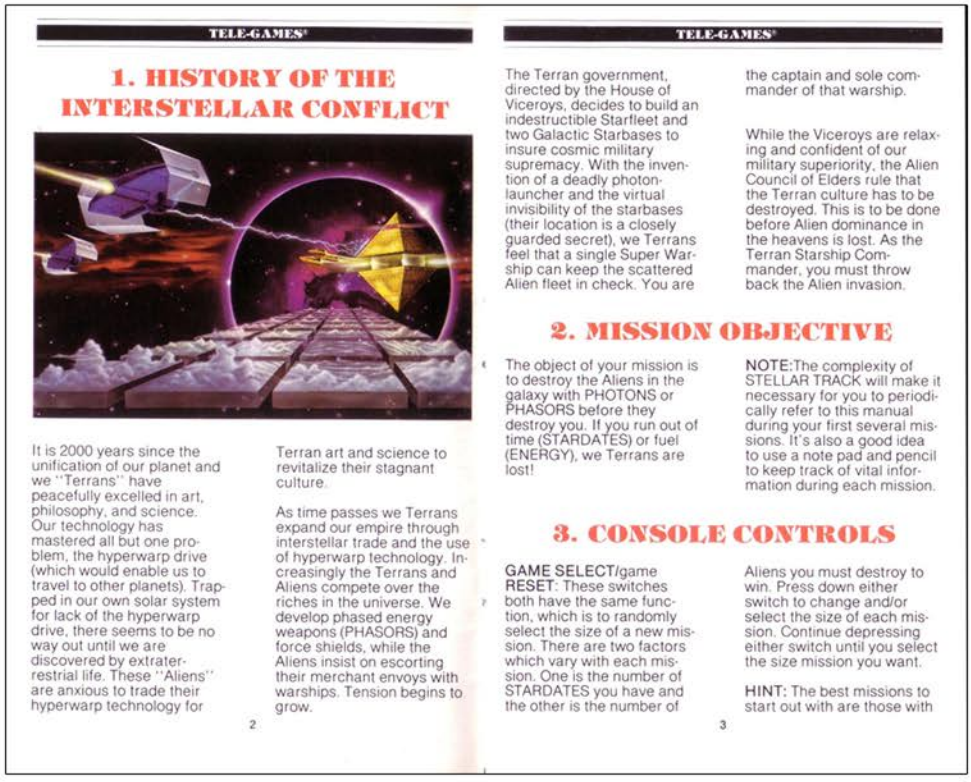


TELE-GAMES®

## 1. HISTORY OF THE INTERSTELLAR CONFLICT

It is 2000 years since the unification of our planet and we "Terrans" have peacefully excelled in art, philosophy, and science. Our technology has mastered all but one problem, the hyperwarp drive (which would enable us to travel to other planets). Trapped in our own solar system for lack of the hyperwarp drive, there seems to be no way out until we are discovered by extraterrestrial life. These "Aliens" are anxious to trade their hyperwarp technology for Terran art and science to revitalize their stagnant culture.

As time passes we Terrans expand our empire through interstellar trade and the use of hyperwarp technology. Increasingly the Terrans and Aliens compete over the riches in the universe. We develop phased energy weapons (PHASORS) and force shields, while the Aliens insist on escorting their merchant envoys with warships. Tension begins to grow.

2

TELE-GAMES®

The Terran government, directed by the House of Viceroys, decides to build an indestructible Starfleet and two Galactic Starbases to insure cosmic military supremacy. With the invention of a deadly photon-launcher and the virtual invisibility of the starbases (their location is a closely guarded secret), we Terrans feel that a single Super Warship can keep the scattered Alien fleet in check. You are the captain and sole commander of that warship.

While the Viceroys are relaxing and confident of our military superiority, the Alien Council of Elders rule that the Terran culture has to be destroyed. This is to be done before Alien dominance in the heavens is lost. As the Terran Starship Commander, you must throw back the Alien invasion.

## 2. MISSION OBJECTIVE

The object of your mission is to destroy the Aliens in the galaxy with PHOTONS or PHASORS before they destroy you. If you run out of time (STARDATES) or fuel (ENERGY), we Terrans are lost!

NOTE: The complexity of STELLAR TRACK will make it necessary for you to periodically refer to this manual during your first several missions. It's also a good idea to use a note pad and pencil to keep track of vital information during each mission.

## 3. CONSOLE CONTROLS

GAME SELECT/game RESET: These switches both have the same function, which is to randomly select the size of a new mission. There are two factors which vary with each mission. One is the number of STARDATES you have and the other is the number of Aliens you must destroy to win. Press down either switch to change and/or select the size of each mission. Continue depressing either switch until you select the size mission you want.

HINT: The best missions to start out with are those with

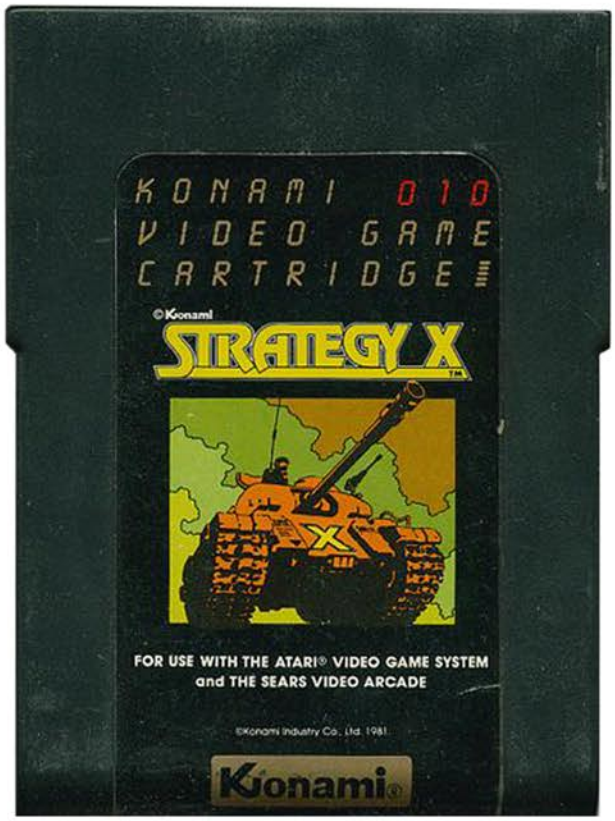
3

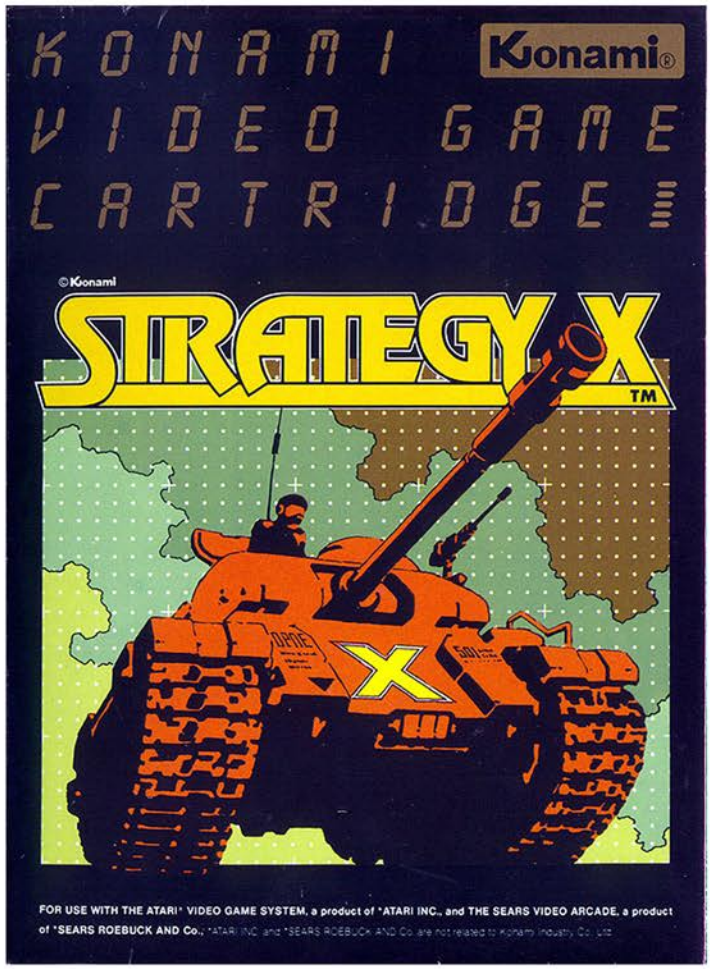
# STRATEGY X

Release Date: 1983
Publisher: Konami
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: RC-101-X 02
Rarity: 5
Programmer: N/A

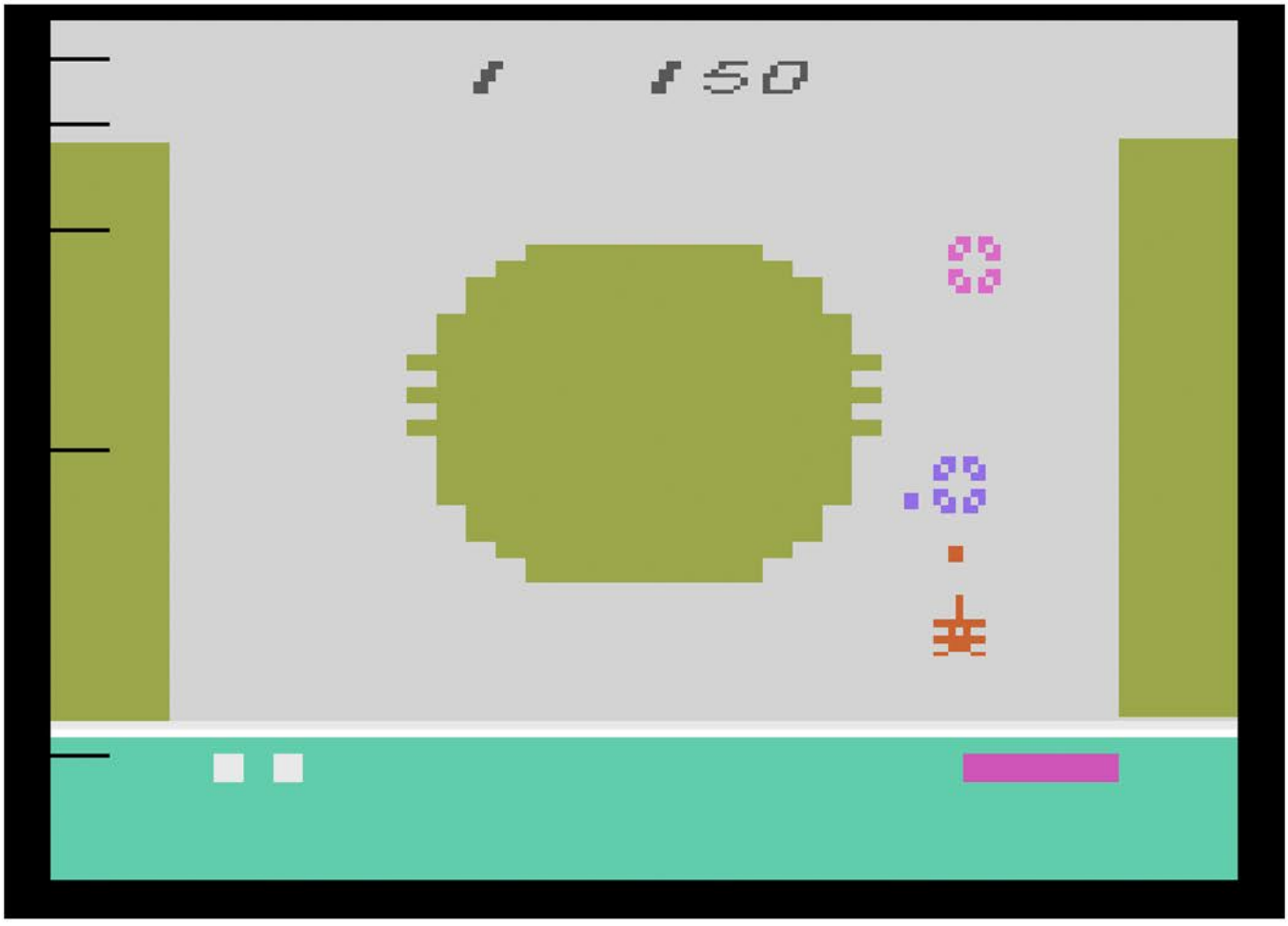
This is a passable port of the arcade game.

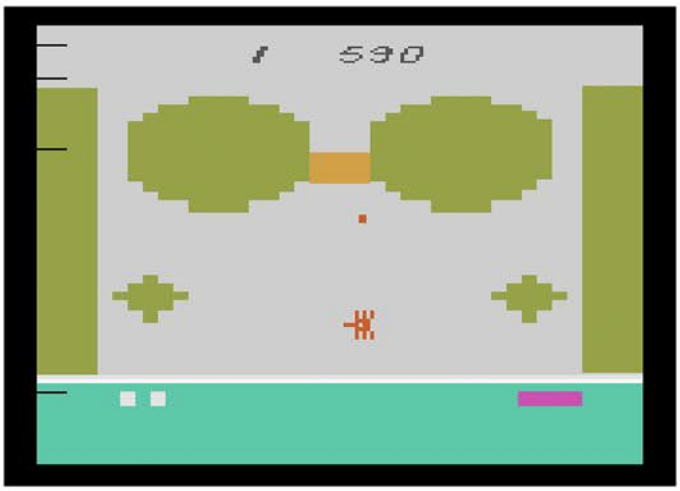


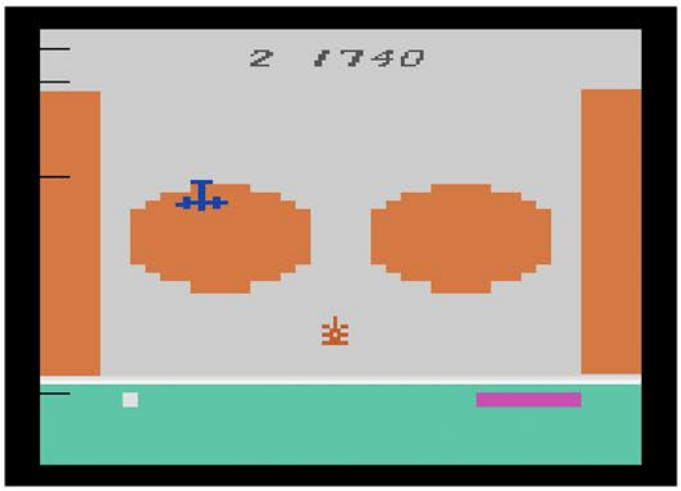



You are in control of a devastatingly powerful tank that just happens to get terrible gas mileage. Deep behind enemy lines, your mission is to destroy everything in sight, demolishing your nemesis ability to make war.

The game plays out in two levels, the green zone and orange zone. When you begin you'll see a blockade just in front of you that can be destroyed, and just beyond that is the first gunner's nest, which without a doubt contains a sniper because their aim is impeccable. Your tank is constantly moving forward, even when you are moving horizontally, which makes for some difficult maneuvering and forces you into enemy fire. You have a fuel gauge that will continually tick down, forcing you to refuel about every fifteen seconds. If you happen to venture into the grass however you'll watch as your fuel vanishes rapidly, which will cost you a spare life should it run out. Survive this and make it to the Triumphal Arch and you'll be off to the orange zone.

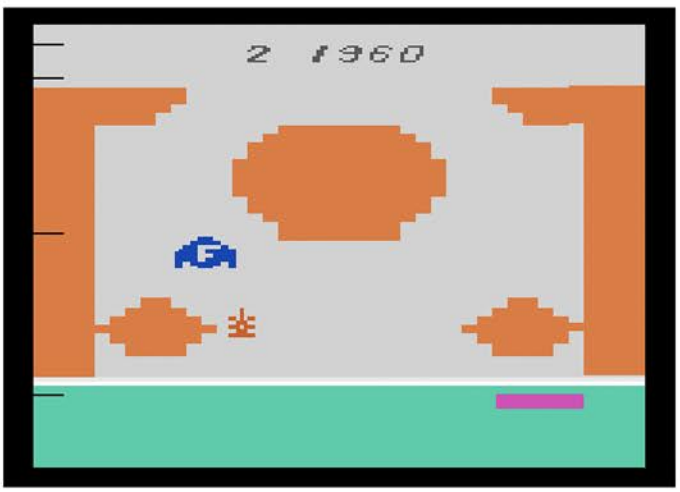


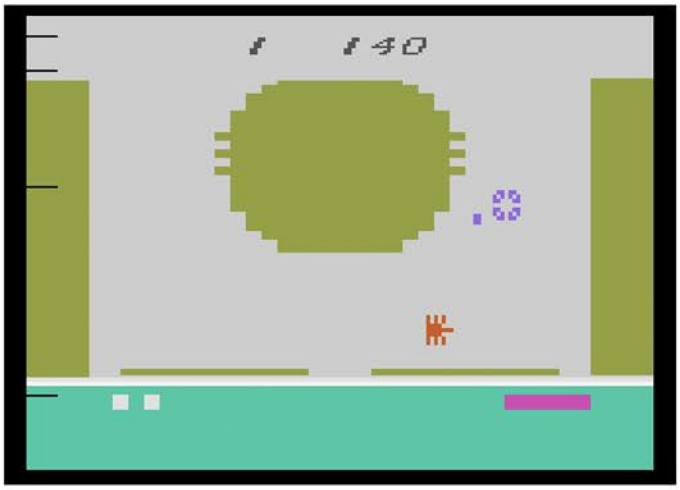


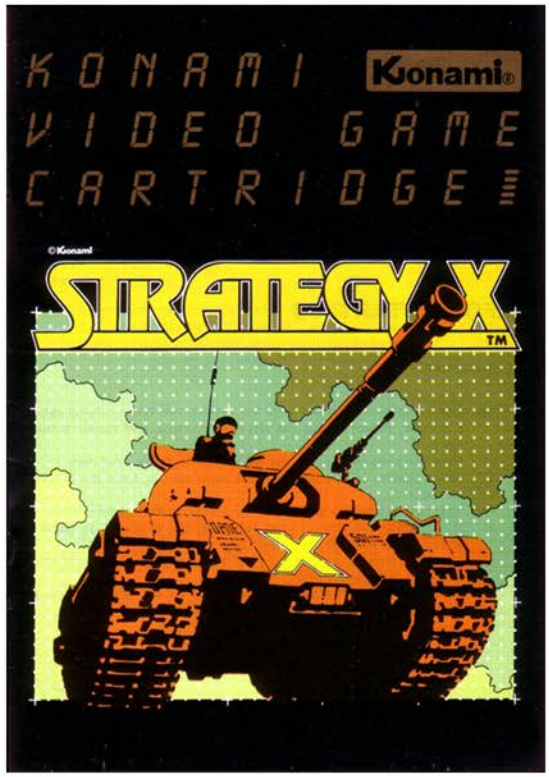




This level is laid out pretty much the same as the first, only now things are orange and instead of gunners you have dive bombers. These enemies will randomly spawn from the top of the screen and zigzag down, shooting missiles at you. The good news is, they can't crash into you. The bad news is they move so quickly that if they lock onto you it's going to result in your death since you aren't fast enough to avoid them. Just like the first stage there are fuel tanks around you must run over, and the orange grass will drain your gas rapidly. Survive this level and it's back to the first to do it all over again.

Nothing is particularly bad here outside of a somewhat unfair difficultly level, however nothing is exactly good either. The controls sorta work once you get the hang of them, and there are plenty of fuel refills scattered about so unless you are a poor driver you shouldn't run out. The graphics are subpar, especially for this late in the 2600 life cycle. If you are a fan of the arcade game, or just arcade gameplay in general, there is enough to warrant a playthrough.







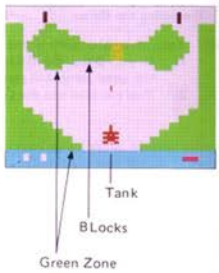

Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## SCENE 1

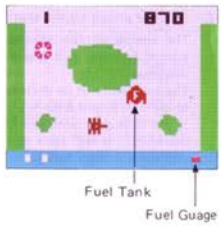
Move forward by destroying the blocks that are in your path with shells from the tank. But if the tank gets onto the GREEN ZONE, it will start to slip and use up more fuel. The enemy gun position is aiming at your tank, so try to get round to the side or behind it and destroy it with shells. An alarm will sound when you are running out of fuel, but if you successfully manage to re-fuel, you can get through the enemy lines and pass through the triumphal arch — and so on into the next scene . . . .

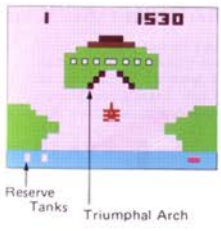
2) Enemy attacks
- The enemy is aiming his shells at the tank
- The speed of his shells will vary with the color of the gun position and the range.

1) Destroying the blocks
- Destroy the blocks by firing shells from the tank, and move forward widening your path as you go.
- The tank will explode if it collides with a block.
- If the tank gets onto the GREEN ZONE, it will start to slip, lose speed, and use up more fuel.



3) Re-fueling
- When you start running out of fuel, the fuel guage will turn red and an alarm will sound.
- In order to re-fuel, the tank must move to on top of the fuel tank. When the re-fuelling sound is heard, the fuel tank will disappear from the screen, and the fuel guage at the bottom right hand corner of the screen will indicate full.




4) Triumphal arch
- When you pass through the triumphal arch, that is the end of the scene and you get bonus points and an extra tnak.

Please note that the display can show a maximum of two reserve tanks only.

# The Atari 2600 Encyclopedia Volume 6

Strawberry Shortcake
To
Z-Tack

Derek Slaton

# The Atari 2600 Encyclopedia
# Volume 6

## Strawberry Shortcake
## To
## Z-Tack

By: Derek Slaton

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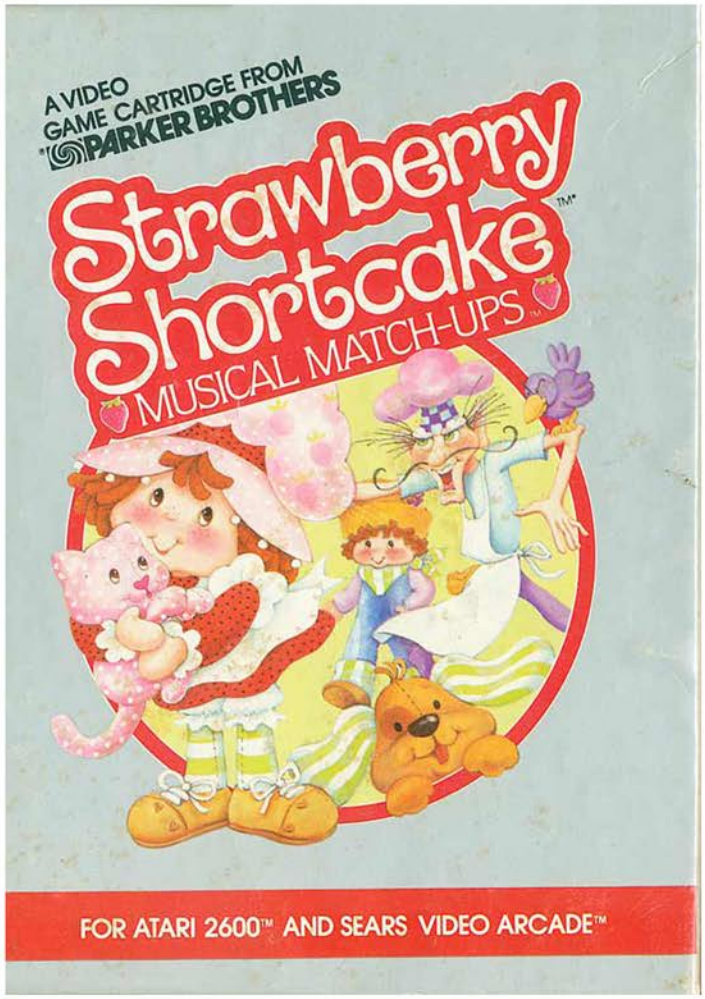
X-Man
Yar's Revenge
Zaxxon
Z-Tack

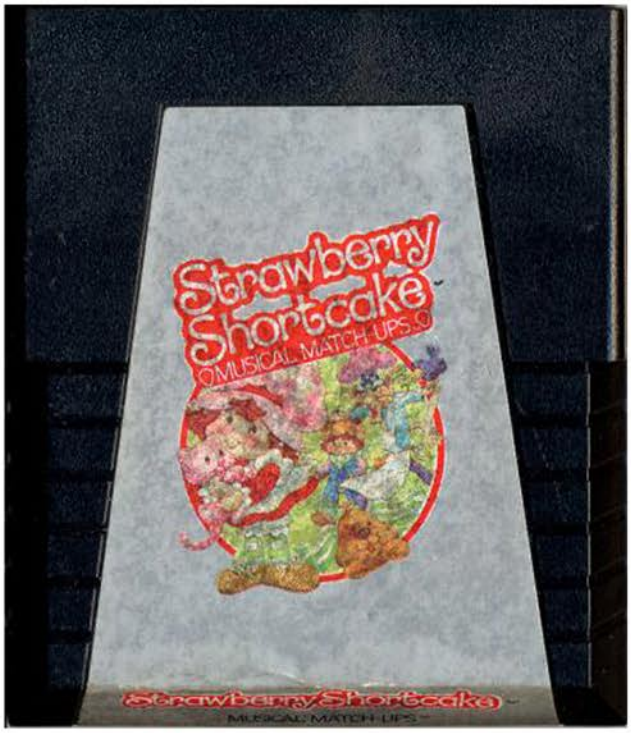
# Strawberry Shortcake

Release Date: 1983
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Education

Alternate Title: N/A
Model #: PB5910
Rarity: 4
Programmer: Dawn Stockbridge

This mix-and-match gameplay barely qualifies as a game.



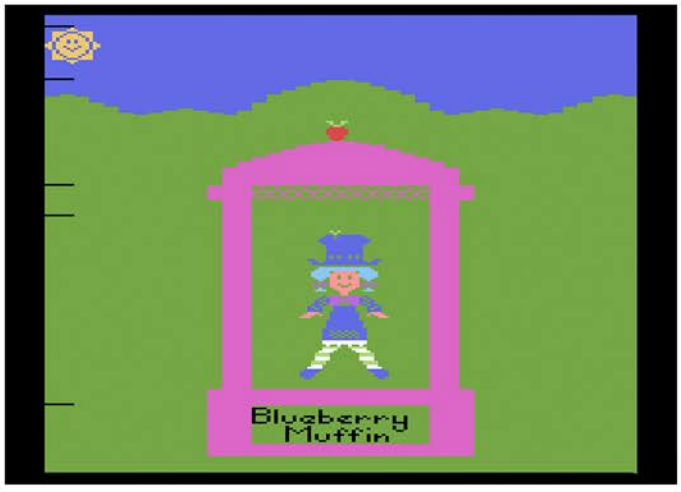
Welcome to Strawberryland, home to some of the cutest characters ever set loose upon the masses. Unfortunately the dastardly Purple Pieman has mixed up everyone's body parts, and it's up to you to fix them. Do it correctly and you'll be rewarded with a catchy theme song of the character you fixed, however do it incorrectly and you'll get a mixed up song that is arguably more fun.

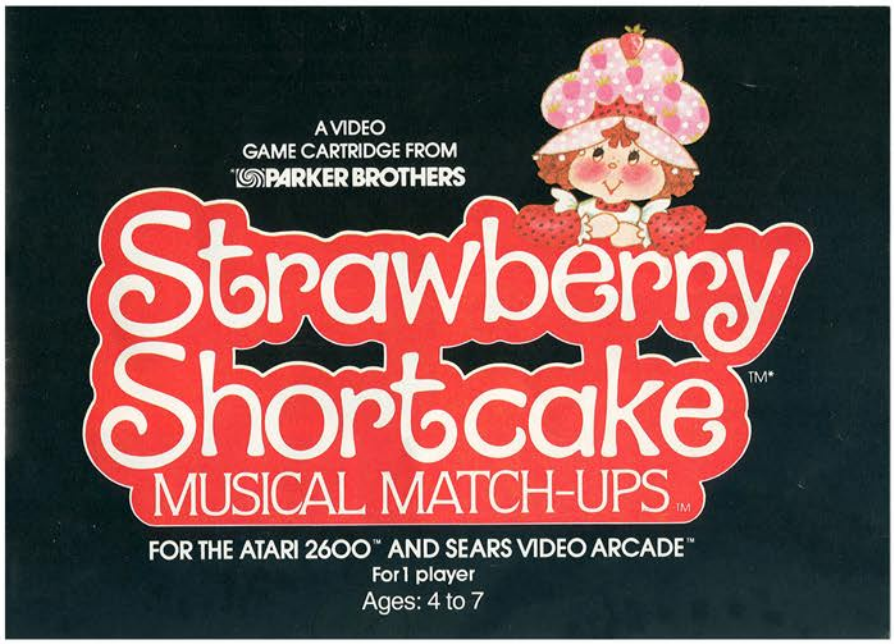
The game begins with a mixed up character standing in the middle of a gazebo. By highlighting their head, torso, and legs you can swap out the body parts from five different characters to create what you think is the correct combination. When you hit the button, the character will dance a jig while a three part tune plays. If you assembled them correctly, their name will appear at the bottom of the screen and the song will sound consistent all the way through. Miss one or two of the parts and they'll still dance, but the tune will be mixed up and sound off.

There are five characters you can build. Strawberry Shortcake is the happy-go-lucky star, Huckleberry Pie has his straw hat. Blueberry Muffin and Lime Chiffon color coordinate their outfits to go along with their name. And finally there is the Purple Pieman, who you know is a bad guy because he has the large mustache that you know has been twirled a time or two.

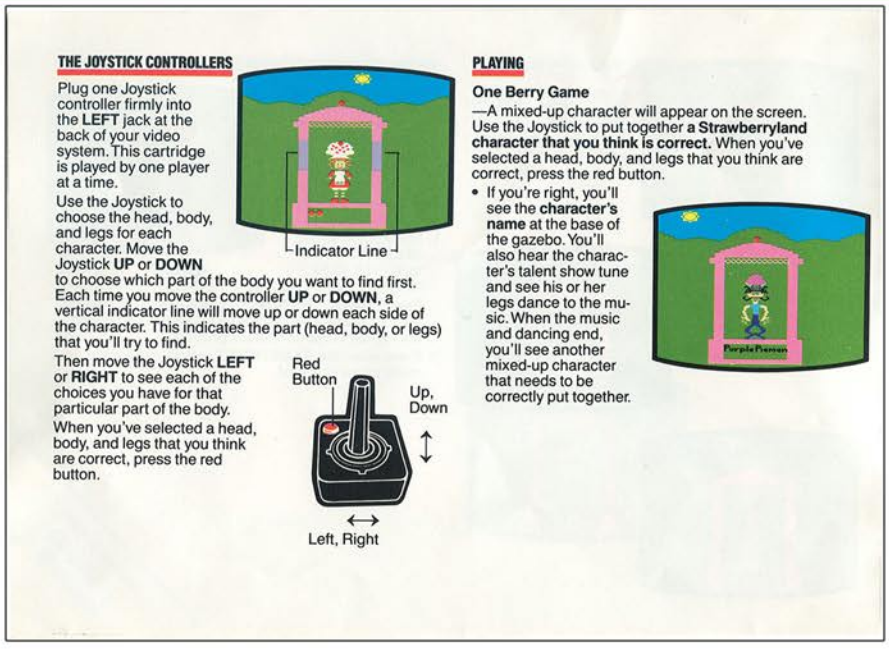
There are four gameplay varieties that mix things up just a hair. The first one allows you to create whatever character you want, while the second will prompt you with a character name. Games three and four will have the sun moving across the sky as your timer, with the only difference being the speed it moves.

That's the extent of the gameplay, which is pretty lackluster even for a game aimed at the younger crowd. The graphics are quite fun however, and the tunes are catchy, but the only real entertainment value comes from dressing the evil Purple Pieman in a dress and making him dance for your amusement. If you want a quick laugh, pop it in for a minute or two, but that's probably going to be the longest you'll want to endure.





Above: Manual Cover
Left: Catalog Sample
Below: Manual Page Sample

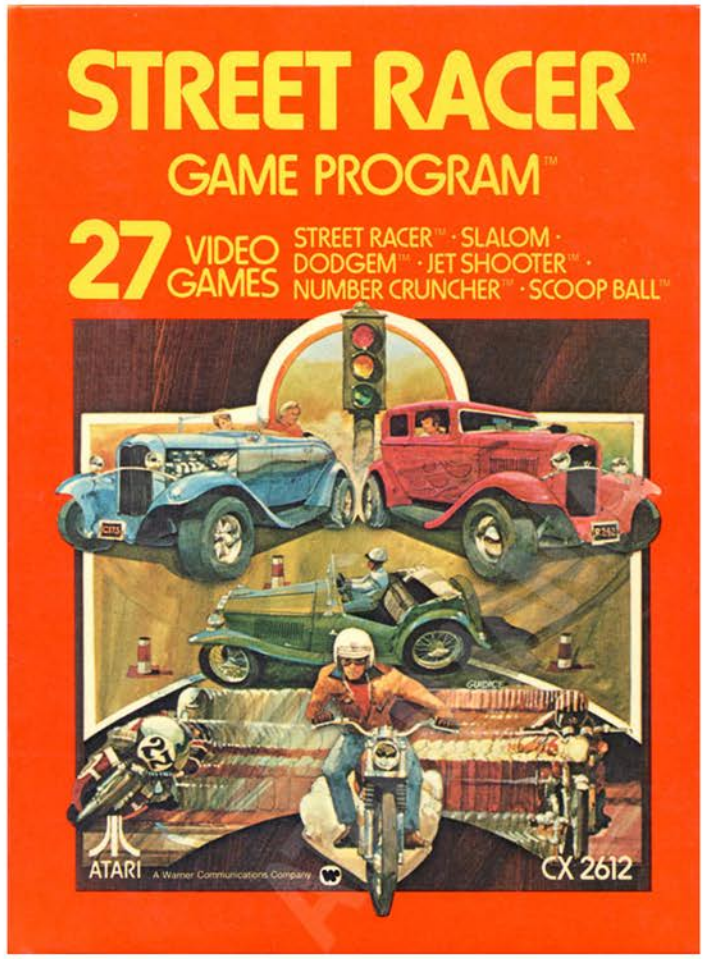


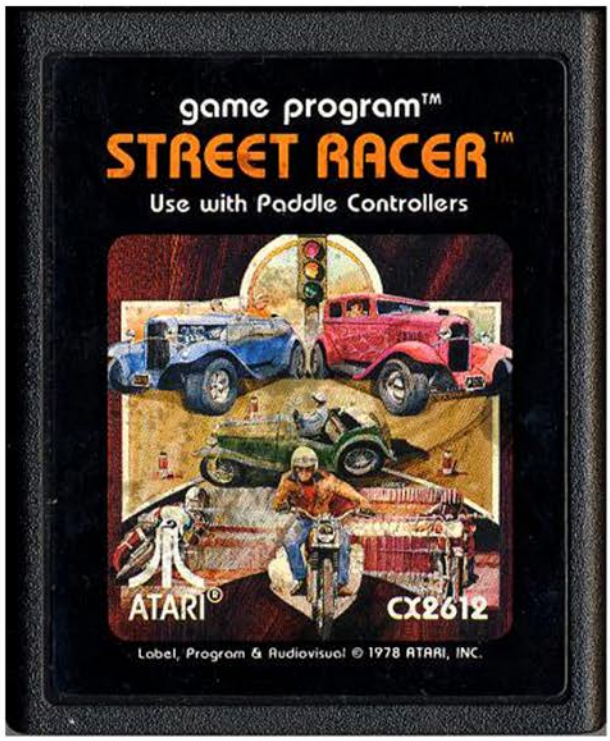
# Street Racer

Release Date: 1977
Publisher: Atari
Controller: Paddles
Players: 1 - 4
Genre: Racing

Alternate Title: Speedway II
Model #: CX2612
Rarity: 2
Programmer: Larry Kaplan

This early racing title provides a lot of variety for up to four players.



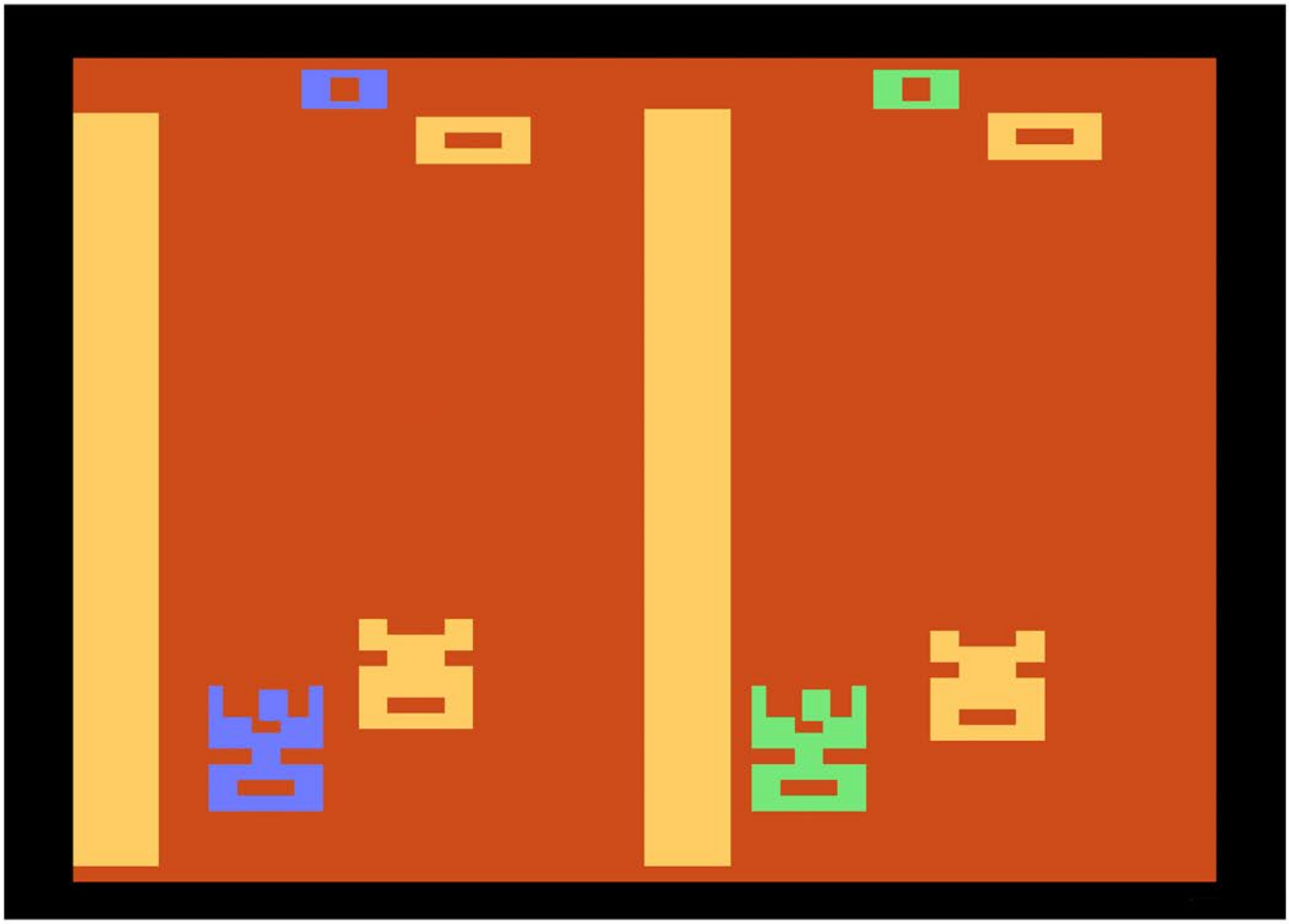



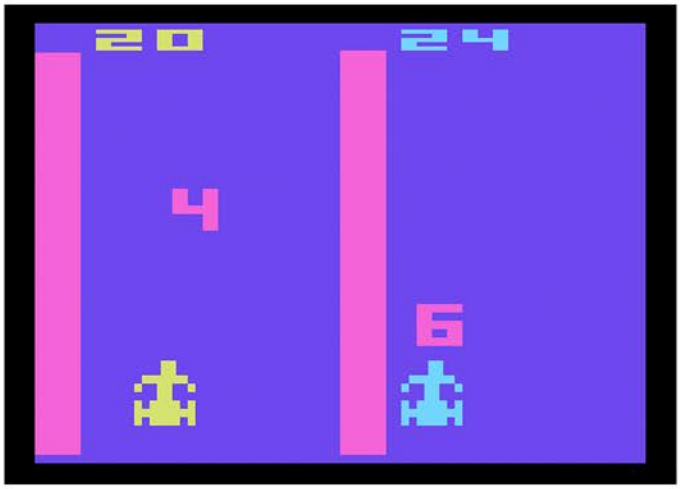
Get behind the wheel of a souped up race car and hit the track for six different events (five if you are playing solo however). By bringing up to three friends along, the action can quickly get frantic.

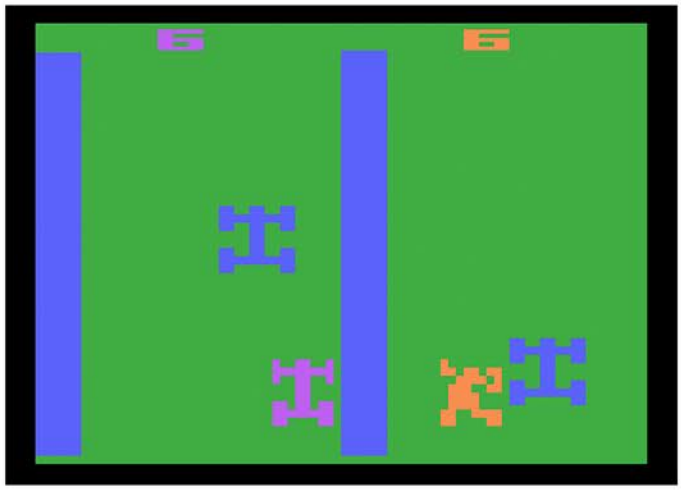
The first mode is the standard street race, where the goal is to pass other drivers as quickly as you can. Each player or team is confined to one vertical half of the screen, and as they speed up more computer drivers will emerge from the top of the screen. Pass them and gain a point, hit them and you'll be out of the race for a couple of seconds. The first player or team to ninety-nine points, or whoever has the higher score after two minutes and sixteen seconds, wins (which is true on every mode).

The slalom race trades in cars for skis, and sends you hurtling down a hill towards solid walls. Fortunately there are slots cut into each of them, giving you a narrow pathway to avoid a collision.

Dodgem is up next, where you must speed along the track while avoiding potholes and other obstacles in your path. Each time you pass one, you get a point, and when you crash you'll be motionless for several seconds.





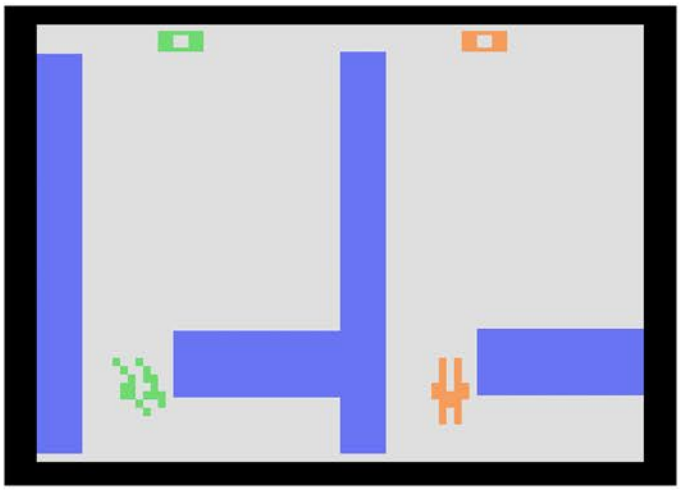



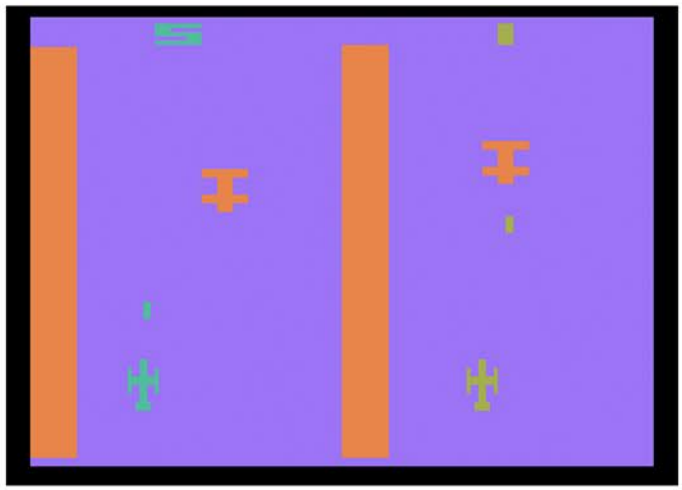

The jet shooter mode mixes things up a bit and gives you a machine gun to work with. As you fly down the course, enemy pilots will emerge from the top of the screen and it's up to you to blow them out of the sky. Landing a direct hit will gain you a point.

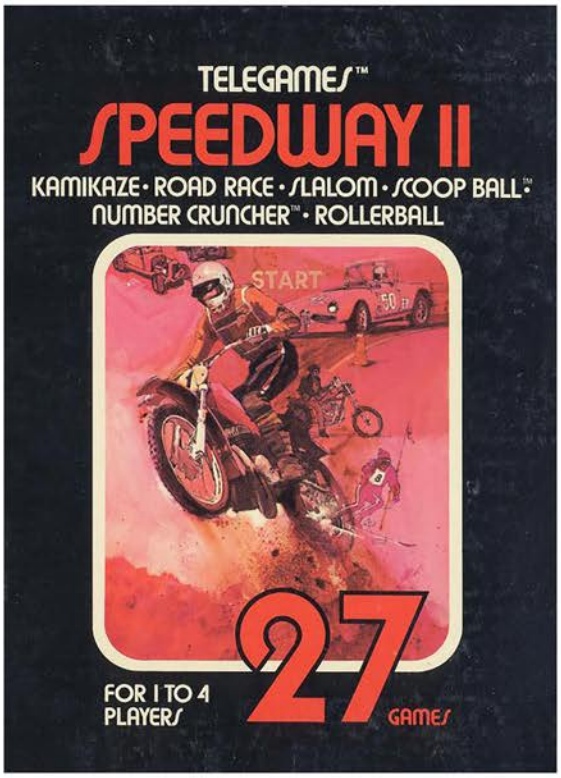
Number crunchers once again changes everything up, changing the goal to running over things rather than avoid them. As you progress down the track, the numbers two, four, and six will randomly appear. If you manage to hit them straight on you'll be rewarded with that number of points. If you are a little bit off it will cause you to crash and you'll lose time as your opponent racks up the score.

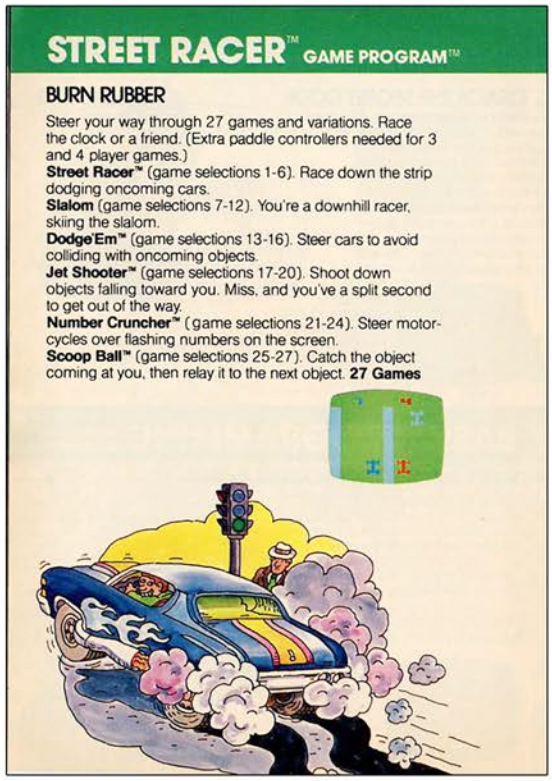
The final game is called scoop ball, where the goal is to avoid traffic and pick up balls that are scattered about. If you hit the ball dead on, you get a point, however if you come at it from the side or touch another vehicle you'll be down for the count.

Even though the graphics are very rudimentary, the gameplay is spot on. With the wide variety of gameplay modes, and the ability to have four players battling it out simultaneously, this is a good one to get if you enjoy racing.

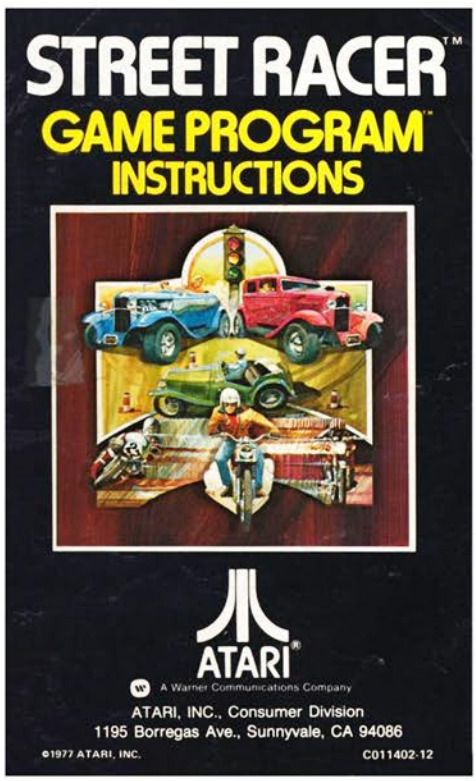





Top Left: Sears Tele-Games Box
Top Right: Catalog Sample
Below: Manual Cover and Page Sample

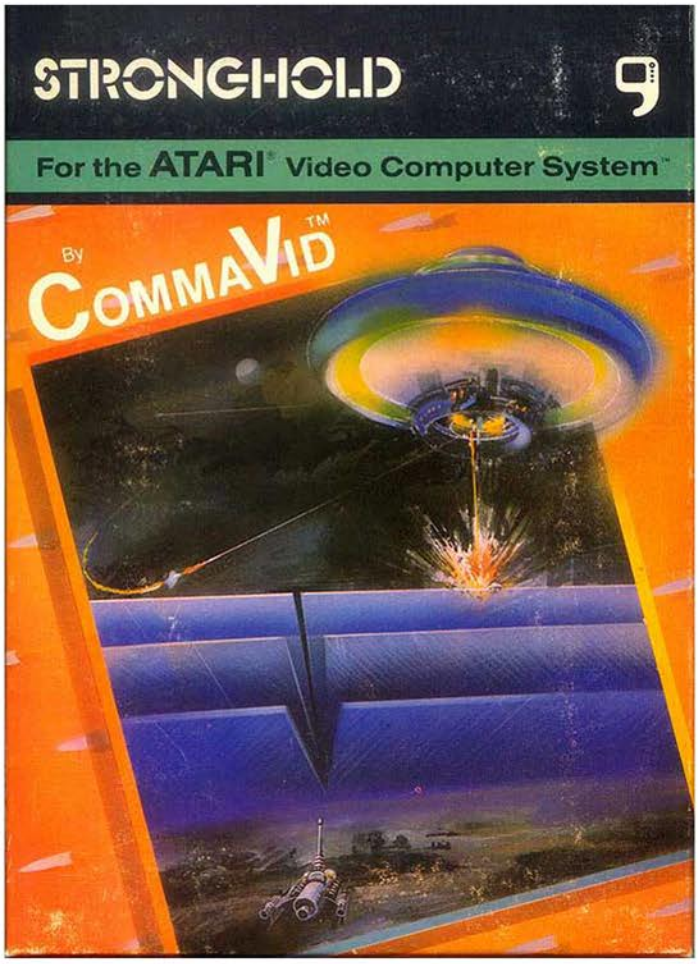


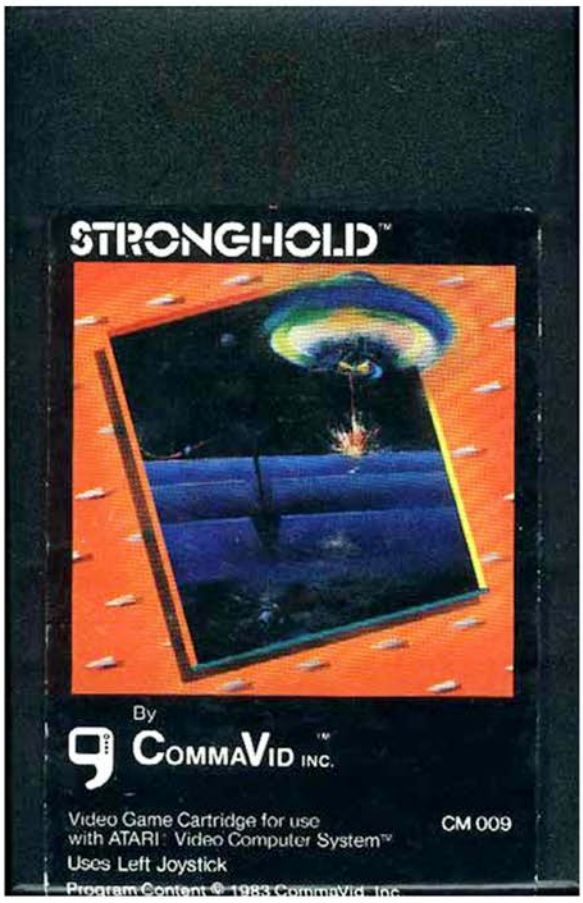
# STRONGHOLD

Release Date: 1983
Publisher: CommaVid
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CM009
Rarity: 9
Programmer: Joseph Biel

This incredibly rare title has a nice take on the shoot'em genre.



You are a member of the space-security force who has been tasked with clearing out an abandoned asteroid of enemy drones. This mission becomes exponentially more difficult once a lethal asteroid-crawler appears and puts up a three tiered shield.

The game plays out in two phases, the drone phase and the shielded section. The drone phase involves attack drones moving up from the bottom of the screen that attempts to destroy you via contact. Depending on your gameplay selections they may attack solo or in pairs, and could be invulnerable. Regardless of which variety you choose, the only goal here is to stay alive until they pass, which triggers the next phase.

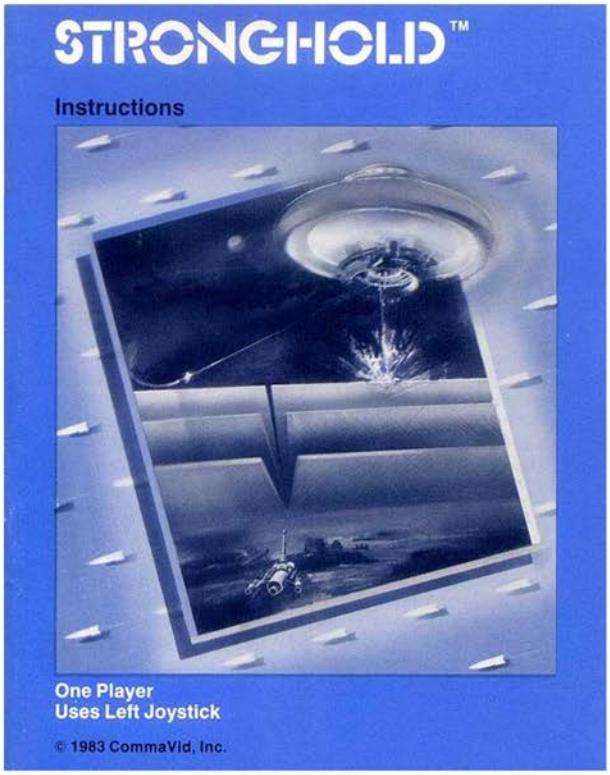
The shielded phase begins when a trio of force shields materialized near the bottom of the screen. Below that is the dreaded command crawler that will decimate you the first chance it gets.

Above the forcefield are interceptors and patrollers, who will hunt you down as you do battle with the crawler below. As you shoot out the shield you'll find that it's in motion, so the gaps you create will move horizontally. When there is a clear shot through the trio of shields, the crawler will immediately fire, which means if you were planning on ambushing it you'll be blasted out of the sky instead. Land a direct hit however and you'll be off to the next asteroid.

Your vessel has a unique firing method that allows you to shoot diagonally as well as straight down. There are two major drawbacks to this, the first being that you have no horizontal firing capability. This would have been extremely useful as enemies are constantly beside you. The other problem is that in order to aim in that direction you have to first move in that direction, which will oftentimes take you dangerously close to the enemy you are trying to kill. More often than not you'll end up becoming a kamikaze pilot rather than a sharpshooting one.

While your ship's weapon aiming leaves a bit to be desired, and the lethal accuracy of the command crawler can cause frustration, the overall package here is quite nice. The action is frantic, the variety is nice, and there are several difficulty settings to tailor it to your needs. If you are a fan of the genre this is worth a look.

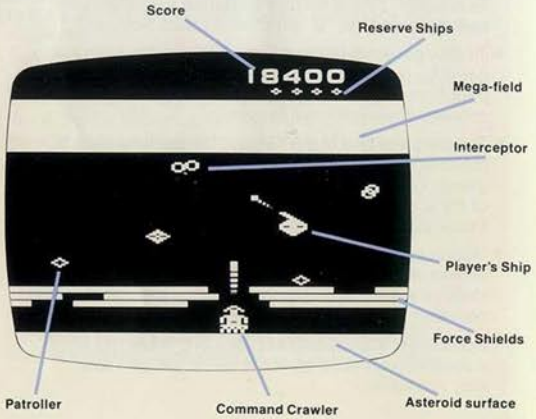
## STRONGHOLD




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## USING THE JOYSTICK

- Hold the base of the joystick in your hand with the fire button in the left corner nearest the TV.
- Pushing forward and backward on the joystick moves your attack ship up and down the screen. Pushing left and right moves your attack ship left and right across the screen. Pushing the joystick in any of the four diagonal directions will move your attack ship diagonally on the screen.




- Push the **fire button** on the joystick to fire your attack ship's gun. The gun always points in the direction your attack ship last moved. However, **the gun can never aim or fire directly to either side** of your attack ship.
- In games with "rapid fire", your attack ship will keep firing as long as the fire button is pressed. In other games, you must press and release the fire button for each shot.
- You can **refire at any time** by pressing the fire button. **Any blast already in flight will be instantly recalled** and a new one fired.

## PLAY FEATURES

- When the game begins, you have **five** attack ships; one in play and **four** in reserve. The reserve ships are displayed in the upper right corner of the screen, below the score. **A new reserve ship is earned each time you destroy a command crawler** and neutralize an asteroid. Up to **six** attack ships can be held in reserve.
- For each section of shield you knock out, 10 points are scored. Destroying a drone, patroller or interceptor scores 20 points. Destroying a Command Crawler scores 90 points.
- Collisions with the drones, patrollers or interceptors will destroy your attack ship. In addition, when you have broken a hole through the shields, the Command Crawler will be able to fire deadly bolts through the opening.

# STUNTMAN

Release Date: 1983
Publisher: Panda
Controller: Joystick
Players: 1
Genre: Arcade

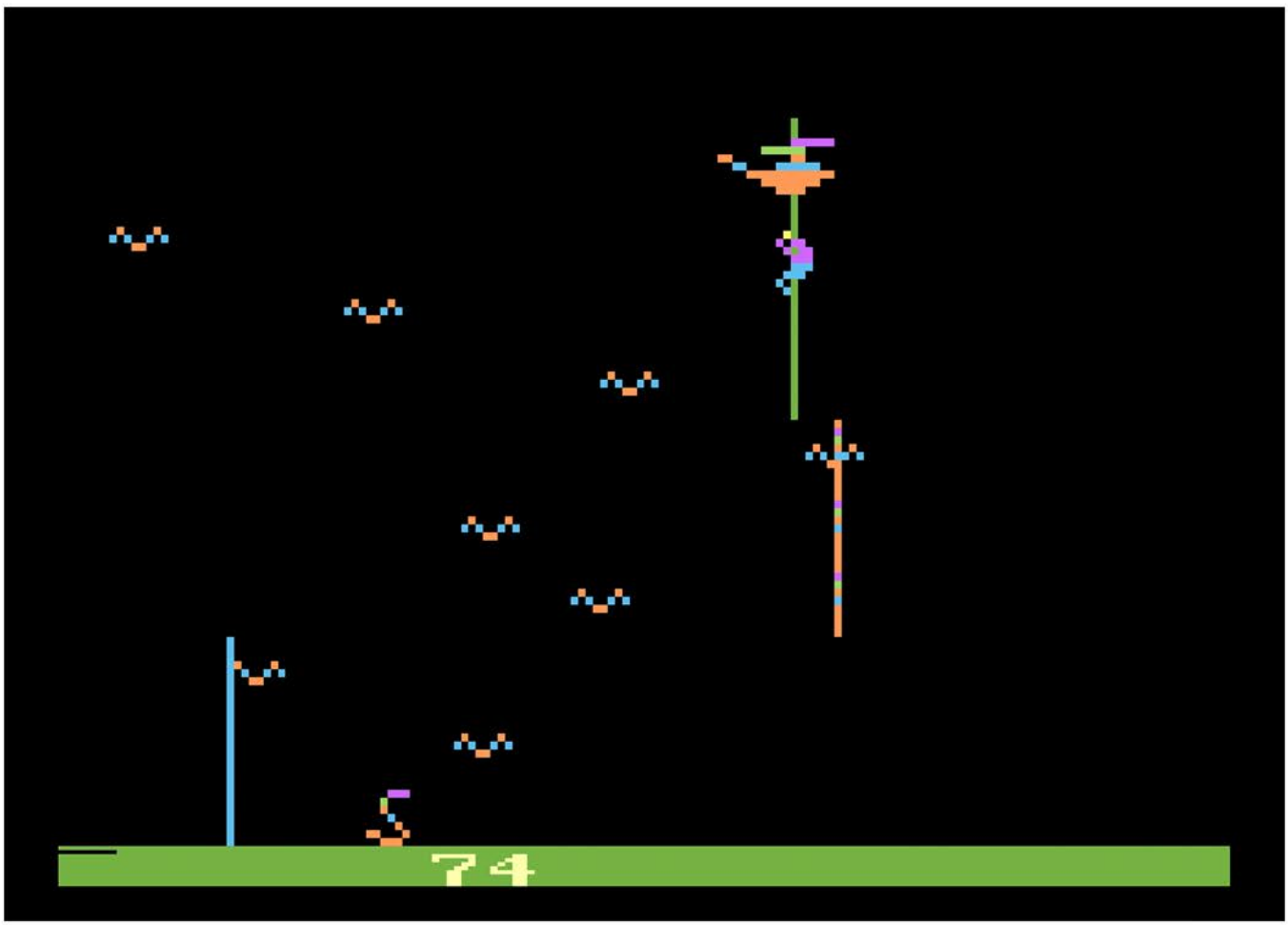
Alternate Title: N/A
Model #: 105
Rarity: 6
Programmer: N/A

This strange title is virtually unplayable.

You are the stuntman, who must use his stunt skills to escape his current situation by climbing to the top of the screen and make it onto a waiting helicopter. Standing in his way are several enemies, and some of the worst controls to be found.

The game begins with the stuntman at the bottom of the screen, looking up at several rows of flying birds as well as some magical ropes that are moving back and forth. By utilizing his climbing and leaping ability, you must get up the ropes while avoid being touched, all before the rapidly moving timer ends. Succeed and you'll be whisked away to the next level, which is where the difficulty really shines.

Sometime during his chopper ride, the stuntman has come into possession of a large stick, which must be used to beat all of the Devilfaces into submission. Scoring a direct hit will turning the frightening creatures into birds, and only after they have all been defeated will the helicopter be accessible. The problem with this is that the controls make this almost impossible to do.



Your character will swing the stick randomly as you move to the left or right, which is a lot more difficult to do when hanging onto a moving rope. To make things more complicated, once you smack a Devilface, the bat it becomes can immediately hit you off of the rope, sending you tumbling to the ground below. This will cost you at least one life, and possibly two if the snake that is patrolling the ground floor is on top of you as you respawn. If you happen to clear this level and make it to the third one, you'll be faced with balloons that must be dragged down to the bottom before turning into Devilfaces, which adds to the tedium.

The biggest sin of this game however is the music. Clearing the stage rewards you with a little tune, however when you die you'll be subjected to grim music for what feels like fifteen seconds before you can begin play again. When combined with everything else, it's just simply not worth it as there are far better arcade style games in the 2600 catalog.

## STUNTMAN

The stuntman game has 9 different screens. Each time you overcome the enemy you can go to the next variation. In each of these screens you will fight against the enemies but with different methods, under different conditions.

The enemies are: BIRDS, DEVILFACES, BALLOONS, A SNAKE, and TIME ITSELF.

There are 6 speed levels. Set the speed level according to your ability by using the selection switch. If you do not choose a speed selection, it will automatically be in the lowest speed.

The stuntman, of course, wants to get out of trouble as soon as possible. But the only way to escape is by reaching the rescue helicopter. You reach the helicopter by climbing the magic ropes and fighting against the enemies. The birds have to be avoided so you do not fall down. The devilfaces must be beaten with a stick and then avoided. The balloons must be caught and one by one brought to the ground. However, the snake can not be destroyed in any way. You can only avoid touching it. At the same time you must always think about the time which is left. If you run out of time the stuntman will be destroyed.

The enemies try to prevent the stuntman from jumping into the helicopter. You can not enter the helicopter before all the enemies have been destroyed. But after the enemies are destroyed and the stuntman escapes into the helicopter, the screen will change to the next variation. In this new stunt the enemies appear in a different grouping.

**JOYSTICK:**

Push the red button = jump
Turn the stick up = move up
Turn the stick down = move down
Turn the stick left = move left or beating
Turn the stick right = move right or beating

**THE BIRDS:**

The birds need only be avoided by stuntman while climbing the magic ropes. You jump up to the ropes, jump from rope to rope, or jump over the snake by pushing the red button. If a bird touches stuntman, he will be knocked off the rope. He must then try again to climb up to the helicopter before the time runs out. But if he touches the snake, he will be destroyed instantly. (There are a total of 4 stuntmen for each game.)

**THE DEVILFACES:**

You have to beat the devilfaces with a stick by turning the joystick to the left or to the right, depending on from which side the face is approaching. After the stuntman has beaten the devilfaces, they will turn into birds. You must avoid touching them as before. If the stuntman touches them he will fall. Or if the stuntman falls from the magic rope and does not touch the devilfaces but touches the snake, he will also be destroyed. Once all the devilfaces have been turned into birds, the stuntman may enter the helicopter.

**THE BALLOONS:**

The balloons need to be caught by their string by jumping off the magic rope at the right moment. You then slowly float to the ground. After each successful jump, the balloon turns into devilfaces. You must again avoid touching them and the snake. While floating down, stuntman's course of descent can be controlled by moving the joystick right or left. This will help you avoid other devilfaces or the snake. After all the balloons have been turned into devilfaces, stuntman may enter the helicopter.

In all of the screen variations, stuntman must finish all the assigned tasks before entering the helicopter. And most important, there is always the time limit. After you have finished the 9th screen, the game starts from the beginning, but with the next fastest speed level. All together there are 6 different speed levels.

Below are the enemies to be faced in each screen variation:

| | | | |
|---|---|---|---|
| Screen 1: | 8 birds | Screen 6: | 16 balloons |
| Screen 2: | 8 devilfaces | Screen 7: | 24 birds |
| Screen 3: | 8 balloons | Screen 8: | 24 devilfaces |
| Screen 4: | 16 birds | Screen 9: | 24 balloons |
| Screen 5: | 16 devilfaces | | |

All the screens have one snake appearing at the bottom of the screen.

**SCORING:**

SCREEN VARIATIONS

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 300 | 200 | 200 | 600 | 300 | 300 | 1200 | 500 | 500 |
| *Add pt's | | 200 | 200 | | 300 | 300 | | 500 | 500 |
| 2 | 400 | 300 | 300 | 800 | 400 | 400 | 1600 | 600 | 600 |
| *Add pt's | | 300 | 300 | | 400 | 400 | | 600 | 600 |
| 3 | 400 | 300 | 300 | 800 | 500 | 500 | 1600 | 700 | 700 |
| *Add pt's | | 300 | 300 | | 500 | 500 | | 700 | 700 |
| 4 | 800 | 400 | 400 | 1600 | 600 | 600 | 3200 | 800 | 800 |
| *Add pt's | | 400 | 400 | | 600 | 600 | | 800 | 800 |
| 5 | 800 | 400 | 400 | 1600 | 700 | 700 | 3200 | 900 | 900 |
| *Add pt's | | 400 | 400 | | 700 | 700 | | 900 | 900 |
| 6 | 1600 | 600 | 600 | 3200 | 800 | 800 | 5000 | 1000 | 1000 |
| *Add pt's | | 600 | 600 | | 800 | 800 | | 1000 | 1000 |

(GRAPH SAME AS BEFORE)

Additional points will be added for each successfully destroyed enemy. For screen 1, 4, and 7 there are no additional points because you can only avoid the enemy. Also, your score on screen 1, 4, and 7 is determined by how fast you reach the helicopter. The graph above shows the maximum you can score in these three variations.

Above: Manual Page Samples

Below: Additional Screenshot

# STUNTMAN

# Sub Scan

Release Date: 1983
Publisher: Sega
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 01-002
Rarity: 4
Programmer: N/A

This dull bare bones shooter is little more than target practice.

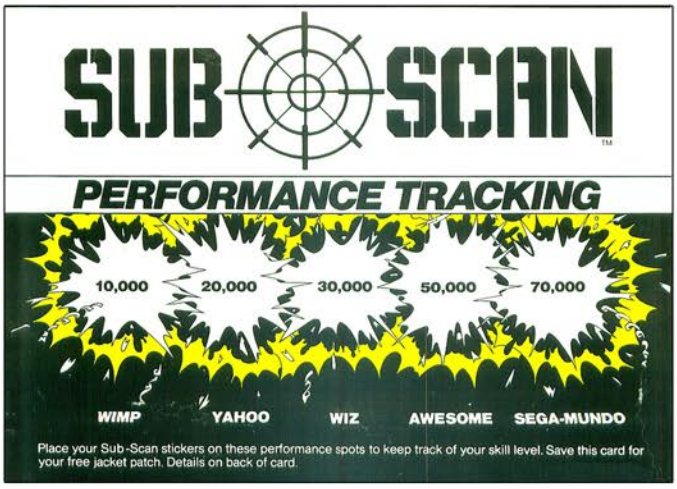
You are in command of a mighty warship that has been tasked with patrolling the high seas. Unexpectedly, your radar begins to light up with a massive amount of enemy submarine activity, and it's up to you to destroy each and every one of them.

The game begins with your ship sitting alone on top of the water, with free movement across the middle two-thirds of the screen. On your radar at the bottom of the screen a stack of five submarines appears, inching ever closer to you. After about fifteen seconds of just hanging out, they appear on screen, ready to be eliminated. With a hit of the button you can send up to four depth charges into the water (albeit one at a time, with the next one unable to fire until the first is in the water). Hitting your targets however, especially the really submerged ones, requires a great deal of skill.

Your depth charges can be fire to the left or right, but they fly off the ship in an arc before slowly descending to the ocean floor. They sink so slowly that you'll only have at most, two chances to hit the bottom rung of ships before they are able to escape and cost you a life. While none of the enemies fire at you, if ten escape from your screen then your ship commits suicide and breaks in half.

Occasionally a bonus submarine will appear at the bottom of the screen, giving you an opportunity to rack up some bonus points. With every regular sub you destroy, points go into the bonus pool. If you manage to get off a perfect shot and hit the bonus sub before it escapes, the action is paused while your score rockets up.

There are no other gameplay options or varieties, just a single player launching depth charges into the sea at enemies who can't fight back. With no sense of danger, slow moving gameplay, and a massive amount of luck needed to hit lower positioned enemies, this game sinks rather than swims. If you are looking for quality shooter action, this isn't it.



Top Left: Progress Tracker Insert
Top Right: Manual Cover
Below: Manual Page Samples

## SCORING

Scoring information is shown in Table 1. Notice that the more subs you hit before collecting the bonus, the faster the bonus value increases. When you hit the BONUS SUB and collect the bonus, the sub count starts again at 0, where the first ten subs hit add 100 to the bonus value.

| Number of subs hit | Amount added to BONUS value for each hit |
|---|---|
| 1-10 | 100 |
| 11-20 | 200 |
| 21-30 | 300 |
| 31-40 | 400 |
| 41-50 | 500 |
| 51 and up | 1,000 |

Table 1.

### SUB SPEEDS

Submarine speed is shown in Table 2. Your ship and depth charges always move at the same rate. The subs increase speed when certain scores OR bonus values are reached.

| Score Value | OR | Bonus Value | Submarine Speed |
|---|---|---|---|
| 0-1,999 | OR | 0-9,999 | 0 (slowest) |
| 2,000-3,999 | OR | 10,000-19,999 | 1 |
| 4,000-5,999 | OR | 20,000-29,999 | 2 |
| 6,000-7,999 | OR | 30,000-39,999 | 3 |
| 8,000-9,999 | OR | 40,000-49,999 | 4 |
| 10,000-13,999 | OR | 50,000-59,999 | 5 |
| 14,000-19,999 | OR | 60,000 and up | 6 |
| 20,000-29,999 | | | 7 |
| 30,000-39,999 | | | 8 |
| 40,000 and up | | | 9 (fastest) |

Table 2.

## STRATEGIC TIPS

1. Your main mission is to hit all the subs. Miss ten and the game is over.

2. Once you have aimed a depth charge at a particular sub, keep your eye on the depth charge and sub. A shallower sub might cruise into the battle scene and run into a previously targeted depth charge. In this case you'll need to quickly launch another depth charge to hit your original target sub.

3. Avoid hitting the BONUS SUB as long as you possibly can! This builds the bonus value up at an incredible rate and keeps the subs moving at a manageable speed. Remember: a BONUS SUB never counts as a missed sub if you let it go.

4. Use the viewport. If you time it right, you can hit subs just as they enter the battle scene.

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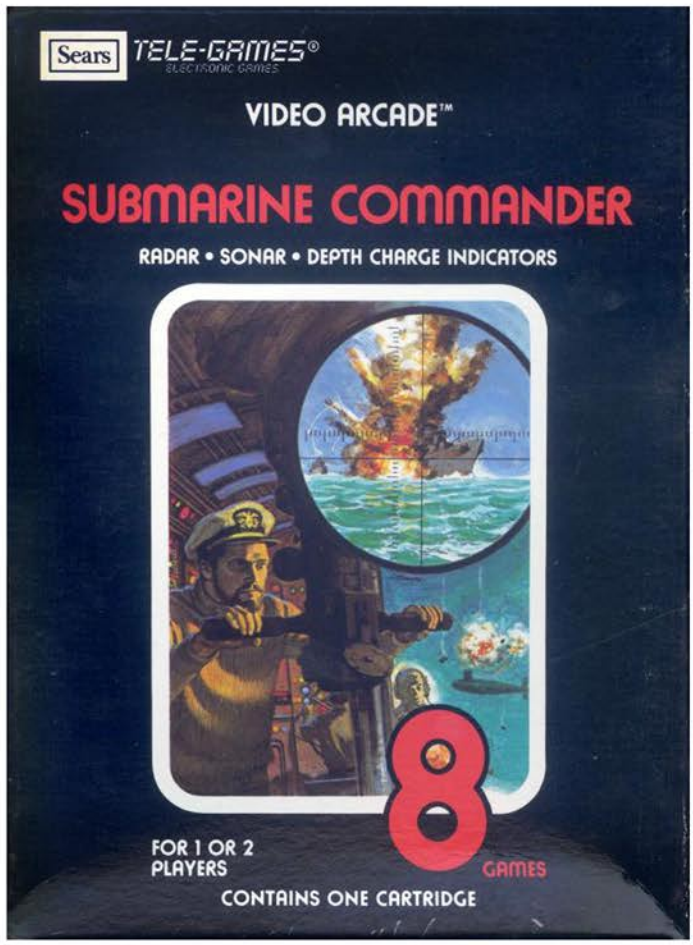
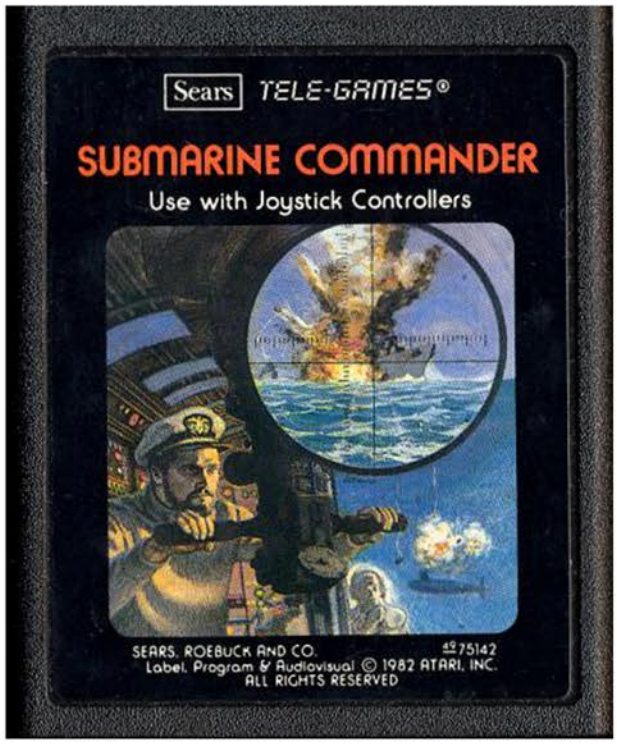
# SUBMARINE COMMANDER

Release Date: 1982
Publisher: Sears
Controller: Joystick
Players: 1 - 2
Genre: Simulation

Alternate Title: N/A
Model #: 49-75142
Rarity: 5
Programmer: Matthew Hubbard

This is a solid submarine combat simulator.



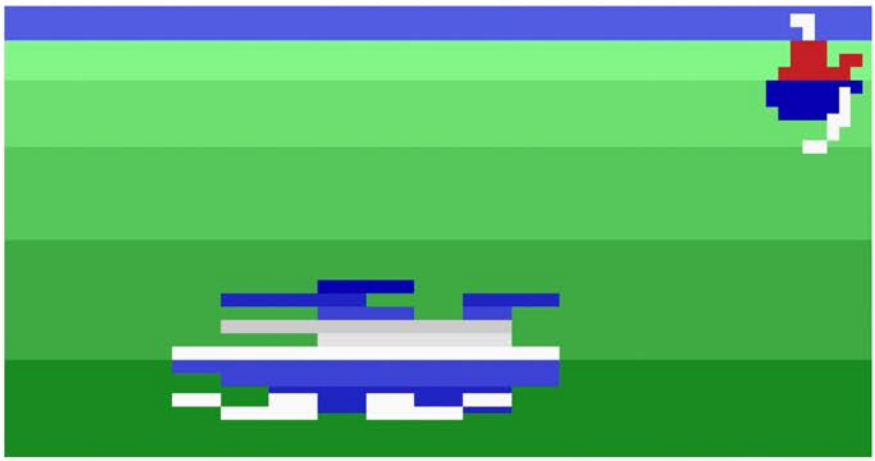
You are the Submarine Commander, and you are trapped far behind enemy lines. As numerous adversaries patrol the waters above, you must use your cunning to dodge depth charges while sending well timed torpedoes towards them in an attempt to destroy their ability to make war.

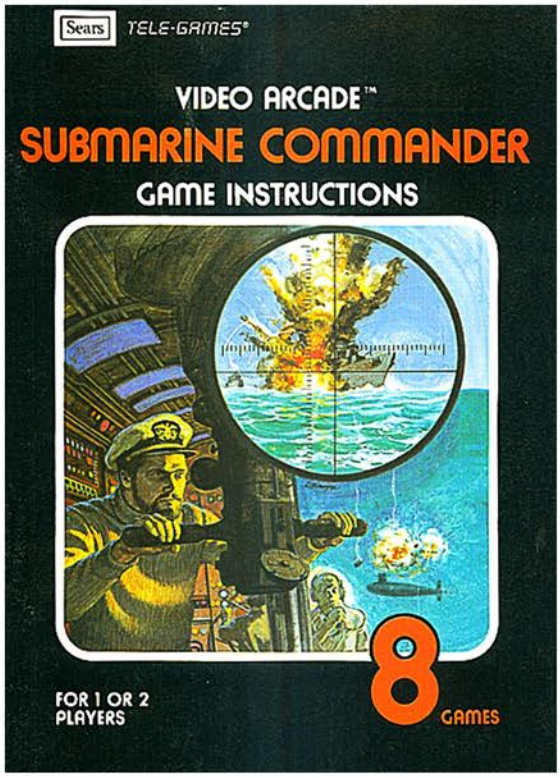
The game begins with you at the helm of the periscope, with the ability to move up and down as well as to the sides. Soon after gaining control, the enemy vessels begin swarming you, providing a number of targets to aim at. You have two torpedo bays, one on the left and right which fire alternatively. Your mission is to destroy as many ships as possible before you run out of fuel.

There are three types of enemy ships, each with their own strengths and weaknesses. The tanker is the largest of the trio and require two hits in order to sink it. This is more difficult than you might think, since it moves at the same pace as your submarine, so you'll have to cue up the left and right torpedo tubes to hit it in quick succession or else it will escape. The destroyer is about the same size as the tanker but only requires a single shot. The PT boat is worth more points than either of the previous vessels, but it moves at a lightening pace and is hard to hit consistently.

Your heads up display gives you a limited amount of information, consisting mostly of your engine temperature (which impacts your fuel useage), and how much fuel you have left. On more difficult gameplay variations it will also provide you with vital information as to where depth charges are coming from. Taking a hit from one of those will damage your engines and deplete your fuel in a hurry. You can decide if you want one, two, or all three enemy ships to have the ability to bomb you, and if you pick the latter expect a short game.

The action is pretty fast and furious, the controls are spot on, and the graphics aren't half bad. If you are looking for some submarine based combat, this isn't a bad way to go.



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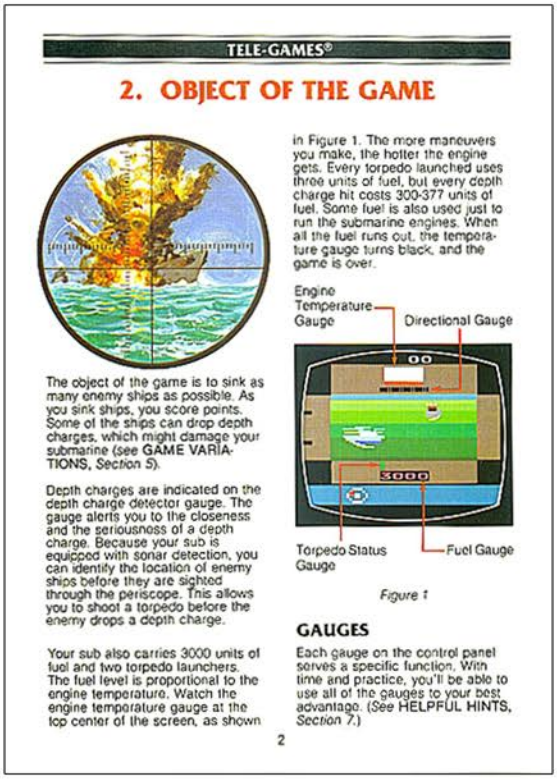

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## 2. OBJECT OF THE GAME

The object of the game is to sink as many enemy ships as possible. As you sink ships, you score points. Some of the ships can drop depth charges, which might damage your submarine (see GAME VARIATIONS, *Section 5*).

Depth charges are indicated on the depth charge detector gauge. The gauge alerts you to the closeness and the seriousness of a depth charge. Because your sub is equipped with sonar detection, you can identify the location of enemy ships before they are sighted through the periscope. This allows you to shoot a torpedo before the enemy drops a depth charge.

Your sub also carries 3000 units of fuel and two torpedo launchers. The fuel level is proportional to the engine temperature. Watch the engine temperature gauge at the top center of the screen, as shown in Figure 1. The more maneuvers you make, the hotter the engine gets. Every torpedo launched uses three units of fuel, but every depth charge hit costs 300-377 units of fuel. Some fuel is also used just to run the submarine engines. When all the fuel runs out, the temperature gauge turns black, and the game is over.

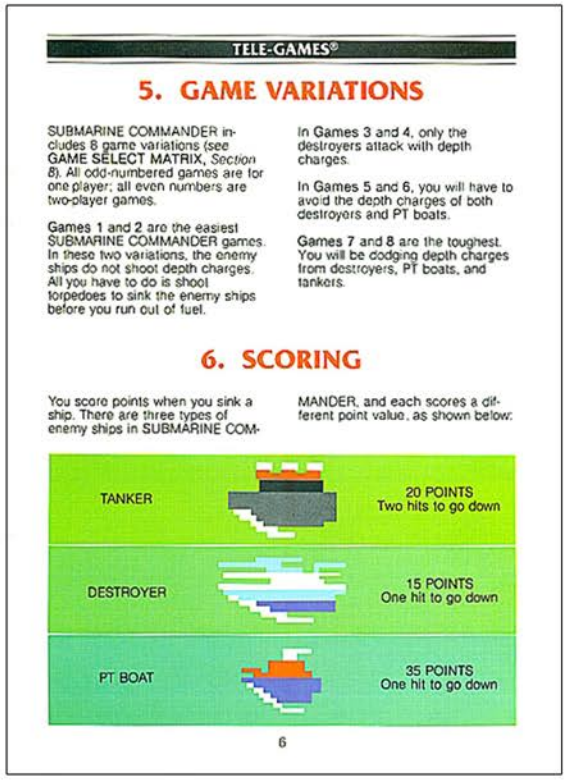
Engine Temperature Gauge
Directional Gauge
Torpedo Status Gauge
Fuel Gauge

*Figure 1*

### GAUGES

Each gauge on the control panel serves a specific function. With time and practice, you'll be able to use all of the gauges to your best advantage. (*See* HELPFUL HINTS, *Section 7.*)

2



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## 5. GAME VARIATIONS

SUBMARINE COMMANDER includes 8 game variations (see GAME SELECT MATRIX, *Section 8*). All odd-numbered games are for one player; all even numbers are two-player games.

Games 1 and 2 are the easiest SUBMARINE COMMANDER games. In these two variations, the enemy ships do not shoot depth charges. All you have to do is shoot torpedoes to sink the enemy ships before you run out of fuel.

In Games 3 and 4, only the destroyers attack with depth charges.

In Games 5 and 6, you will have to avoid the depth charges of both destroyers and PT boats.

Games 7 and 8 are the toughest. You will be dodging depth charges from destroyers, PT boats, and tankers.

## 6. SCORING

You score points when you sink a ship. There are three types of enemy ships in SUBMARINE COMMANDER, and each scores a different point value, as shown below:

| | |
|---|---|
| TANKER | 20 POINTS<br>Two hits to go down |
| DESTROYER | 15 POINTS<br>One hit to go down |
| PT BOAT | 35 POINTS<br>One hit to go down |

6

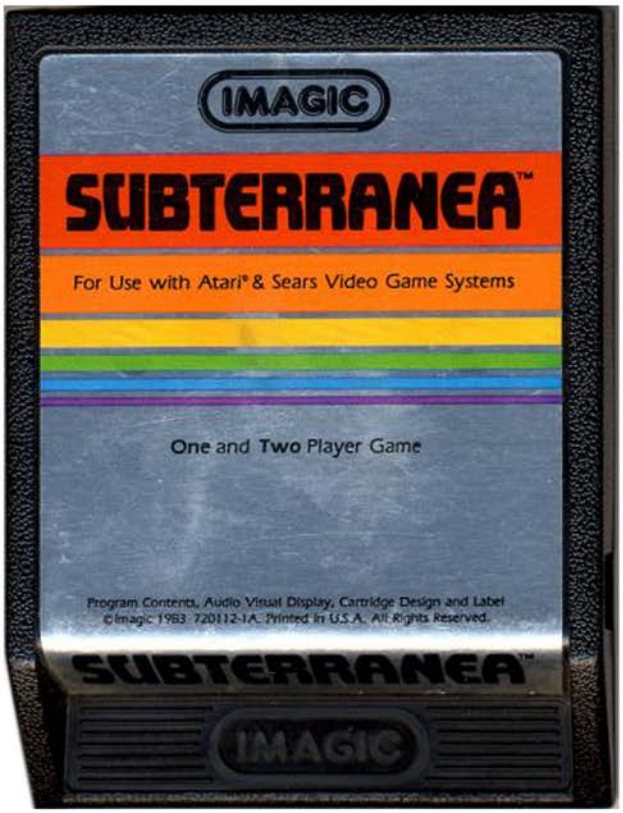
# SUBMARINE COMMANDER

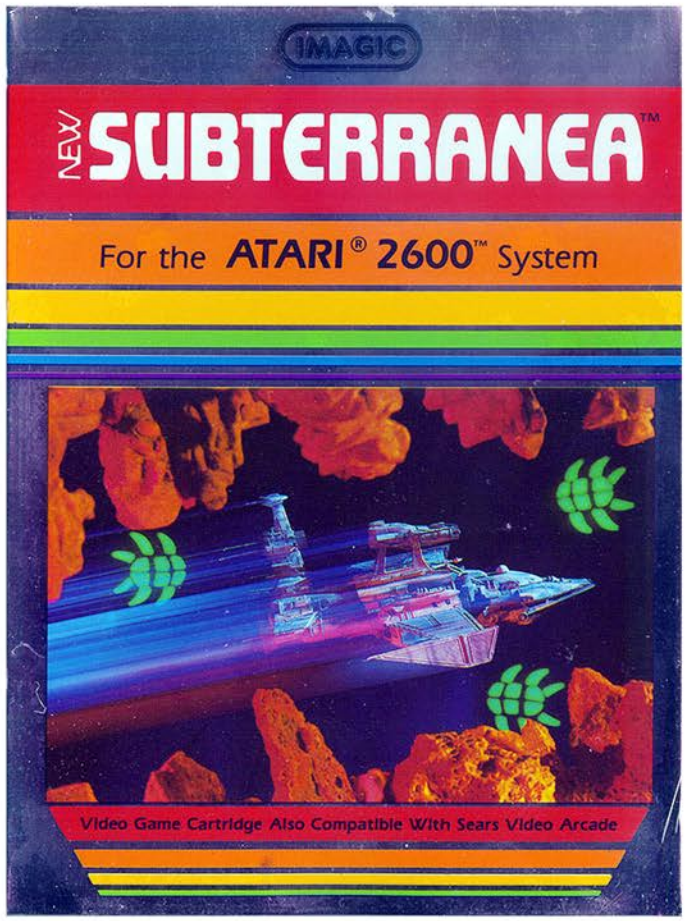
# SUBTERRANEA

Release Date: 1983
Publisher: Imagic
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 03213
Rarity: 6
Programmer: Mark Klein

This fast paced and varied shooter is one of the better ones on the 2600.

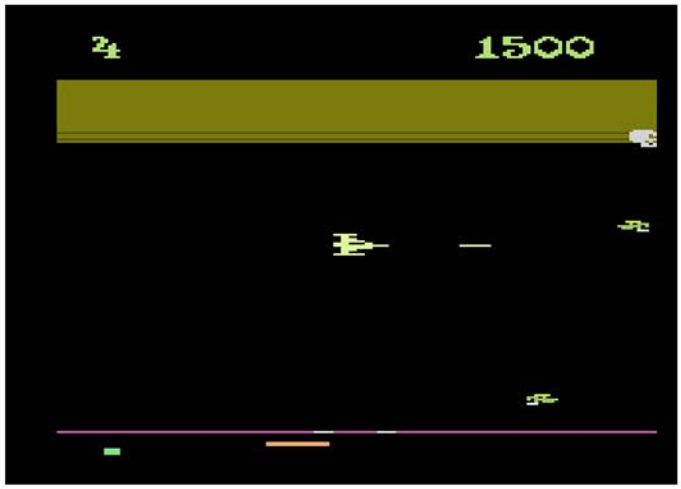


You are piloting the Cave Ranger and exploring the deepest caverns of the Subterranea in search of Treasure Crystals. While exploring for riches, the villainous Hexuplex attacks, which is just the first challenge on your quest.

The game begins with you facing off against one of the Hexuplex. As you fly high above it, the grotesque creature will send flying minions up towards you. While they don't fire projectiles, they are quite deadly should they come into contact with you. At the bottom of the screen is a meter that goes down with every successful shot. When empty the Hexuplex will escape, opening a hole that allows you to descend into the mines.

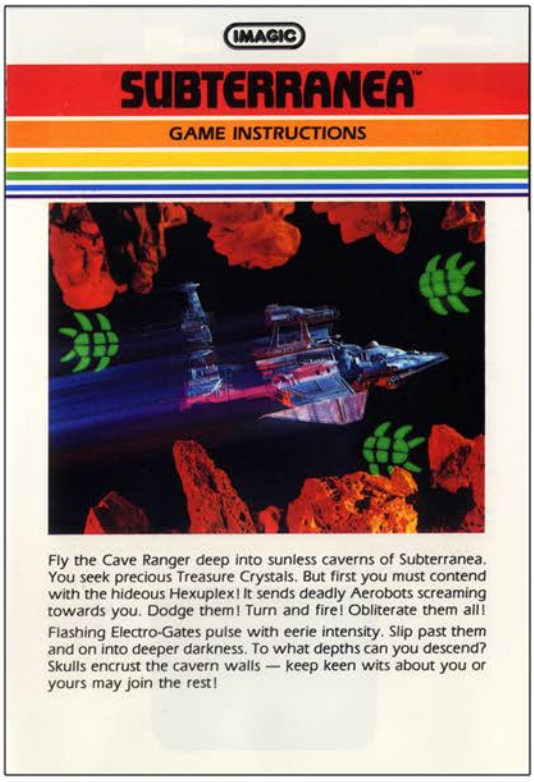
In these tight corridors various flying creatures will come at you from both sides of the screen. As you defeat them the enemy meter will deplete, which will eventually open up a path to a lower level. As you fly around during combat, you'll need to be mindful of the ceiling and floor. Coming into contact with it won't destroy your ship (as long as you don't hit an embedded skull) however it will drain your point total. Survive the battle without losing a ship, and you'll be granted an extra one.



After clearing the area of enemies, a tone will sound letting you know that the pathway to the lower levels has opened up. When you find it however there is a laser gate guarding it, which requires precise timing to move through. When there is just one it's easy enough, but as you delve deeper into the depths multiple gates will be stacked on top of each other. The good news is the lasers will blip in a cycle, however the bad news is if you don't time it perfectly you can expect to be vaporized.

When you get through a few of the enemy infested stages, you'll come face to face with another Hexuplex that has more devious minions at his disposal. Defeat him and continue the search for riches.

Everything about the game is top notch. The graphics are great, the gameplay is varied and frenzied, and there's always something new to shoot at. If you are a fan of shooters, this needs to be on your list.

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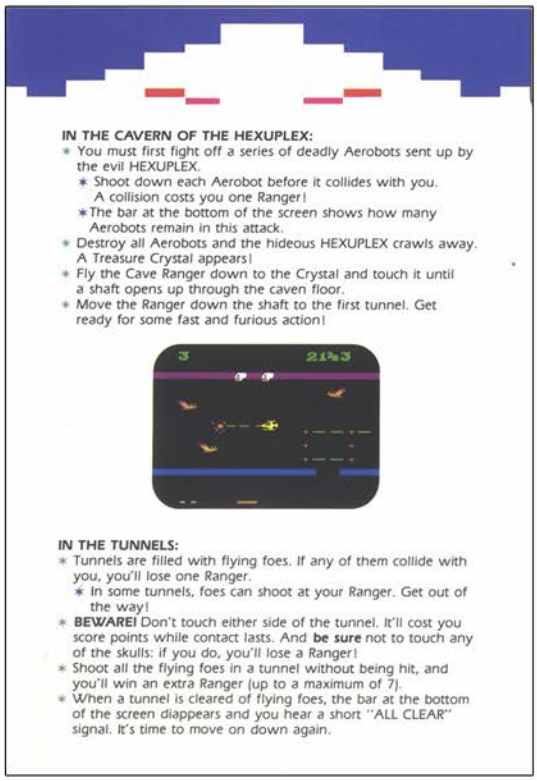


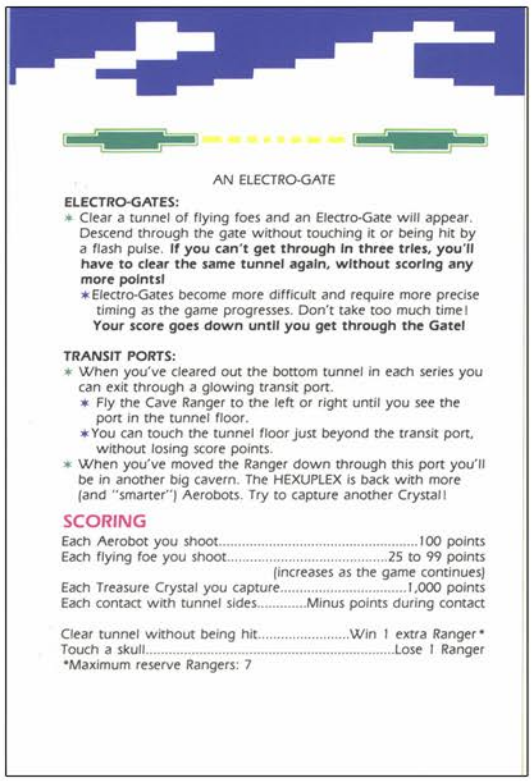
**IN THE CAVERN OF THE HEXUPLEX:**

- You must first fight off a series of deadly Aerobots sent up by the evil HEXUPLEX.
  - Shoot down each Aerobot before it collides with you. A collision costs you one Ranger!
  - The bar at the bottom of the screen shows how many Aerobots remain in this attack.
- Destroy all Aerobots and the hideous HEXUPLEX crawls away. A Treasure Crystal appears!
- Fly the Cave Ranger down to the Crystal and touch it until a shaft opens up through the caven floor.
- Move the Ranger down the shaft to the first tunnel. Get ready for some fast and furious action!




**IN THE TUNNELS:**

- Tunnels are filled with flying foes. If any of them collide with you, you'll lose one Ranger.
  - In some tunnels, foes can shoot at your Ranger. Get out of the way!
- **BEWARE!** Don't touch either side of the tunnel. It'll cost you score points while contact lasts. And **be sure** not to touch any of the skulls: if you do, you'll lose a Ranger!
- Shoot all the flying foes in a tunnel without being hit, and you'll win an extra Ranger (up to a maximum of 7).
- When a tunnel is cleared of flying foes, the bar at the bottom of the screen diappears and you hear a short "ALL CLEAR" signal. It's time to move on down again.



AN ELECTRO-GATE

**ELECTRO-GATES:**

- Clear a tunnel of flying foes and an Electro-Gate will appear. Descend through the gate without touching it or being hit by a flash pulse. **If you can't get through in three tries, you'll have to clear the same tunnel again, without scoring any more points!**
  - Electro-Gates become more difficult and require more precise timing as the game progresses. Don't take too much time! **Your score goes down until you get through the Gate!**

**TRANSIT PORTS:**

- When you've cleared out the bottom tunnel in each series you can exit through a glowing transit port.
  - Fly the Cave Ranger to the left or right until you see the port in the tunnel floor.
  - You can touch the tunnel floor just beyond the transit port, without losing score points.
- When you've moved the Ranger down through this port you'll be in another big cavern. The HEXUPLEX is back with more (and "smarter") Aerobots. Try to capture another Crystal!

**SCORING**

| | |
|---|---|
| Each Aerobot you shoot | 100 points |
| Each flying foe you shoot | 25 to 99 points (increases as the game continues) |
| Each Treasure Crystal you capture | 1,000 points |
| Each contact with tunnel sides | Minus points during contact |
| Clear tunnel without being hit | Win 1 extra Ranger* |
| Touch a skull | Lose 1 Ranger |

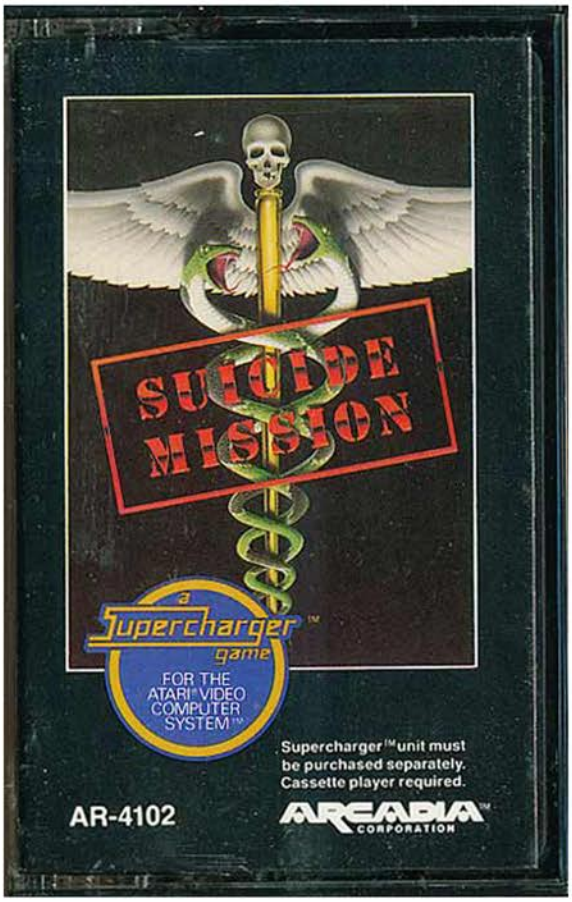
*Maximum reserve Rangers: 7

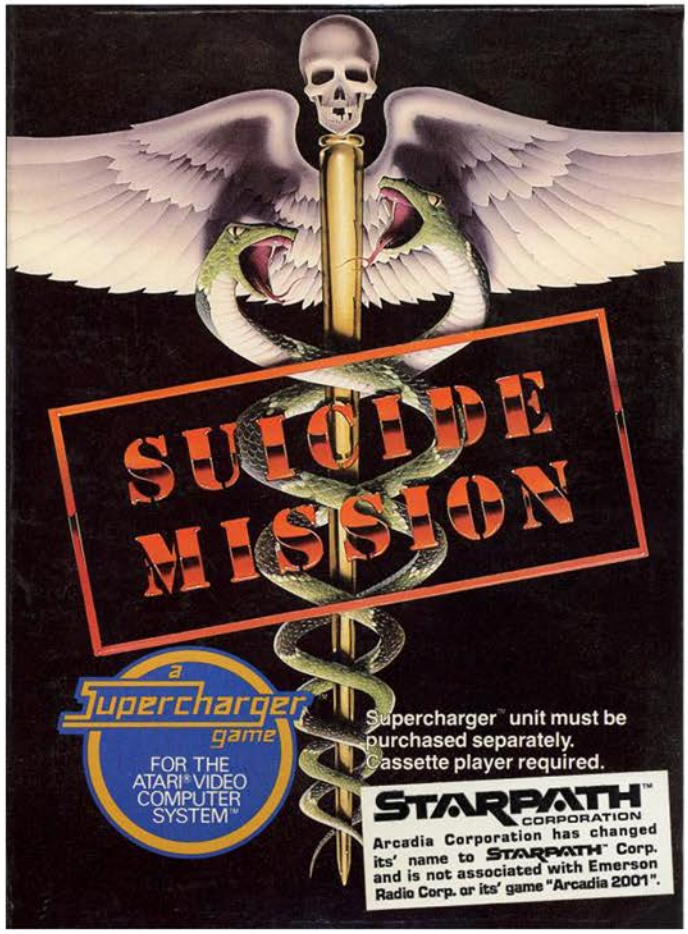
# Suicide Mission

Release Date: 1982
Publisher: Starpath
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AR4102
Rarity: 4
Programmer: Steve Hales / Stephen Landrum

This Asteriods clone is somehow uglier despite significant memory advantages.



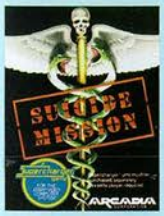
You are the commander of a microscopic submarine who must venture inside a patient and defend their heart from an invasion of lethal virus strains. By utilizing penicillin torpedoes you must clear out every bit of virus before moving on to the next sector where more awaits.

The game begins with your vessel in the center of the screen, ready for action. Virus blobs begin appearing all around you, requiring you to open fire and take them out. With the first hit to the viral colony it will split up into several sub colonies. Another direct hit will break it down further into a creepy crawling virus. One more hit will eliminate it completely. There is also another threat in the form of the deadly little virus, which is a compact creature that has been sent out to destroy you and only you.

The controls are pretty spot on, with your ship being able to rotate 360 degrees and fire in every direction. With a light tap up on the controller you can move forward to put yourself in better position to fire, or get out of the way of a swarm of viruses. On the hard difficulty however your ship will be in constant forward motion, forcing you to constantly be turning to avoid collision. This is a nice ramp up in difficulty that doesn't just make the enemies more difficult, and really feels like a completely different game.

In addition to the penicillin torpedoes your ship comes equipped with screens, that act as a brief shield that makes you invulnerable to the virus. Not only do you have limited uses, if they remain active for too long you vaporize in a kamikaze attack that wipes out everything on screen. This is certainly a better option than taking a death by contact as you can really rack up the score.

If you've played Asteroids then you've pretty much played this game. The fact that this came out a year after Asteroids and benefits from the additional memory of the Starpath cassette tape it's unforgivable that it looks and plays worse. The graphic are bare bones wireframes that still suffers from significant flickering. If you are looking for this type of gameplay, stick to the game that inspired this one.



*A deadly struggle deep within the human body.*

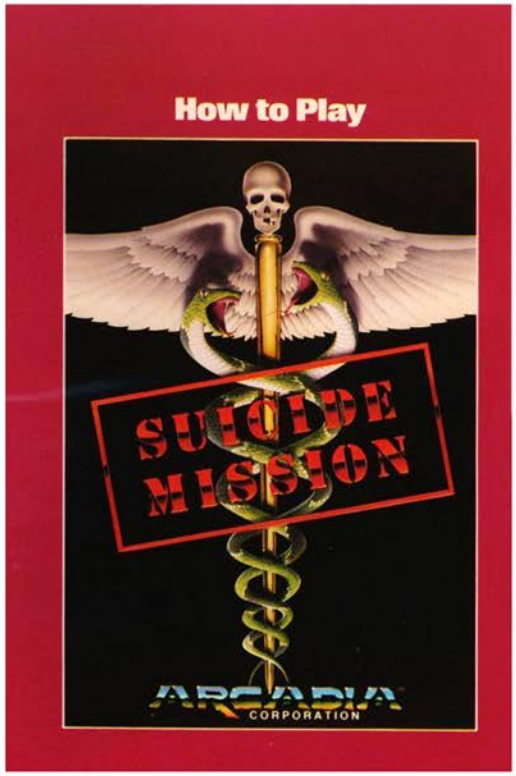
## SUICIDE MISSION™

Your mission: Shrink down, down, down. Smaller than a speck of dust. And battle deadly killer virus deep within the human body.

A medical miracle gives you control of a microscopic submarine. You navigate through the bloodstream, heading for an infection periously close to the heart. And for a fight in which you're hopelessly outnumbered.

This is arterial warfare at its finest. Send a torpedo into an attacker...and it divides into two deadly foes. Fire again, and their numbers increase once more. Turn your back at the wrong time and a *really* fiendish germ will get you.

And you volunteered for this?

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## SUICIDE MISSION™

*The Battleground:* A growing abscess, perilously close to a human heart. An invasion of lethal virus, multiplying faster than the body's warrior leukocytes can destroy them.

*Your Mission:* Shrink down, down, down. Smaller than a speck of dust. Board a microscopic submarine. And navigate through the bloodstream until you encounter your deadly foes. Any volunteers?

*A Million To One:* Those are the odds against you. Even though you're fast, tough, and smart. You're simply outnumbered. And the enemy is tough.

*The Bad Guys:* Fiendish virus. Tough to kill, too. A direct hit with a penicillin torpedo divides the colony. Hit again, and they divide into creepy little virus. A third blast pulls their plugs for good.

Most of them just cruise along attacking their host's cells. But watch out for a particularly nasty number who goes straight for your throat.

### Scoring

| | | |
|---|---|---|
| *Viral Colony* | 30 Points | |
| *Sub Colony* | 60 Points | |
| *Creepy Crawling Virus* | 100 Points | |
| *Deadly Little Virus* | 150 Points | |

### Bonus Submarines

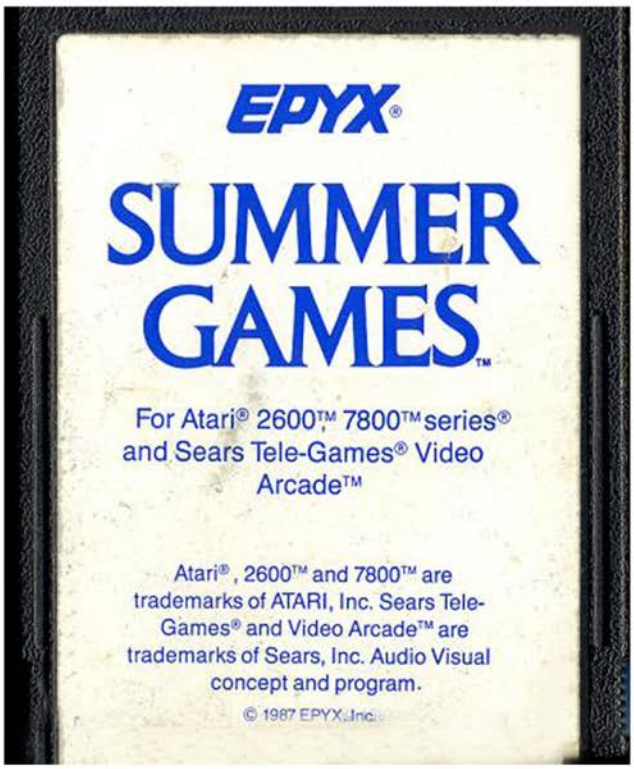
| | |
|---|---|
| Easy | One for every 20,000 Points |
| Medium | One for every 80,000 Points |
| Hard | One for every 20,000 Points |

# Summer Games

Release Date: 1987
Publisher: Epyx
Controller: Joystick
Players: 1 - 8
Genre: Sports

Alternate Title: N/A
Model #: 08519R
Rarity: 4
Programmer: Peter Engelbrite

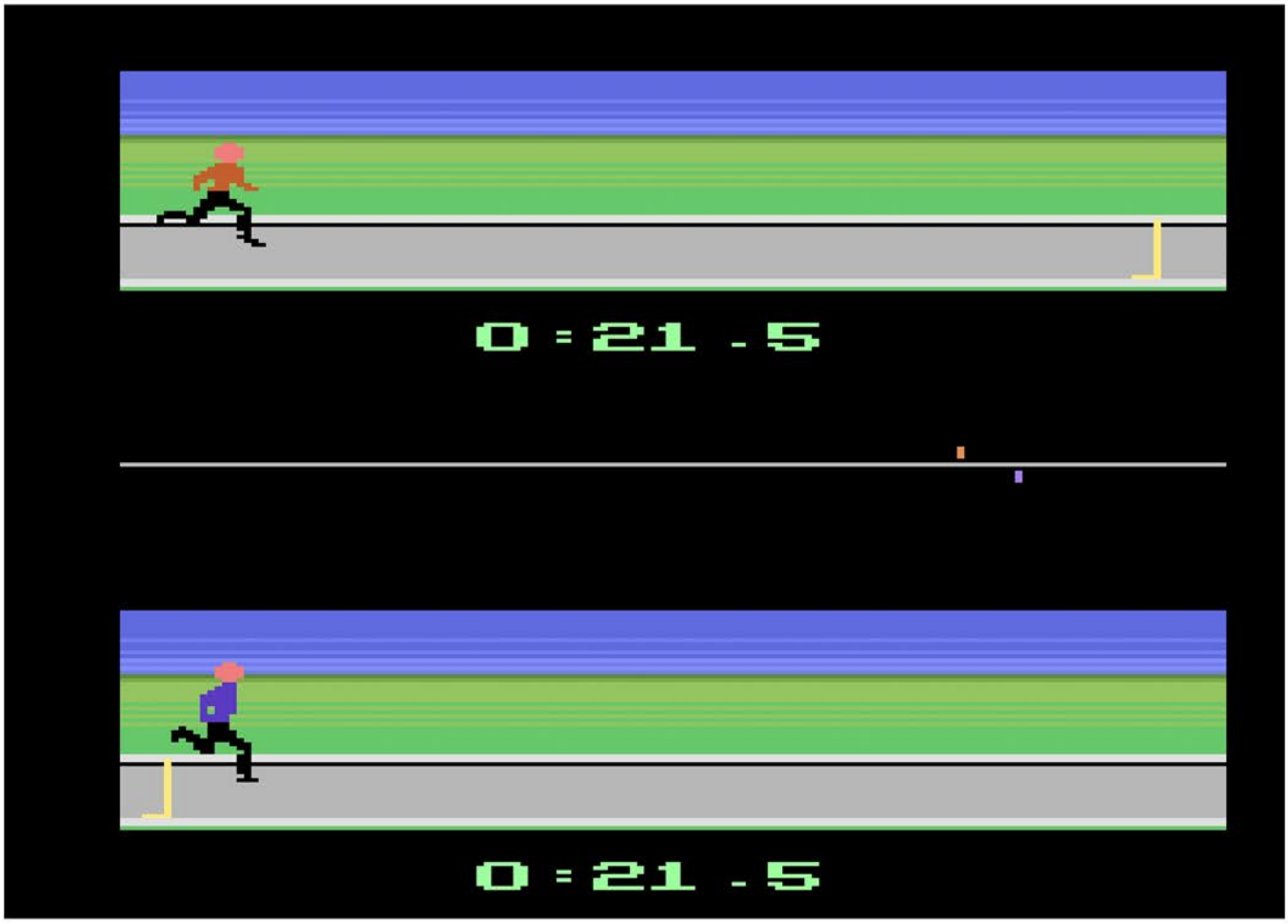
This is a solid multi-sport title where lots of friends are a plus.

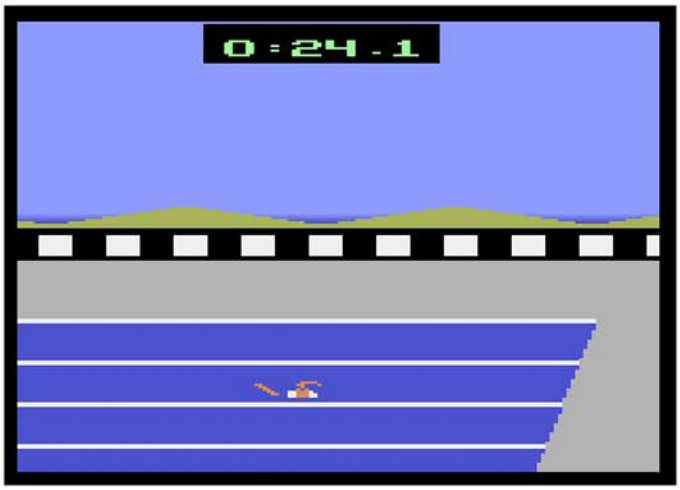


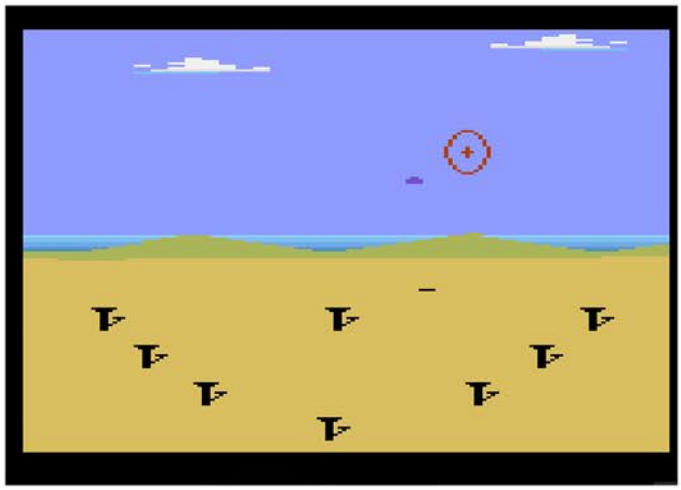
Welcome to the 1987 Summer Games! Before you are seven diverse events that will test your speed, your stamina, and that's about it.

First up are the hurdles, which is arguably the dullest of the events. Instead of requiring rapid fire button pressing or controller movement, all you have to do when the gun fires is hold right to run, and tap up to jump. Jumping over the hurdles takes a bit of getting used to as your runner doesn't jump that high. Once you complete the race it's off to the pool. The 100 yard dash that comes up later is a bit better as you have to constantly move the joystick to run down the track.

The swimming event is one trip down and back in the pool, and unlike the previous running event, actually requires a bit of skill. Once you jump in the water you must time each downstroke perfectly in order to get a speed boost. If you miss you'll look like a kid in a wading pool, just floating along. This doesn't take too long to complete, and once you do it's time to grab a gun and hit the range. This event is revisited later as a relay, where you have to complete three laps.





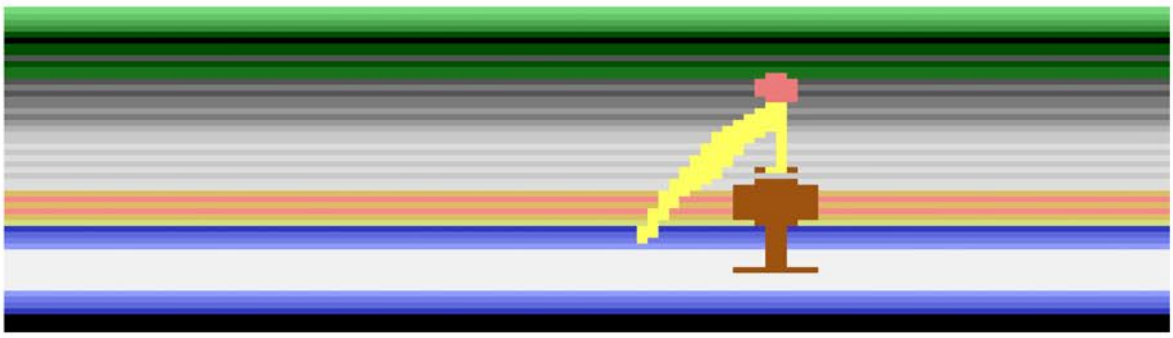



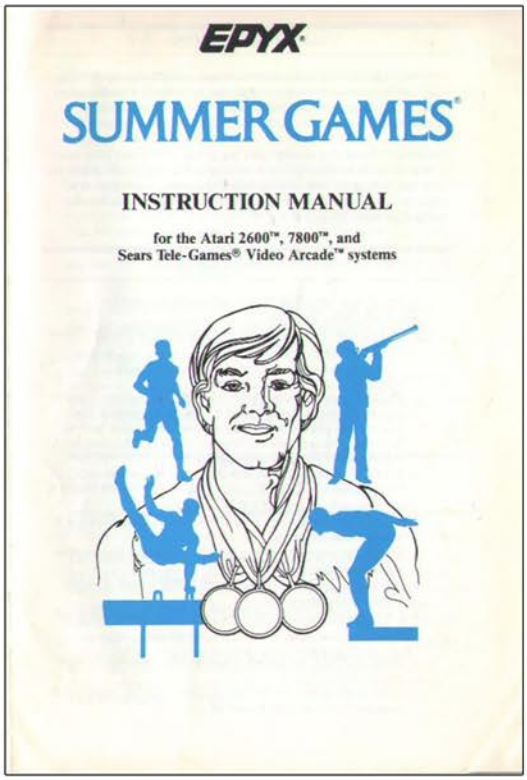
The skeet shooting event feels like the most complete out of all of them. There are eight shooting posts distributed across the bottom of the screen, with your crosshair resting on the active one. When you are ready, the clay pigeon flies across the screen for you to shoot. At most stations there will be two single target rounds followed by a double round. After wrapping up head back to the track and pool for the 100 yard and relay race before trying your hand at gymnastics.

The gymnastics event consists of the pommel horse, and is extremely complicated to nail. Basically you need to generate a lot of speed by moving your hands into the correct position, and when you have gathered enough points you have to nail the dismount. After this it's time to head to the river for the final event.

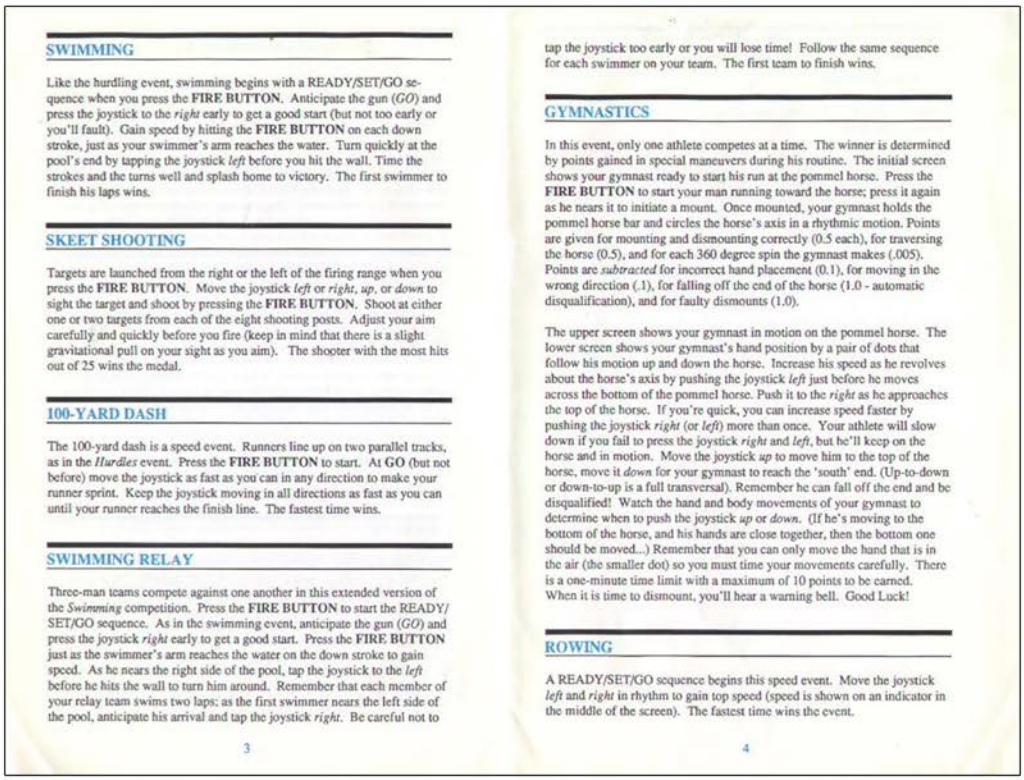
Rowing has you facing off with a single opponent to see who can row two hundred meters first. This is done by simulating the rowing motion on your controller and timing it just right. If you can build up enough speed you'll fly through the course. After this the only thing left to do is see who the gold medal champion is.

While this game is fun and diverse, especially when you have seven friends competing against you, it simply came out too late in the 2600 life cycle to really make an impact. By 1987 the NES dominated things, so this game really didn't have much of a chance. Still, it's a fun party game that should be on your list.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



## SWIMMING

Like the hurdling event, swimming begins with a READY/SET/GO sequence when you press the **FIRE BUTTON**. Anticipate the gun (*GO*) and press the joystick to the *right* early to get a good start (but not too early or you'll fault). Gain speed by hitting the **FIRE BUTTON** on each down stroke, just as your swimmer's arm reaches the water. Turn quickly at the pool's end by tapping the joystick *left* before you hit the wall. Time the strokes and the turns well and splash home to victory. The first swimmer to finish his laps wins.

## SKEET SHOOTING

Targets are launched from the right or the left of the firing range when you press the **FIRE BUTTON**. Move the joystick *left* or *right*, *up*, or *down* to sight the target and shoot by pressing the **FIRE BUTTON**. Shoot at either one or two targets from each of the eight shooting posts. Adjust your aim carefully and quickly before you fire (keep in mind that there is a slight gravitational pull on your sight as you aim). The shooter with the most hits out of 25 wins the medal.

## 100-YARD DASH

The 100-yard dash is a speed event. Runners line up on two parallel tracks, as in the *Hurdles* event. Press the **FIRE BUTTON** to start. At **GO** (but not before) move the joystick as fast as you can in any direction to make your runner sprint. Keep the joystick moving in all directions as fast as you can until your runner reaches the finish line. The fastest time wins.

## SWIMMING RELAY

Three-man teams compete against one another in this extended version of the *Swimming* competition. Press the **FIRE BUTTON** to start the READY/SET/GO sequence. As in the swimming event, anticipate the gun (*GO*) and press the joystick *right* early to get a good start. Press the **FIRE BUTTON** just as the swimmer's arm reaches the water on the down stroke to gain speed. As he nears the right side of the pool, tap the joystick to the *left* before he hits the wall to turn him around. Remember that each member of your relay team swims two laps; as the first swimmer nears the left side of the pool, anticipate his arrival and tap the joystick *right*. Be careful not to



tap the joystick too early or you will lose time! Follow the same sequence for each swimmer on your team. The first team to finish wins.

## GYMNASTICS

In this event, only one athlete competes at a time. The winner is determined by points gained in special maneuvers during his routine. The initial screen shows your gymnast ready to start his run at the pommel horse. Press the **FIRE BUTTON** to start your man running toward the horse; press it again as he nears it to initiate a mount. Once mounted, your gymnast holds the pommel horse bar and circles the horse's axis in a rhythmic motion. Points are given for mounting and dismounting correctly (0.5 each), for traversing the horse (0.5), and for each 360 degree spin the gymnast makes (.005). Points are *subtracted* for incorrect hand placement (0.1), for moving in the wrong direction (.1), for falling off the end of the horse (1.0 - automatic disqualification), and for faulty dismounts (1.0).

The upper screen shows your gymnast in motion on the pommel horse. The lower screen shows your gymnast's hand position by a pair of dots that follow his motion up and down the horse. Increase his speed as he revolves about the horse's axis by pushing the joystick *left* just before he moves across the bottom of the pommel horse. Push it to the *right* as he approaches the top of the horse. If you're quick, you can increase speed faster by pushing the joystick *right* (or *left*) more than once. Your athlete will slow down if you fail to press the joystick *right* and *left*, but he'll keep on the horse and in motion. Move the joystick *up* to move him to the top of the horse, move it *down* for your gymnast to reach the 'south' end. (Up-to-down or down-to-up is a full transversal). Remember he can fall off the end and be disqualified! Watch the hand and body movements of your gymnast to determine when to push the joystick *up* or *down*. (If he's moving to the bottom of the horse, and his hands are close together, then the bottom one should be moved...) Remember that you can only move the hand that is in the air (the smaller dot) so you must time your movements carefully. There is a one-minute time limit with a maximum of 10 points to be earned. When it is time to dismount, you'll hear a warning bell. Good Luck!

## ROWING

A READY/SET/GO sequence begins this speed event. Move the joystick *left* and *right* in rhythm to gain top speed (speed is shown on an indicator in the middle of the screen). The fastest time wins the event.



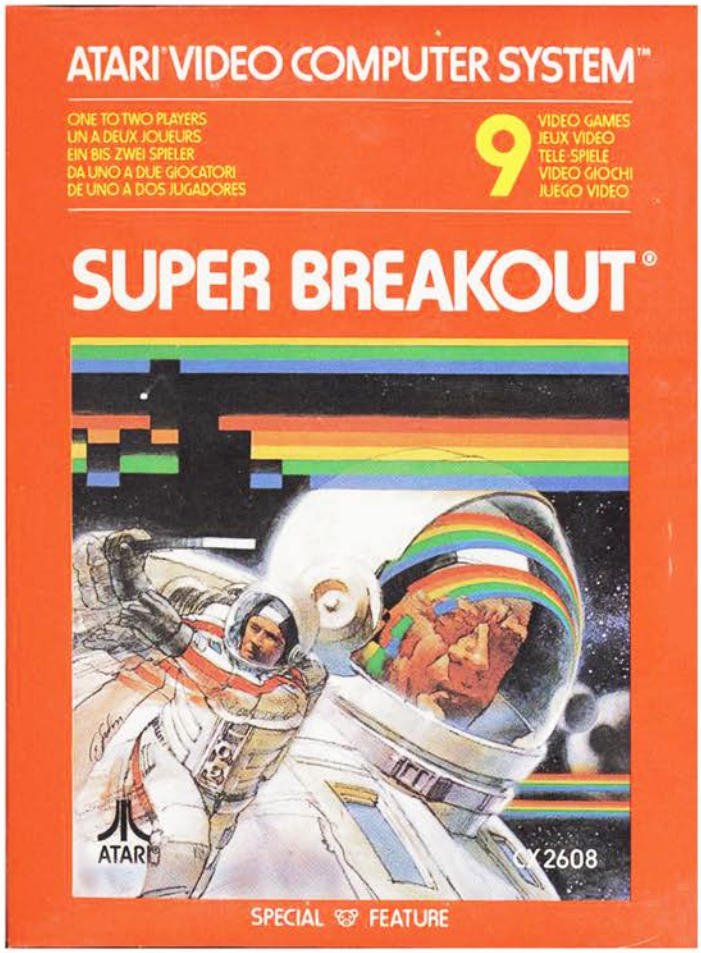
# SUMMER GAMES

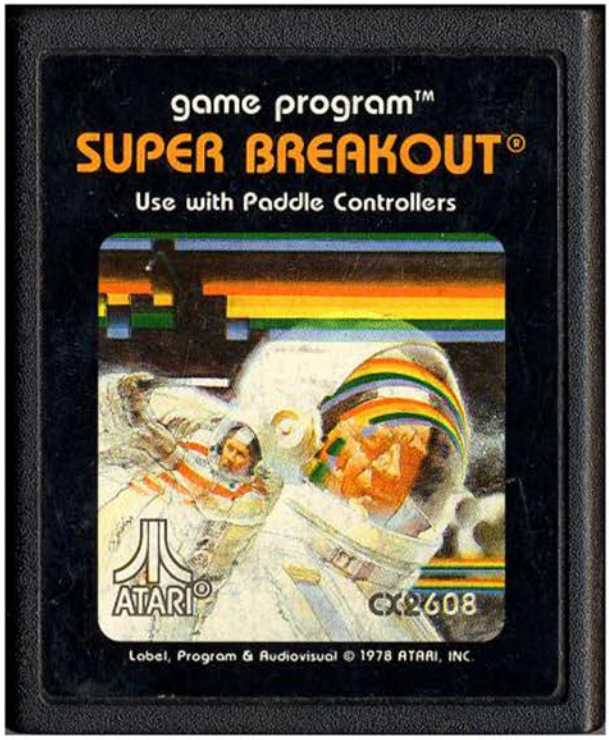
# Super Breakout

Release Date: 1978
Publisher: Atari
Controller: Paddles
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2608
Rarity: 2
Programmer: Nick Turner

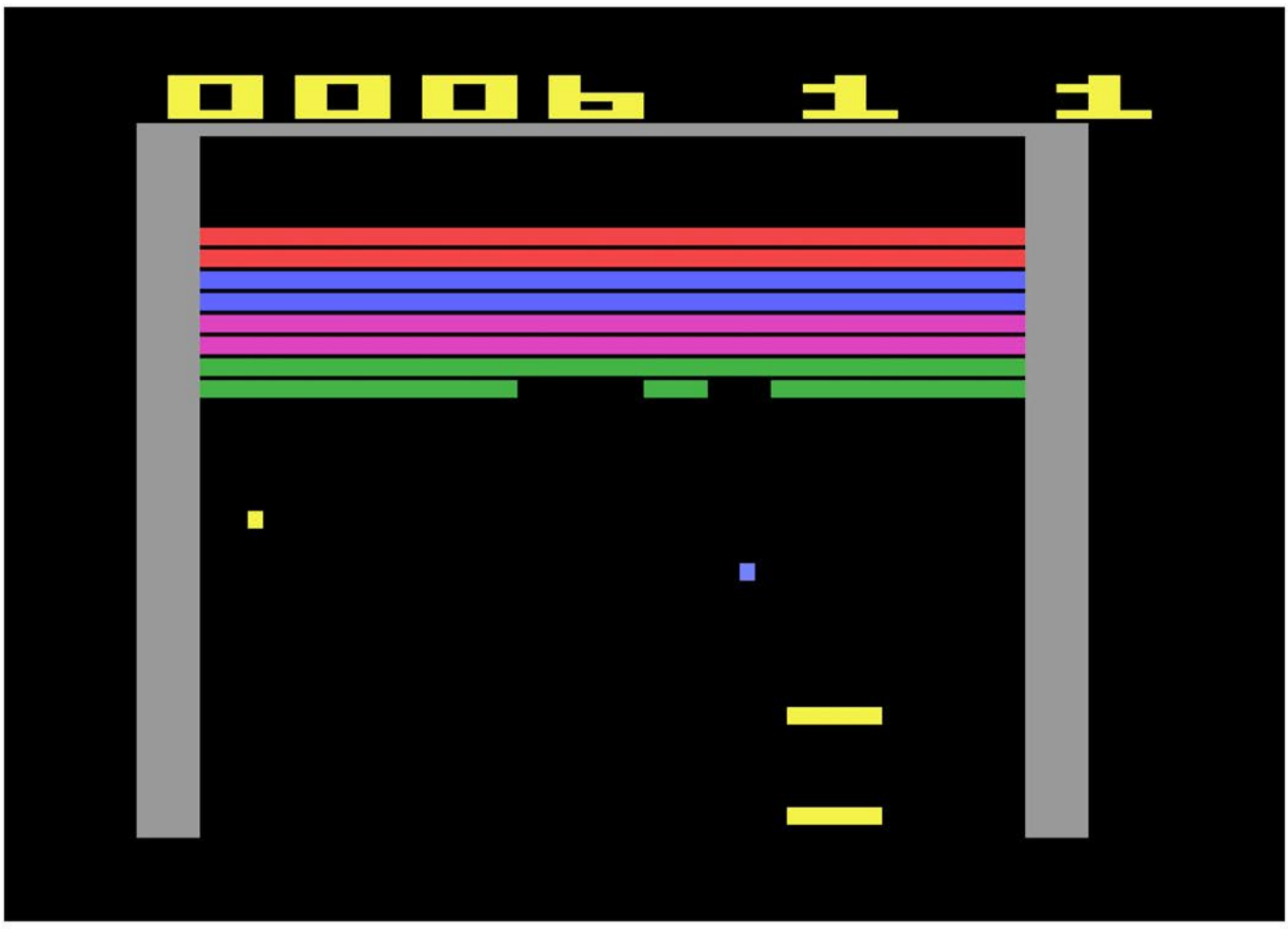
This is a near perfect port of the arcade classic.

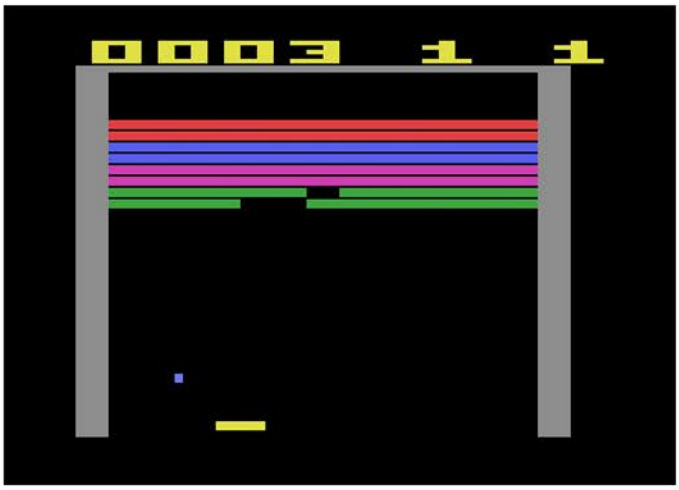


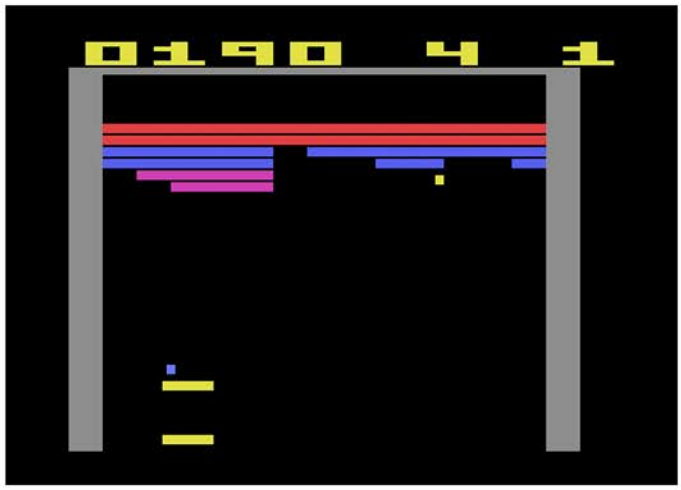



The backstory in the manual makes the game sound a lot more epic than a simple block breaking exercise. You are in a one-man shuttle when out of nowhere there is a giant flash that creates a large forcefield in front of you. The only way to proceed is to use your ship to destroy it bit by bit in an attempt to escape from certain death.

The game begins with your paddle at the bottom of the screen and several rows of colored blocks positioned above you. With a press of the button, your first ball emerges and you must make contact in order to send it careening back up to break out the blocks. The first few rows will gently return the ball to you, however the higher you go the faster it will shoot back towards you. This continues until you have successfully cleared the room (which will immediately be replaced by a new row of blocks) or have lost all of your five chances.



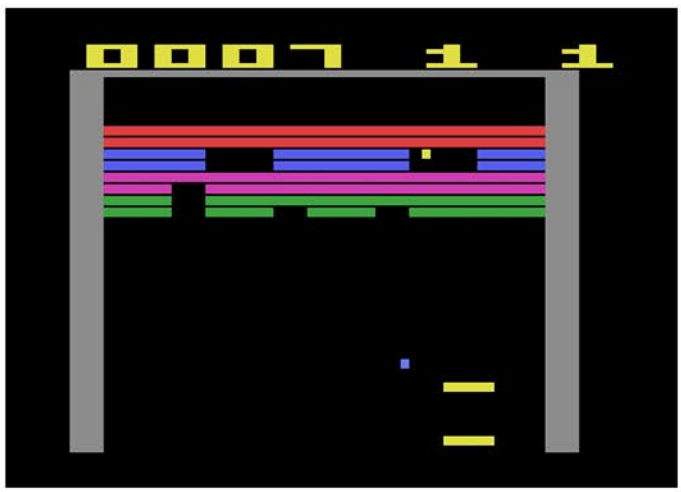


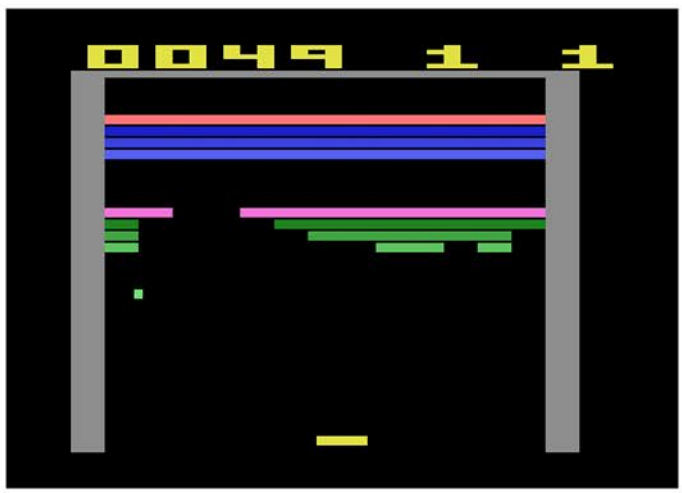



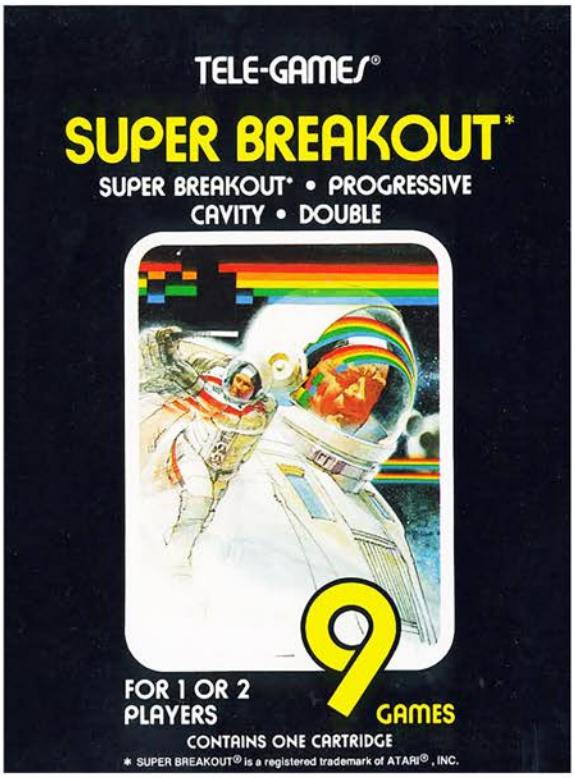

There are four different gameplay modes to keep you entertained. The first is the standard breakout, which contains eight rows of blocks that must be knocked out. Up next is the doubles game, which gives you two paddles stacked on top of each other and two balls at the same time. This mode really ramps up the intensity as keeping up with two balls, especially once they start moving quickly, can be hectic.

The third option is called the cavity playfield, which has the standard eight rows of bars however there are two holes cut out near the top that contain extra balls. When you free them they'll join the fight against the wall, however they don't respawn once you miss them. The final mode is progressive, which starts out with the eight bars broken up into groups of four. As you begin to break the blocks, they will slowly descend towards you, with new rows appearing above.

While the game isn't much to look at, the paddle controls are pretty much perfect. The action is constantly fast paced and intense, especially when multiple balls are flying. If you are looking for wonderful arcade action, this one should be on your list.





Top Left: Sears Tele-Games Box
Top Right: Catalog Sample
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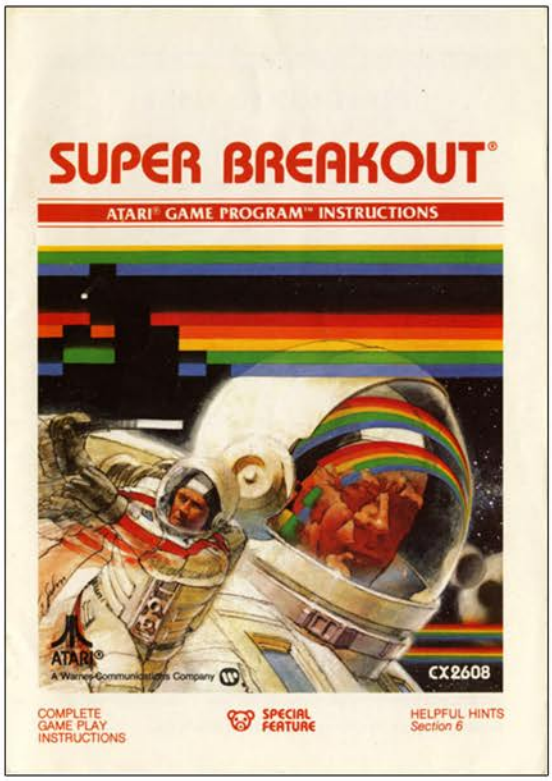
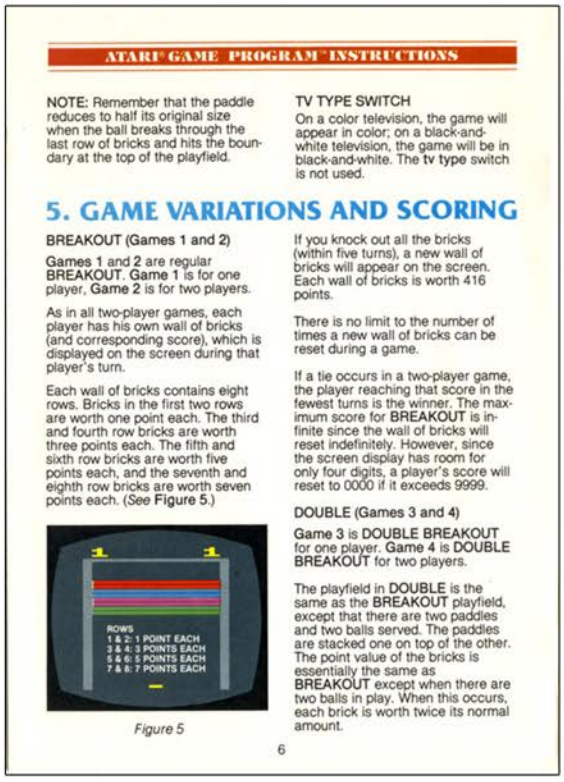


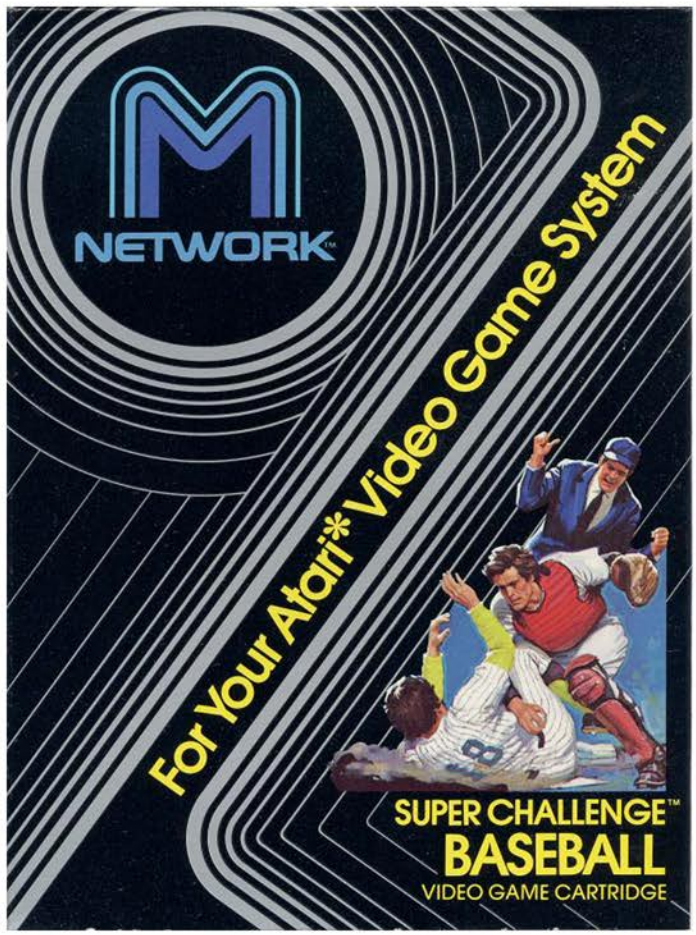

# Super Breakout

# Super Challenge Baseball

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 2
Genre: Sports

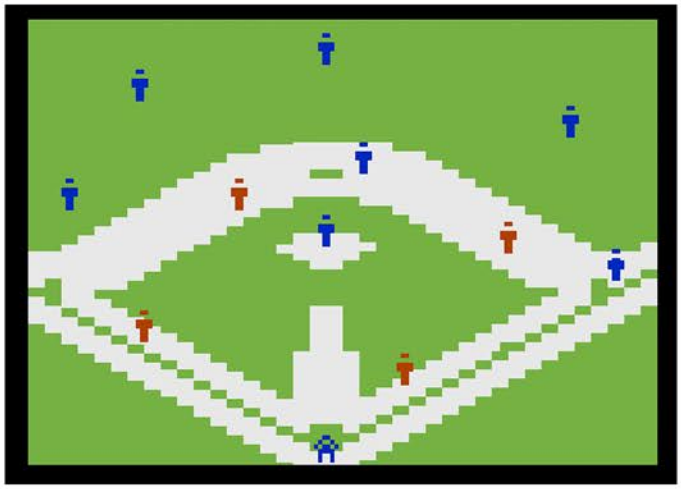
Alternate Title: N/A
Model #: MT5665
Rarity: 2
Programmer: Dave Rolfe

This slightly scaled down version of baseball is surprisingly solid.



Take to the field for nine action packed innings of America's pastime. Eight men take to the field to play defense, because apparently your short-stop was out partying the night before the game and forgot his way to the stadium. Outside of his absence, pretty much everything else in the game is here. Home runs, double plays and fouls are here, only thing missing are pop-ups and fly-outs.

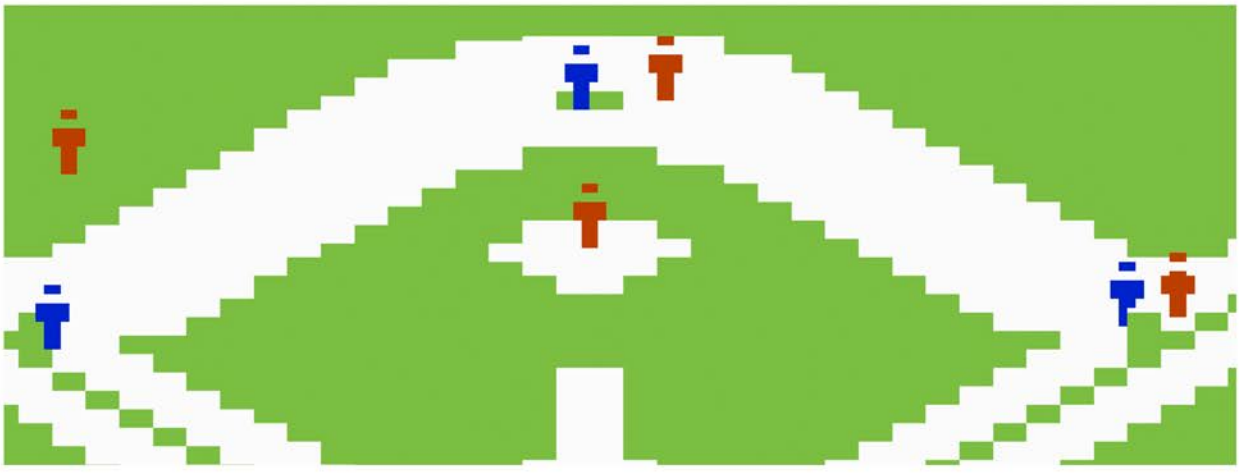
The blue team is in the field first while the red team bats. There are five basic pitches you can throw (inside, outside, straight, fast and slow), however you can control the ball after you throw it, allowing for some nasty curves. If you aren't careful however, your inside and outside pitches will go far off course. For example, if you tap the inside pitch and release the controller, the ball will go about five feet behind the batter's back, which doesn't do you a bit of good. On the plus side you can't hit a batter, so there's no penalty for trying to get as close to them as possible.

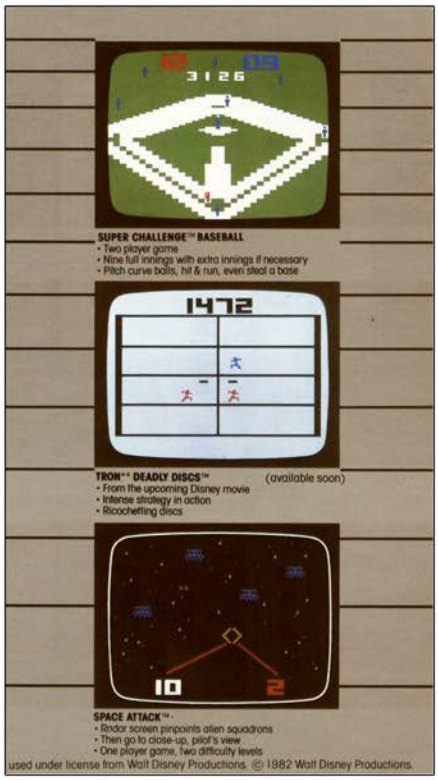


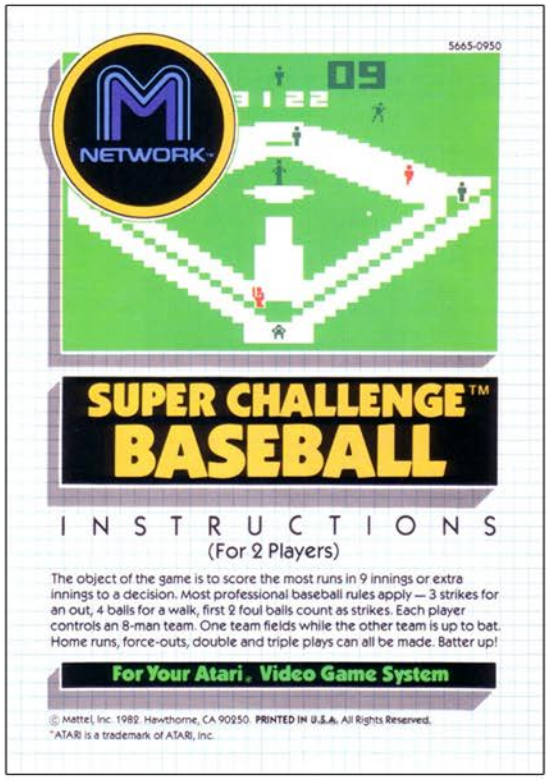
The fielding can be a bit of a nightmare however since switching fielders is a chore. Once the ball is in play you have to manually select the player you want, which is done by holding down the button and tapping a direction. If you want an outfielder however you'll have to do a double tap on the controller, which is a lot easier to do when you aren't frantically trying to get to the ball as the runners are strolling along the bases. It's far too easy to gain control of the wrong player.

Batting is a little easier since all you have to do is swing. Unlike some games on the system, making contact with the ball is pretty easy, so unless you just horribly mistime it you'll get it into play. Base running is spot on as well as you will have control of the lead runner and can bring the rest of the men along with you if the defense is having issues corralling the ball. If you are particularly daring you can even steal a base.

It's really a shame there isn't a single player mode because even with the defensive difficulties this would have been a fun game to play alone. If you have a friend and want some 2600 baseball action, this is worth a look.






Top Left: Catalog Sample
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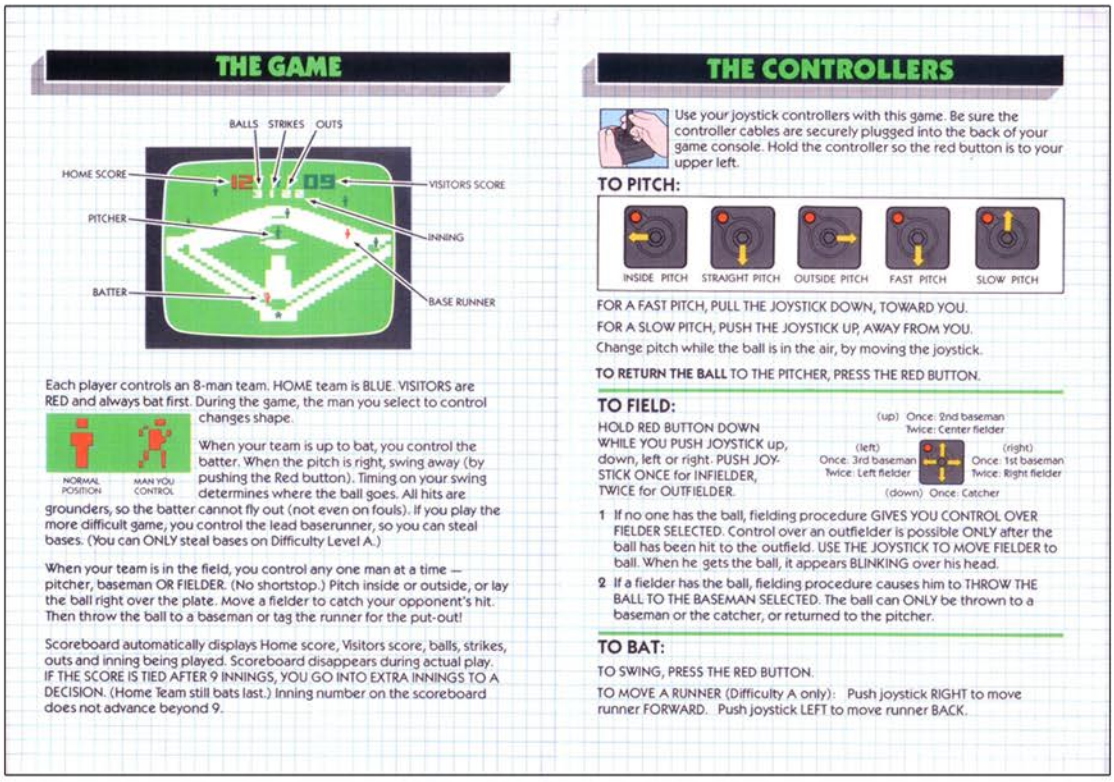
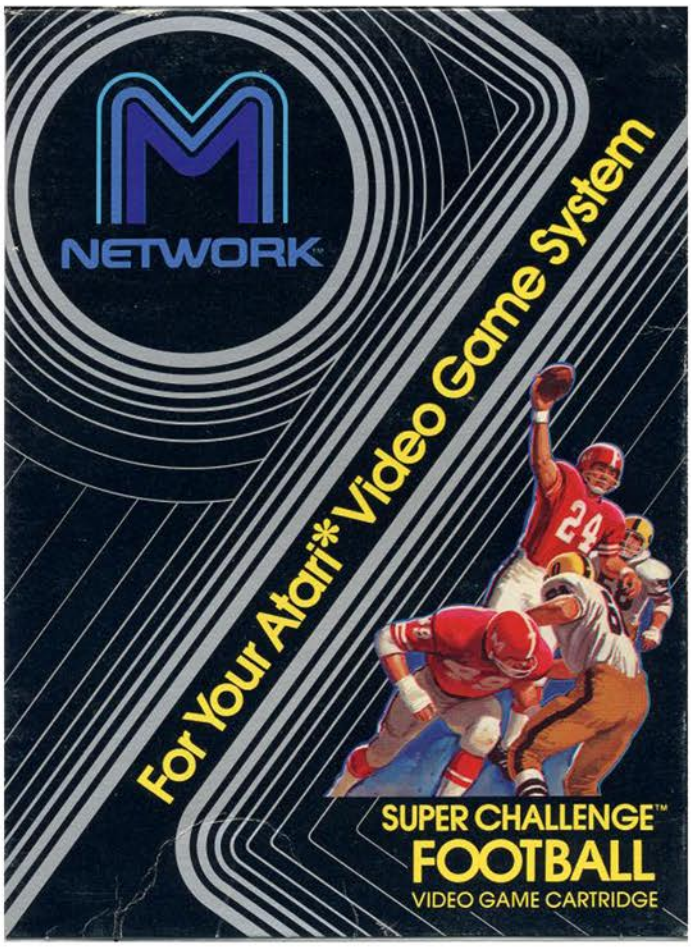


# Super Challenge Football

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 2
Genre: Sports

Alternate Title: N/A
Model #: MT5658
Rarity: 3
Programmer: Ken Smith

Get ready for some of the most broken five on five football ever to grace a screen.



As the game starts the ball is placed at the twenty yard line, as kickoffs aren't included in the game. Each side has five players, four linemen and a signal caller (quarterback for the offense, linebacker for the defense). Play can't begin until each lineman has been given their instructions.

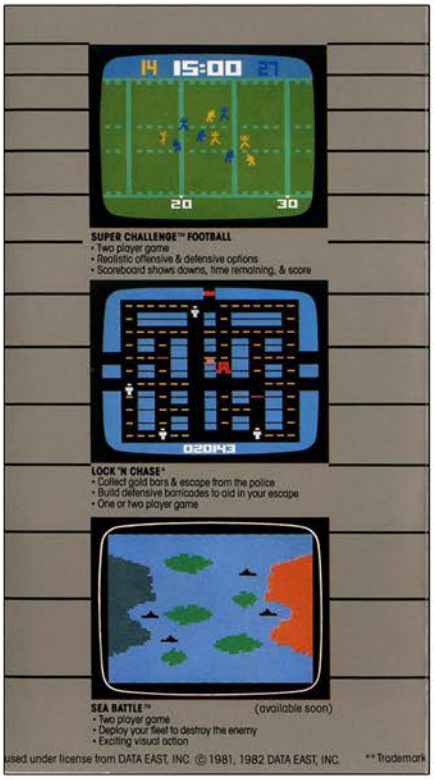
On offense you can use the joystick to give the order for your men to block in various directions (straight back, up or down), or you can send them downfield like they are going for a pass. If you want to throw the ball however you must designate your wide receiver by hitting the button instead of pressing a direction on the controller. The only way the passing game will be successful is if you send out some decoys alongside them, however that will leave your quarterback defenseless in the backfield.

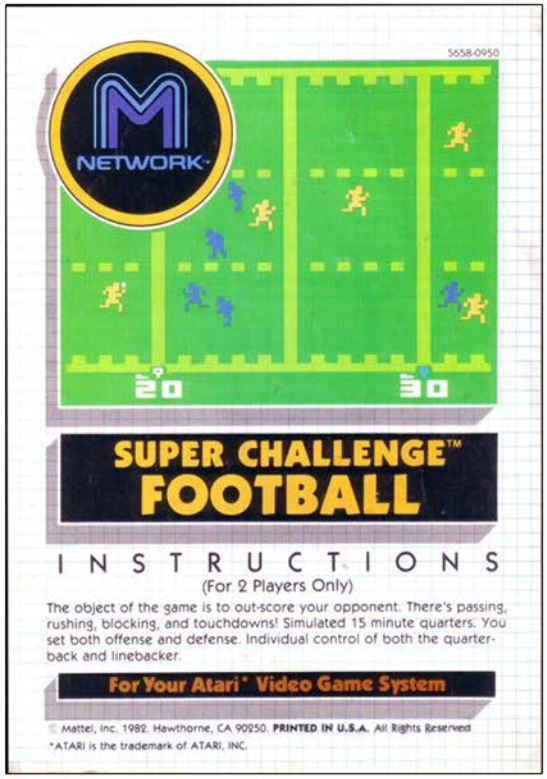
To pass the ball all you have to do is hit the trigger button once the play begins, and the ball will be flung in their direction. As soon as the ball is in the air, you gain control of your receiver who must make adjustments to make the catch. If you aren't careful though the pass can be picked off if the linebacker jumps the route. If you want to run the ball, simply use your quarterback and bust out into the open field and see how far you get.

On defense you can send your linemen in several directions, by getting them to rush up or down first before heading towards the QB. Or you can send them back into coverage in case the man they re tasked with guarding is heading out as a wide receiver. Guess correctly and you'll make the quarterback toast. Guess incorrectly and you'll be watching helplessly as the other team races downfield.

This game does have one secret defensive play that has never been featured in any other football game, the screen wrap defense. If you have been beaten badly and your opponent is in the open field, all you have to do is run towards the edge of the screen and you'll miraculously be transported in front of them, allowing you to make an open field tackle. It's by far the most absurd, cheap defensive tactic in any football game, but it is good for a laugh. Also kudos to the designers who embraced this absurd programming flaw by including it as a legit defensive strategy in the manual.

If you have a football loving friend and want some good defensive laughs, this is worth checking out. If you are a single player then you're going to be forced to look elsewhere because there is no computer to play against.




Top Left: Catalog Sample
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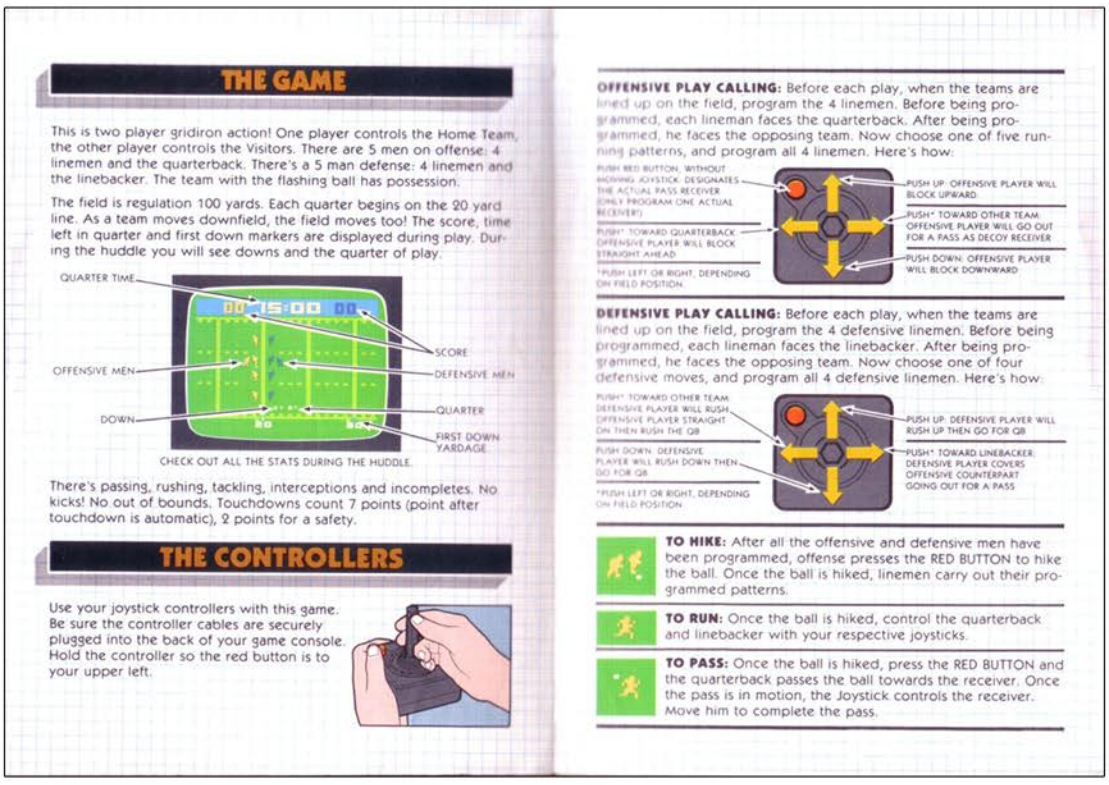


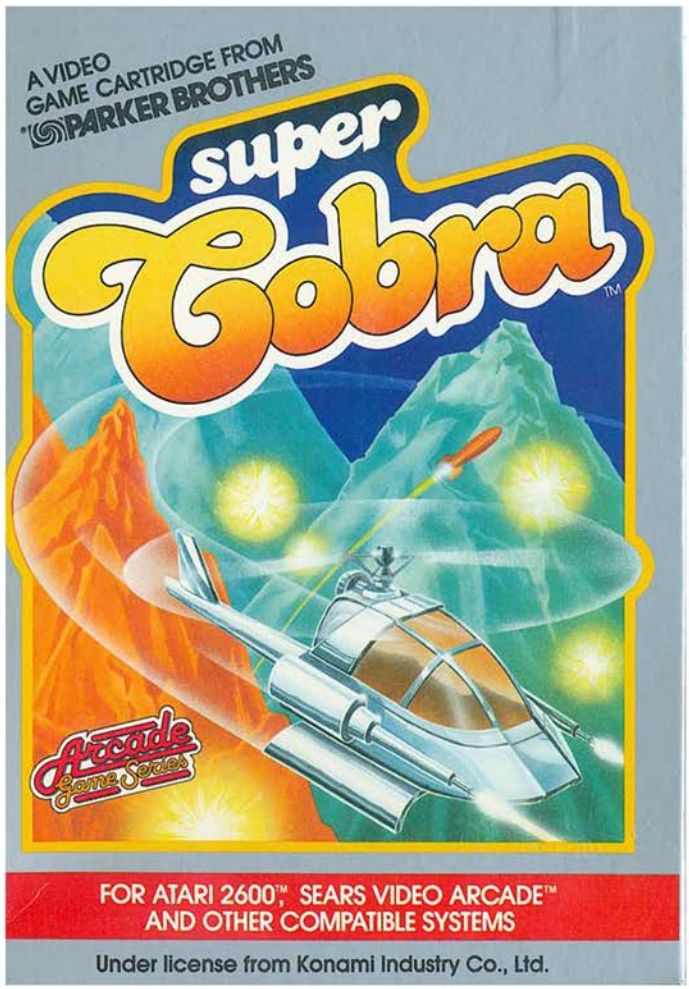

# SUPER CHALLENGE FOOTBALL

# Super Cobra

Release Date: 1982
Publisher: Parker Brothers
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: PB5320
Rarity: 3
Programmer: Mike Brodie

This lackluster arcade port is more likely to give you a migraine than a good time.



You are in the pilot seat of an advanced attack helicopter and have been tasked with doing a recon mission deep within enemy territory. Over the course of ten thousand miles you'll face numerous dangers that will make this journey a difficult.

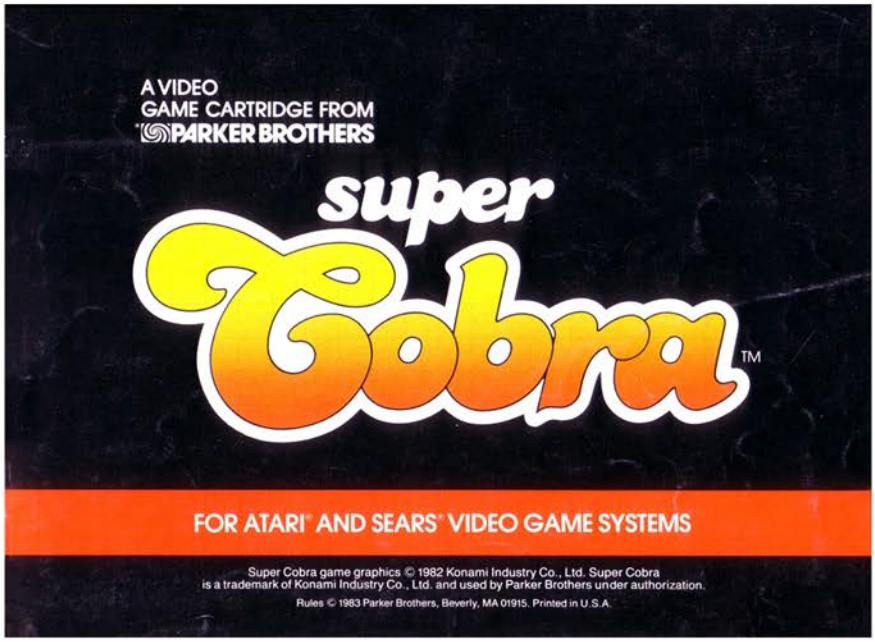
The game begins with your chopper flying into the entrance of this massive mountain system. Dotted along the cliffs are missiles that will occasionally fire at you, turret bases that will try and take you out, and much needed gas silos that will need to be blown up in order to refuel your ride. The biggest danger however is the mountain itself, which requires you to navigate through some tight corridors.

There are eleven levels that are broken up into thousand mile increments, although given your helicopter flies at approximately three hundred thousand miles an hour, each stage lasts about forty seconds provided you don't fly directly into the side of the mountain.

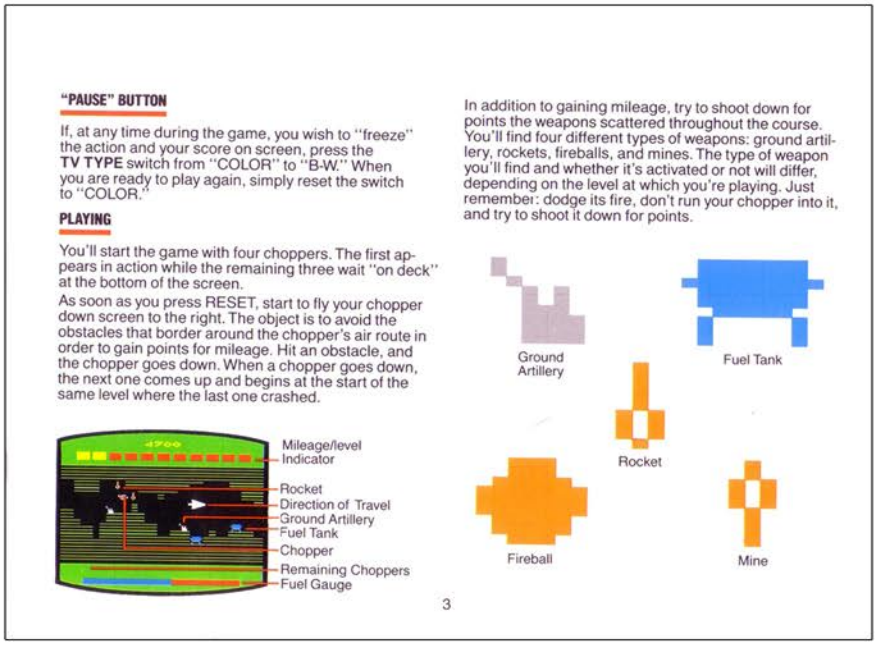
Sadly this is a likely thing to happen because the speed of the game is just way too fast. It can be quite difficult to navigate the tight passageways while dodging missiles and fireballs because you don't have any room for error due to how quickly the game forces you along.

The biggest issue however is the way your helicopter launches its attack. The chopper is armed with both missiles and bombs, the later of which is vital to striking fuel depots to keep you in the air. Unfortunately, instead of having both fire at the same time with a single button press, they alternate between each other. This means if you are facing a barrage of enemies you'll have to fire twice as fast just to shoot straight ahead enough to survive. It also makes for frustrating moments when you are lining up a shot to avoid dying, only to see a bomb drop harmlessly to the ground below you. In addition to the firing issue, the game moves in such a choppy manner that it's headache inducing. Staring at the action and watching the background chug along at what seems like four frames a second makes it difficult to play long term.

If you are a fan of arcade style shooters, there are far better ones in the 2600 catalog.



Above: Manual Cover
Left: Catalog Sample
Below: Manual Page Sample



**"PAUSE" BUTTON**

If, at any time during the game, you wish to "freeze" the action and your score on screen, press the **TV TYPE** switch from "COLOR" to "B-W." When you are ready to play again, simply reset the switch to "COLOR."

**PLAYING**

You'll start the game with four choppers. The first appears in action while the remaining three wait "on deck" at the bottom of the screen.

As soon as you press RESET, start to fly your chopper down screen to the right. The object is to avoid the obstacles that border around the chopper's air route in order to gain points for mileage. Hit an obstacle, and the chopper goes down. When a chopper goes down, the next one comes up and begins at the start of the same level where the last one crashed.




In addition to gaining mileage, try to shoot down for points the weapons scattered throughout the course. You'll find four different types of weapons: ground artillery, rockets, fireballs, and mines. The type of weapon you'll find and whether it's activated or not will differ, depending on the level at which you're playing. Just remember: dodge its fire, don't run your chopper into it, and try to shoot it down for points.



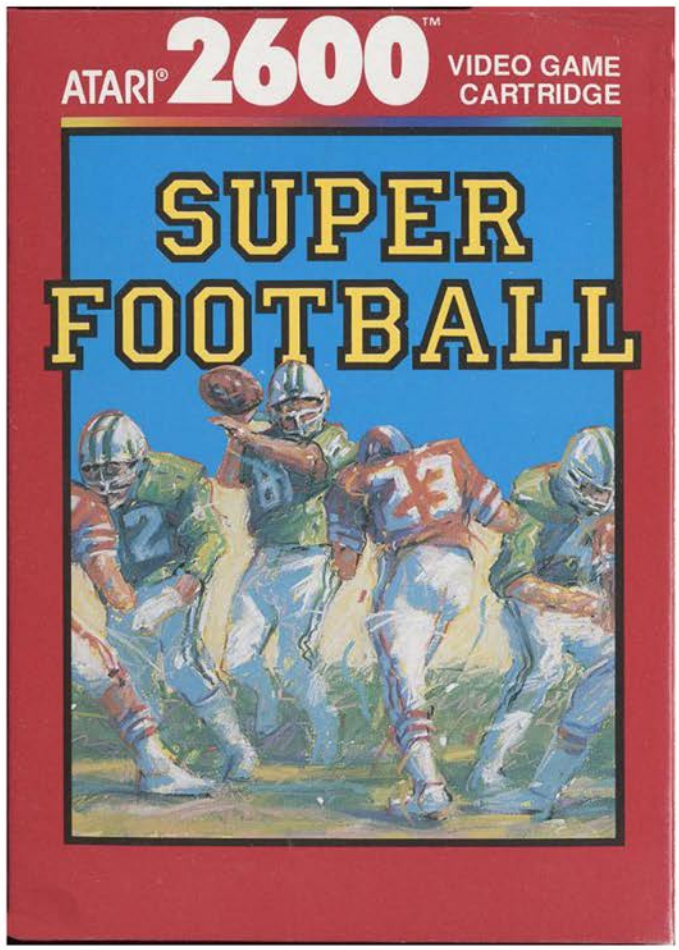

3

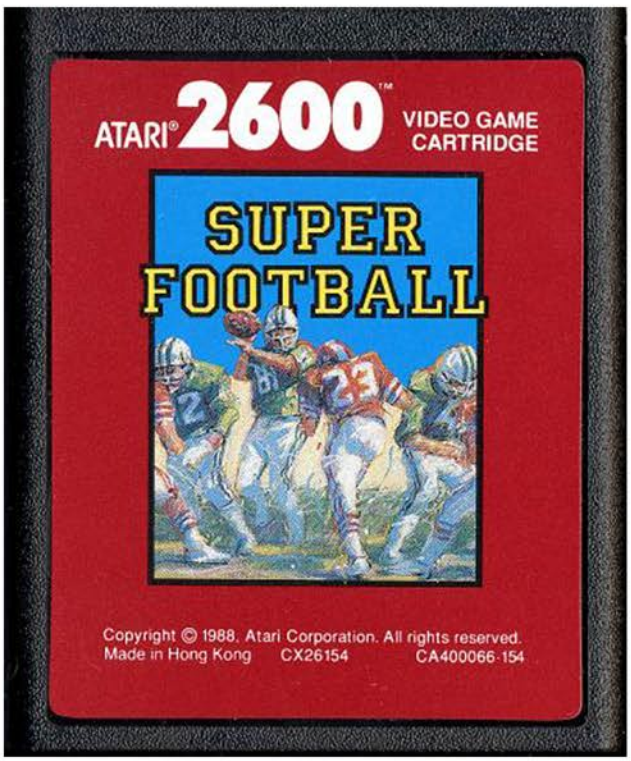
# Super Football

Release Date: 1988
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: CX26153
Rarity: 2
Programmer: Doug Neubauer

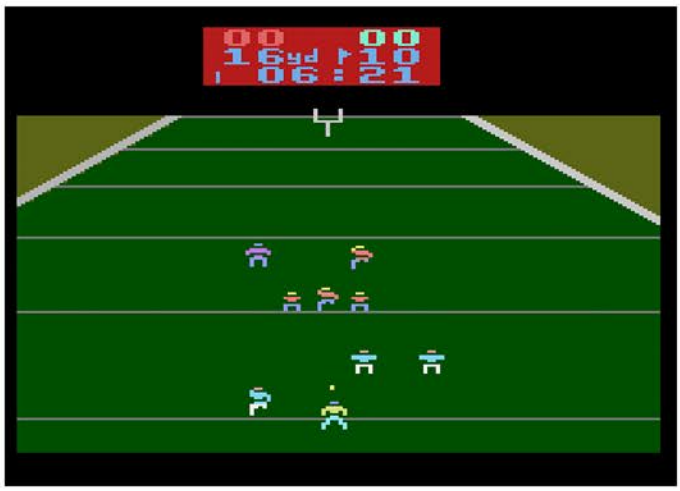
This is easily the most advanced football title on the 2600.



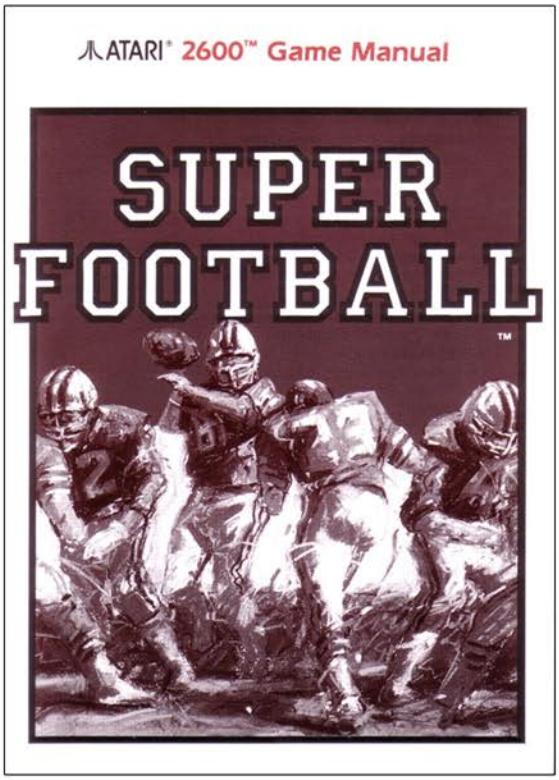
Strap on your pads, toss on a helmet and hit the gridiron for some engaging five on five football. Get your team in position and watch from the end zone as the computer kicks off to you. Once you make an attempt to run the ball back, the real fun begins.

Unlike every other football title on the system, there are wide variety of plays you can pick from. There are seven running and passing plays, as well as a punt and field goal formation. When you are defense you have the same ability to pick whether you want to defend against the pass or the run. Once your selection is made the teams line up in their formations and the game is on. There is even a nice detail where the wide receiver will go in motion before the ball is hiked. Unfortunately if you are playing against the computer, this is where the excitement ends.




Passing in this game is problematic to say the least. It is very difficult to get the ball thrown at the correct angle, meaning more often than not your pass is going to go wide of the receiver. And unless you time it perfectly, if you manage to get your pass on target there's a great chance the defender will be standing there waiting to pick it off. Running the ball isn't much better as your offensive line leaves a lot to be desired, so you'll be hit pretty quickly as you approach the line.

Even with the computer playing at an All-Pro level, this is the greatest football title on system. If you have a friend then the competition will be on even footing and some real fun can be had here. Unfortunately, this was released so late in the system's life cycle that it was obsolete before it even hit the shelves. The NES was in its prime in 1988, and arguably the greatest football game ever in Tecmo Bowl was released the year prior. However if you want to see what was possible on the Atari, this should be checked out.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

### Offensive Patterns

The receiver (wide receiver, tight end, or halfback) will start the play by running up the field (to the dotted line indicated below). At that point, the receiver will run to points on the field depending on the pattern you selected.

Point 2
X

Point 1 Point 4 Point 5 Point 3
X X X X

XX Scrimmage Line
Q

1 Run to point 2, point 3, point 4, then improvise
2 Run to point 2, point 1, point 5, then improvise
3 Run to point 1, point 5, then improvise
4 Run to point 3, point 4, then improvise

### DEFENSIVE PLAYS

The offense selects a formation, and the formation number appears as the left digit of your score. Move the joystick left or right to choose a formation (from 1 to 9).

Once the play is under way, use the joystick to control the cornerback.

On a blitz, the defense will rush two players. The safety plays a deep zone and will track either the wide receiver or the quarterback.



### Defensive Formations

C = Cornerback
S = Safety
X = Other players

| | | |
|---|---|---|
| 1 | Wide coverage left | C S X X X |
| 2 | Wide coverage right | S X X X C |
| 3 | Motion prevent defense | S C X X X |
| 4 | Blitz corner right | S X X X C |
| 5 | Blitz corner left | C S X X X |
| 6 | Run right defense | S X X X C |
| 7 | Run left defense | C S X X X |
| 8 | Punt formation | |
| 9 | Field goal formation | |

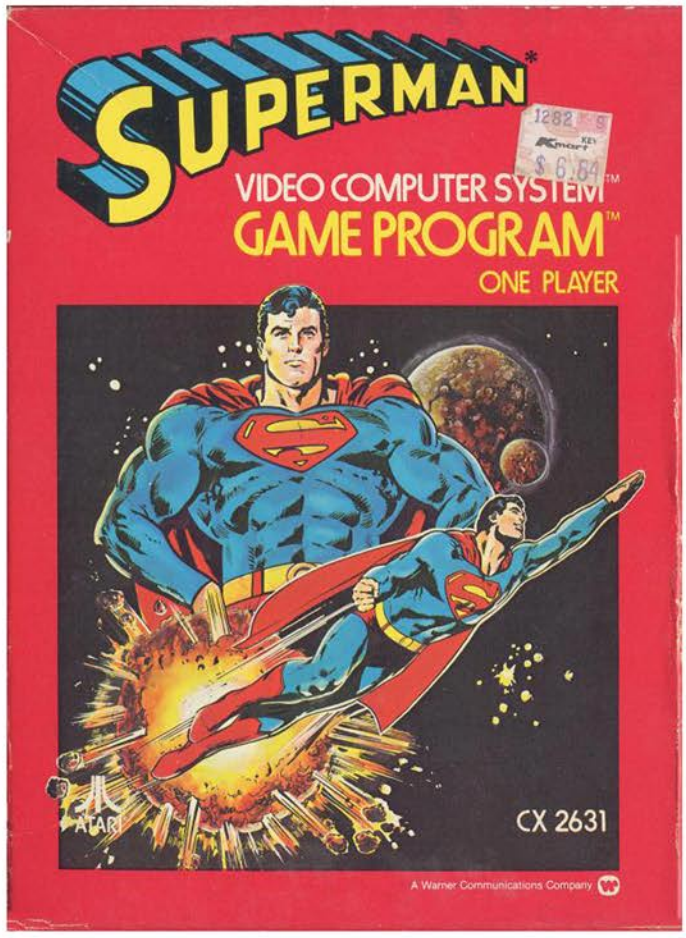
**Note:** When the offense selects either formation 8 or 9, the defense automatically selects the same formation.

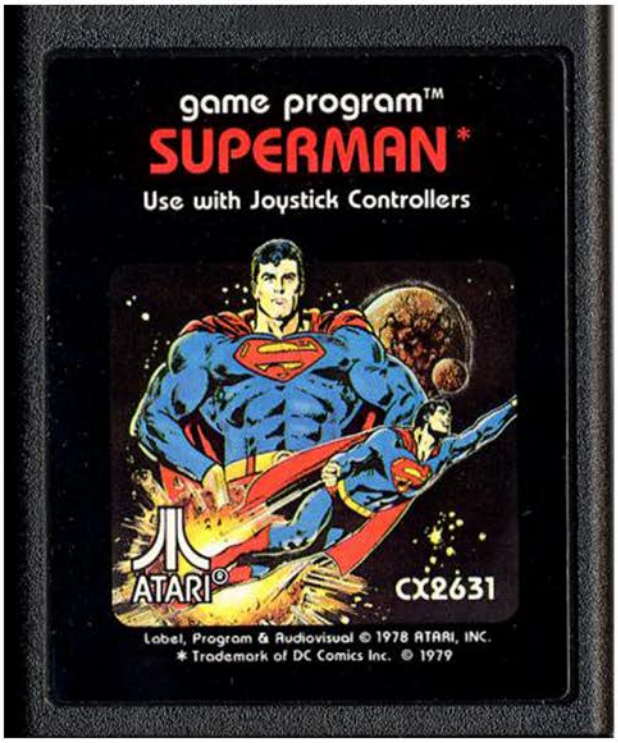
# SUPERMAN

Release Date: 1979
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2631
Rarity: 2
Programmer: John Dunn

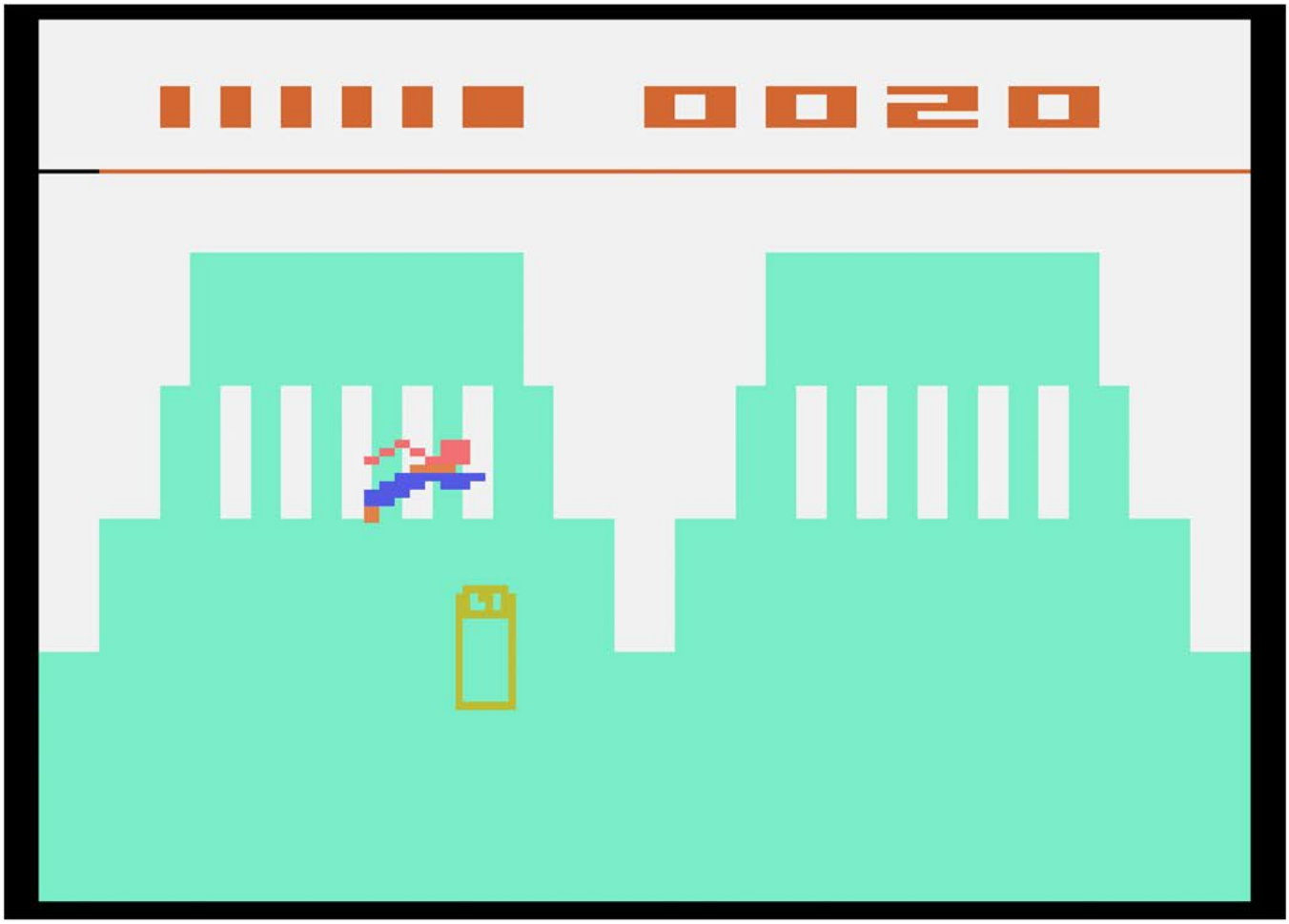
The first super hero video game was truly ahead of its time.

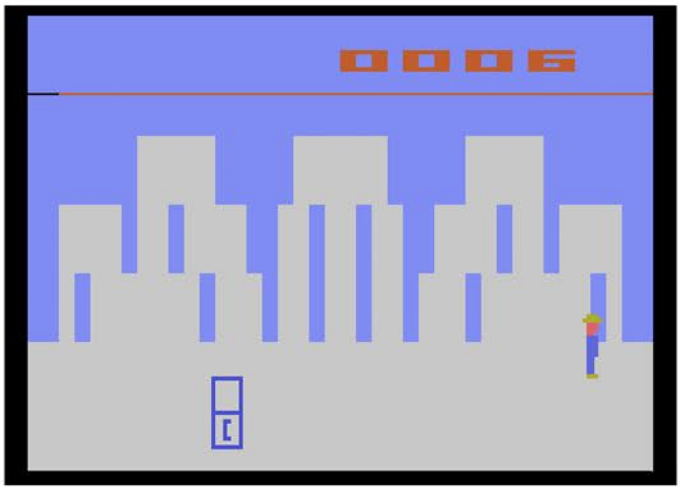


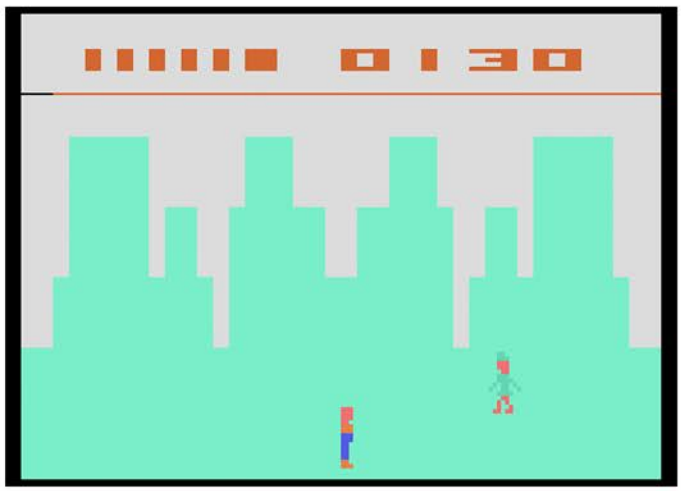



You are the Man of Steel, and your arch nemesis Lex Luthor is causing all kinds of trouble in Metropolis. Lex has detonated a bomb on the Metropolis Memorial Bridge, shattering it into many parts that have been scattered all over the city. To make matters worse, he and his henchmen are running wild and terrorizing the citizens.

The game begins with Clark Kent walking towards the bridge, getting there just in time to see it explode. Knowing what must be done, he retreats to the comfort of a phone booth to change into his Superman outfit before taking off. His mission is to fly around the city and find the bridge components to rebuild it, while also capturing Lex's henchmen and delivering them to prison.



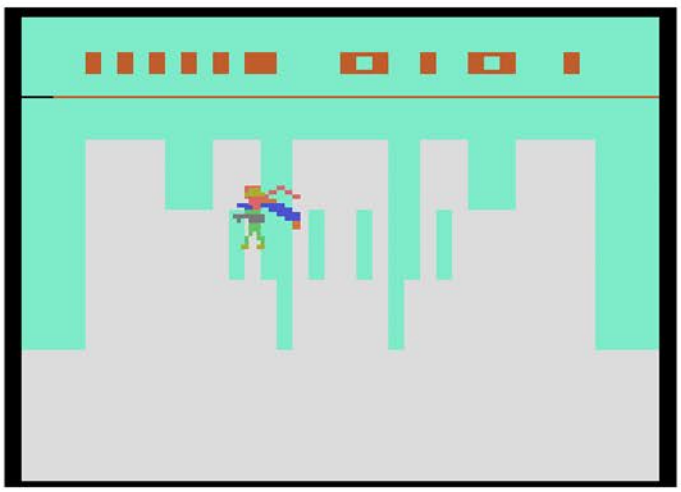


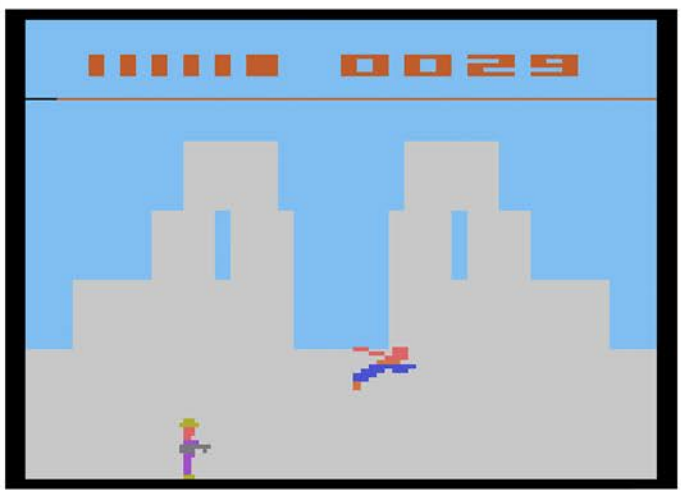



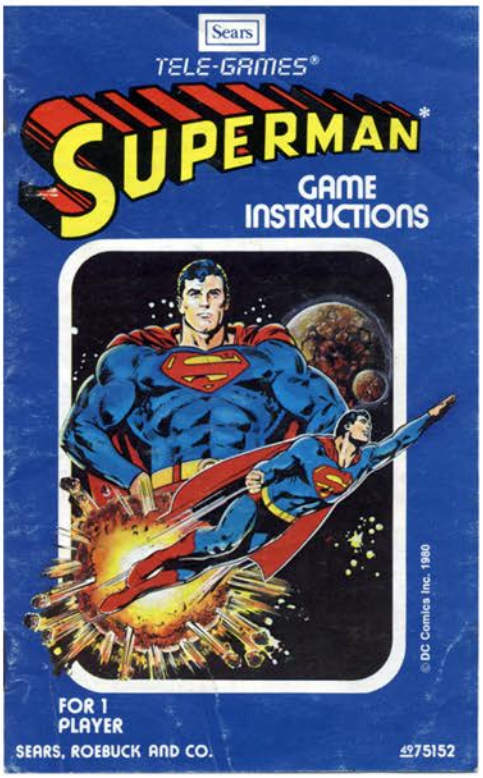

Lex Luthor isn't defenseless against the Last Son of Krypton, as he has built Kryptonite satellites that patrol the city. If Superman comes into contact with one of them, he'll be forced to turn back into Clark Kent until he can find his girlfriend Lois Lane. One kiss from her and he's back patrolling the skies. The city is fairly large and is connected by a subway system which helps Superman zip around the city, which he can use even if he's in Clark mode.

In addition to having super strength, Superman also has the ability to use his X-ray vision. When he activates it and presses a direction he can see what the next screen is and what's happening on it. While this isn't a huge help, it will give you a heads up about a potential satellite.

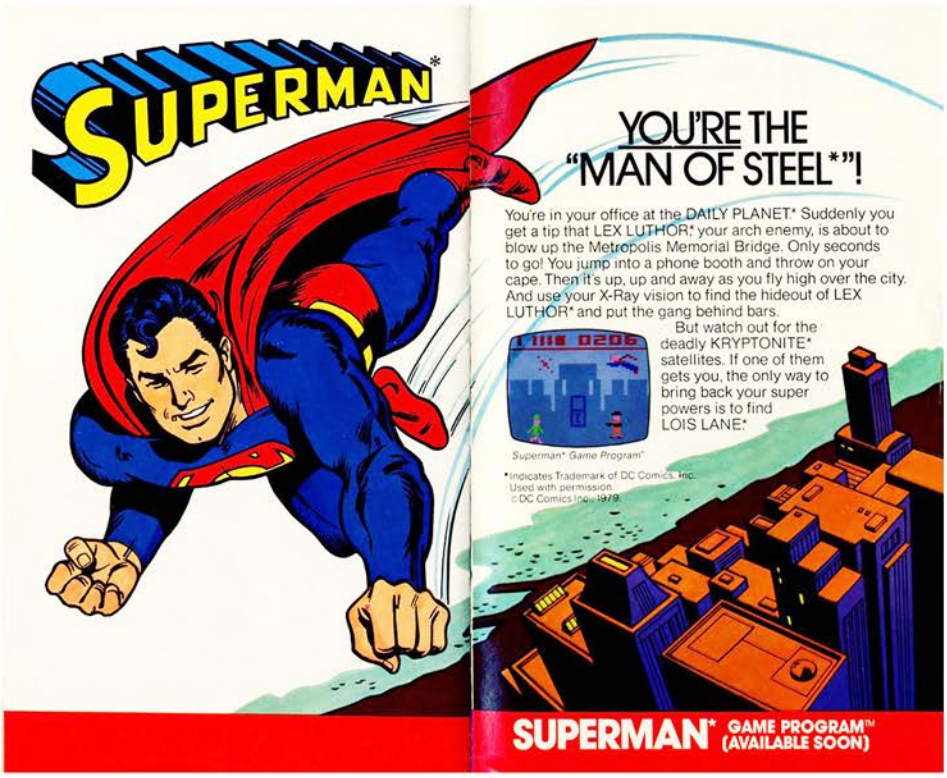
For such an early title, the map is fairly large, with numerous varied cityscapes and building. Also rare for this era is the kind of objective based gameplay, where there is a mission to complete rather than simply killing everything in sight. The graphics are blocky, however it's easy to make out Superman, Lex and Lois. If you are a fan of Superman, or want to play some very early arcade style gameplay, this is worth a look.





Top Left: Sears Tele-Games Manual
Top Right: Manual Page Sample
Below: Catalog Sample

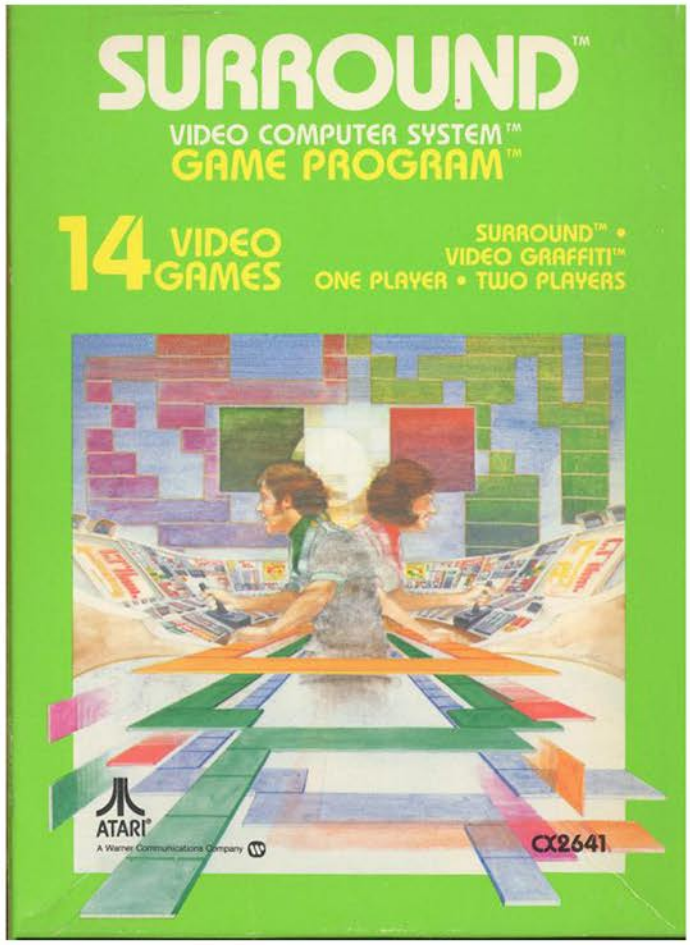


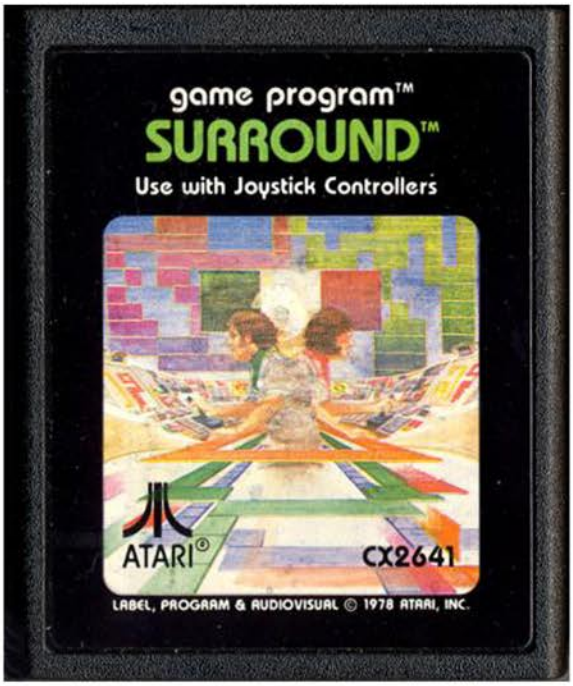
# SURROUND

Release Date: 1977
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: Chase
Model #: CX2641
Rarity: 2
Programmer: Alan Miller

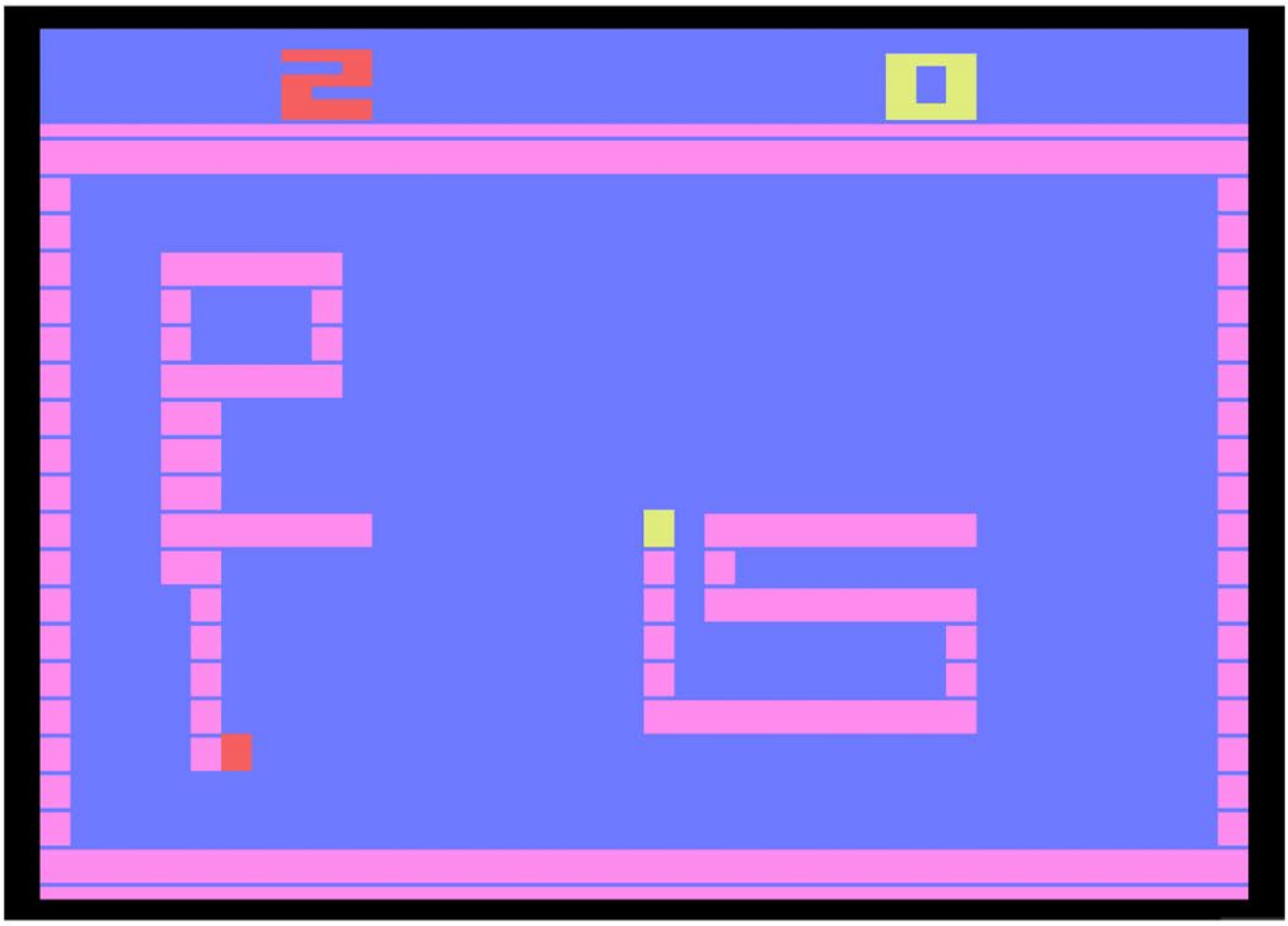
One of the original 2600 releases still holds up today, provided you have a friend.

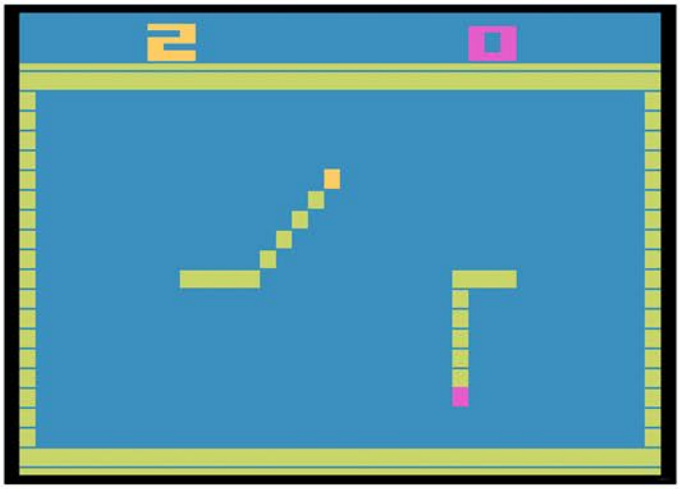


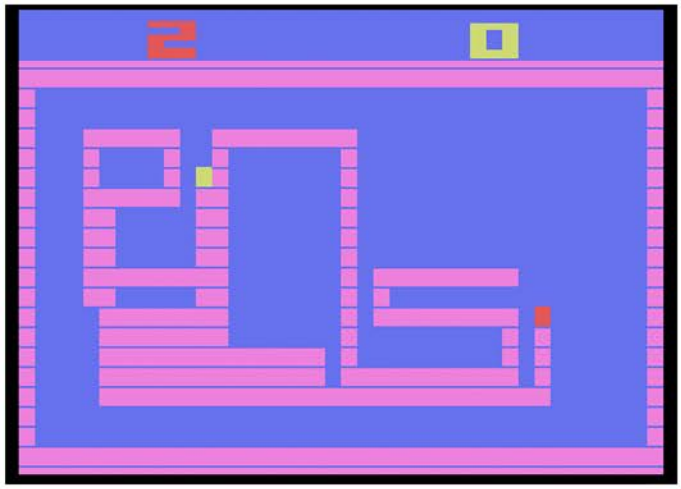



Surround has a very simple concept; draw a line around your opponent while avoiding his and hope he hits the wall first. The graphics are as rudimentary as you can get, with a square pixel leaving behind a rectangle line as you move in any of the four cardinal directions, but that's all it really needs to be. This is basic one on one competition in its purest form. Every time you hit the wall, the other player gets a point, and it's the first one to ten who wins the match.

Building off this core idea, there are five different gameplay varieties that mix things up and bring some different strategies into the fold. The first one is the basic mode, which has your cursor moving at a constant pace. The speed up mode makes you move one notch faster every few seconds, meaning by the end of it you'll be flying around the screen.



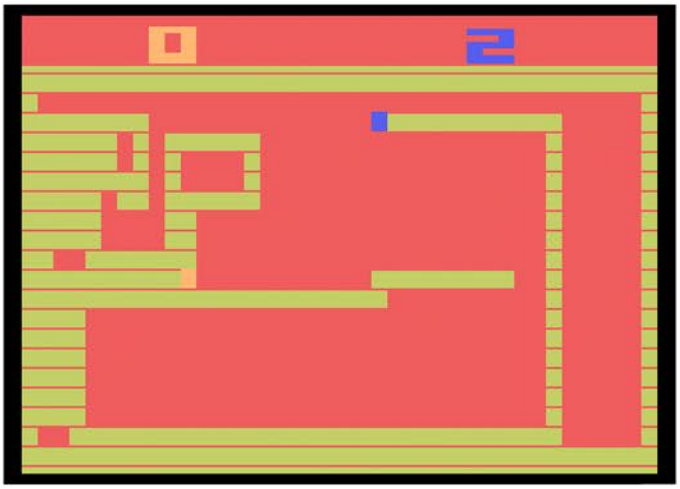


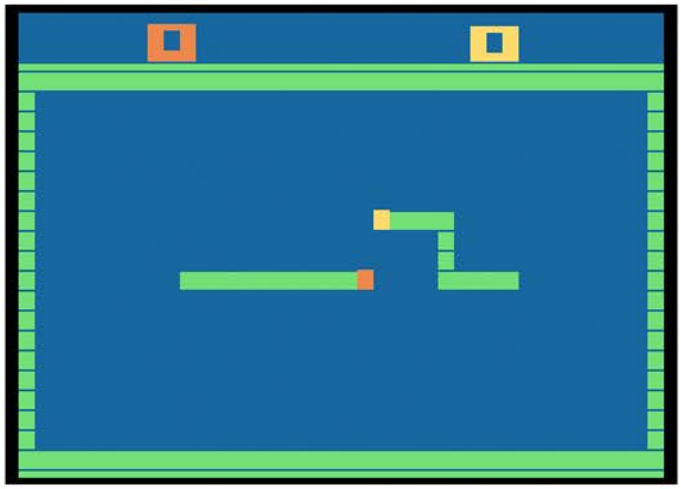


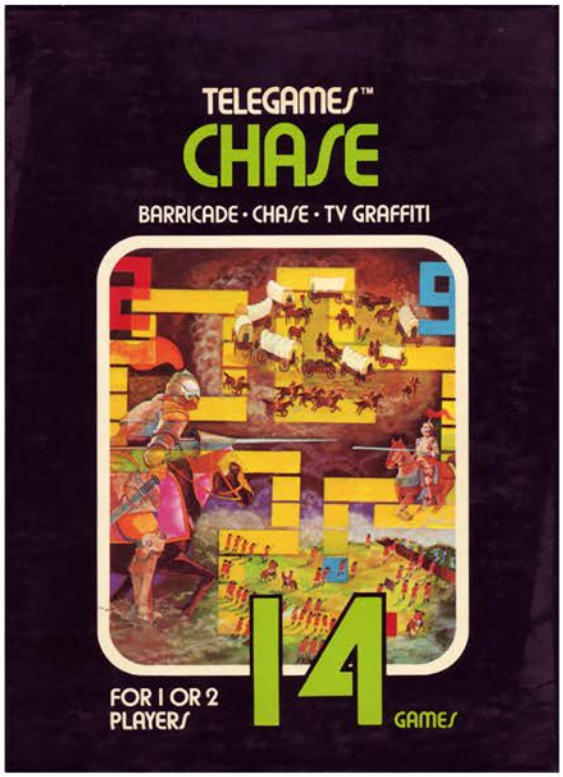
Erase mode allows you to leave gaps in your line to allow you to escape should you find yourself trapped. Diagonal doesn't sound like it adds much, but it allows you to fill the screen up with obstacles a whole heck of a lot quicker than normal. Finally there is the wrap around mode, which removes the side walls and allows you to flip over to the other side of the screen. The only downside to these modes is that due to extreme limitations to the computer A.I., the only modes with a computer opponent are the basic and speed up modes.

There is an additional gameplay mode that is for one or two players, and it's called digital graffiti. In this mode you move your cursor around and can draw crude looking images. Basically it's like having a rudimentary digital Etch-a-Sketch.

Even though the graphics are basic and the single player options are extremely limited, Surround holds up pretty well all things considered. If you have a friend and was some simple competition, or just want to see what the cutting edge technology was circa 1977, it's worth checking out.







Top Left: Sears Tele-Games Box
Top Right: Catalog Sample
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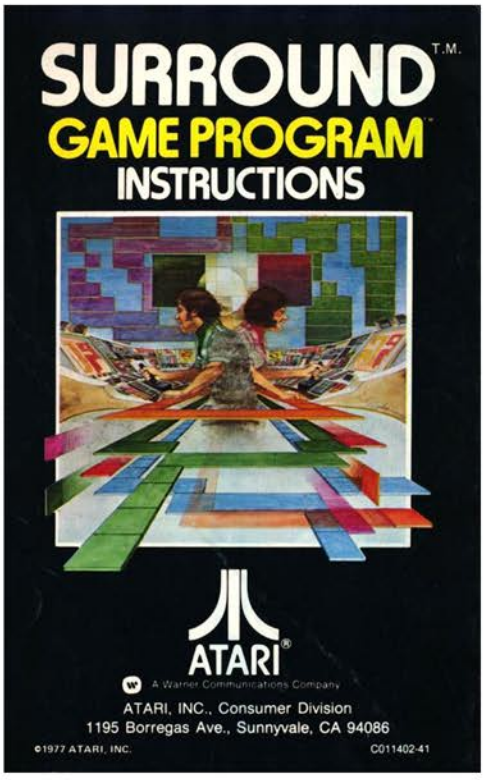
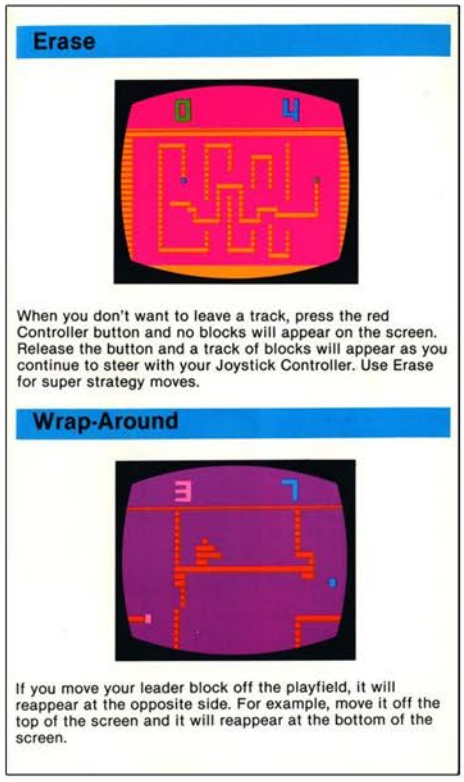


# Survival Island

Release Date: 1983
Publisher: Starpath
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: AR4401
Rarity: 8
Programmer: Scott Nelson

This overly ambitious game is a chore to play.

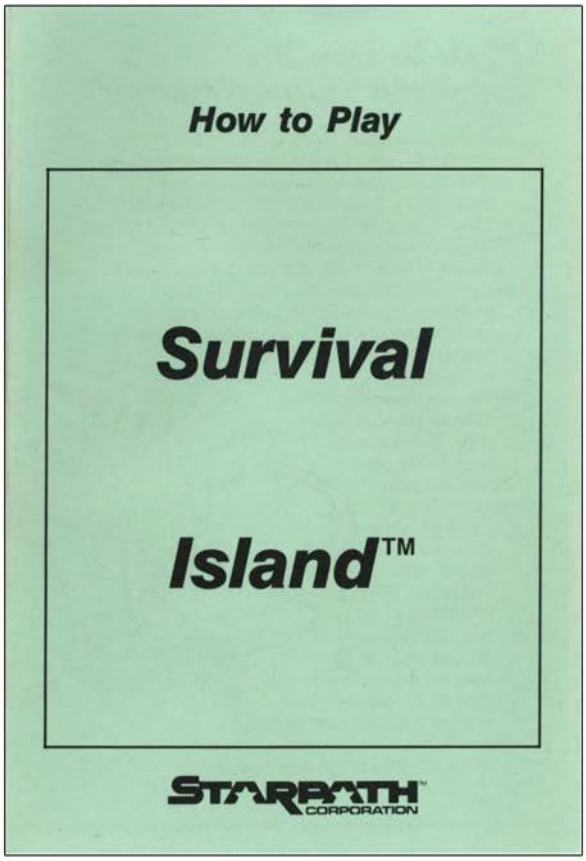
You are a daring adventurer in search of the treasure from a South Pacific lost civilization. Unfortunately things have taken a turn for the worse as your ship has sunk, leaving you on your own for survival.

The game begins with you floating in the water on a makeshift raft, your island destination far in the distance. As you begin to swim, you'll find food and water supplies float towards you. If you are quick enough, you'll be able to secure them which will help you on the island should you make it that far. You aren't alone in the sea, as sharks, water snakes and schools of fish will knock you off of your raft and kill you should they touch you again. Luckily you can swim fast to avoid them, but it will cost you valuable life points. After what seems like an eternity (because it is) you'll reach the island.

Once on the island it's time to explore it in search of the temple. This journey is fraught with peril as there are traps that will devastate your life points and they appear out of nowhere. That is unless you are in search mode, where your character will inch along the screen poking the ground with his stick. While this may be the safer way to walk, you'll wish for death due to the tedium. There are several pathways to explore and items to pick up, although the most important thing is to remember to eat so you don't die. Survive this section and you'll be off to the dungeon.

The final screen is the first person scrolling maze where you search for the treasure. This is a lot more difficult than it sounds as the only guide you have is a compass, and there are several one way walls and transporters that will randomly move you about. In order to proceed deeper into the maze you'll have to locate keys that open up new passages. Of course one wrong step and you'll end up god knows where. The one plus is that the scrolling graphics look incredibly good.

The ambition here is evident, with three very distinct screens and a lot of area to explore once you come ashore. So much so they included a password system so that you can save your progress and come back to it. Unfortunately none of it is remotely fun, and playing for any amount of time might make you wish to be stranded on a deserted island rather than continue on.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

## Survival Island™

**The Object:** Meet the challenges of a devastating shipwreck and a desolate wilderness island; then explore the mysteries within the secret temple.

**The Situation:** While sailing across uncharted waters in the South Pacific searching for the ruins of a lost civilization, a sudden storm ravishes your vessel. As your ship sinks, you struggle to keep afloat, knowing that your only chance is to reach the island that looms in the distance. A raft from the ship floats nearby. Swimming with grave determination through shark infested waters, you reach the raft and manage to clamber aboard. Now you stand a chance.

Food and water are your next concerns. Without an adequate supply, you will surely perish. Occasional debris from the ship floats by as you slowly drift toward your destination. Containers of food and water appear. If you could only collect them before you reach the island, you would be able to live on them while you explore the island.

### The Multi Load™ Feature

Survival Island is too complex a game to be "loaded" into the Starpath SuperCharger at one time. So the cassette tape is divided into three sections, each of which is loaded separately from the cassette player into the SuperCharger.

Load 1: Shipwrecked
Load 2: The Wilderness Island
Load 3: The Secret Temple

if you can carry it. Otherwise, the effect of the object will take place immediately. If you don't know what an item is, touch it with your cane while in the search mode and it will not harm you.

Mode changes are made by first pushing the joystick button, and then moving the joystick which allows you to step through the different modes. Pushing the button again will execute the mode selected.

Entering the temple completes this load, but to do that, you must first find the key to unlock the door. Save your code. Hit the joystick button and go to the secret temple.

**Hint:** You may wish to map out the whole island on paper in order to learn how to get to the temple and to find where all the needed objects are located.

### Load 3:

The maze of the temple is divided into numerous sections. To progress from one section to another requires finding the key object for that section and then passing through the magically barred wall. Beware of one-way walls, transporters, and other inconveniences—all are designed to thwart outsiders from being able to map their way to the secret chamber within. If you find the chamber, your survival will be guaranteed.

**Note:** Transporter squares are invisible and can only be found by walking into them. There is no other way to detect them.

**Hint:** Again you may wish to map out each section on paper. Take into account transporters and one-way walls.

### Scoring

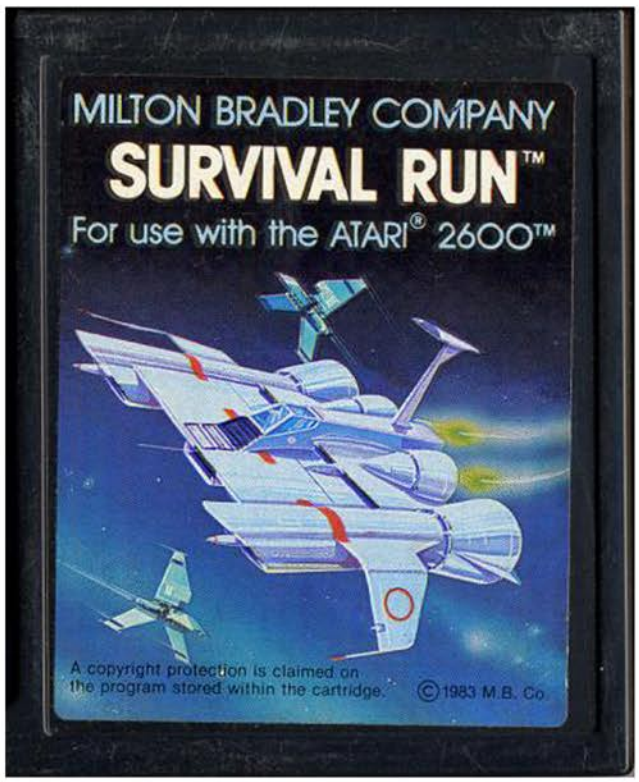
Your performance is determined by the amount of time required to find the chamber and your LIFE points when you get there.

# Survival Run

Release Date: 1983
Publisher: Milton Bradley
Controller: Cosmic Commander
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 4362
Rarity: 4
Programmer: Ty Roberts

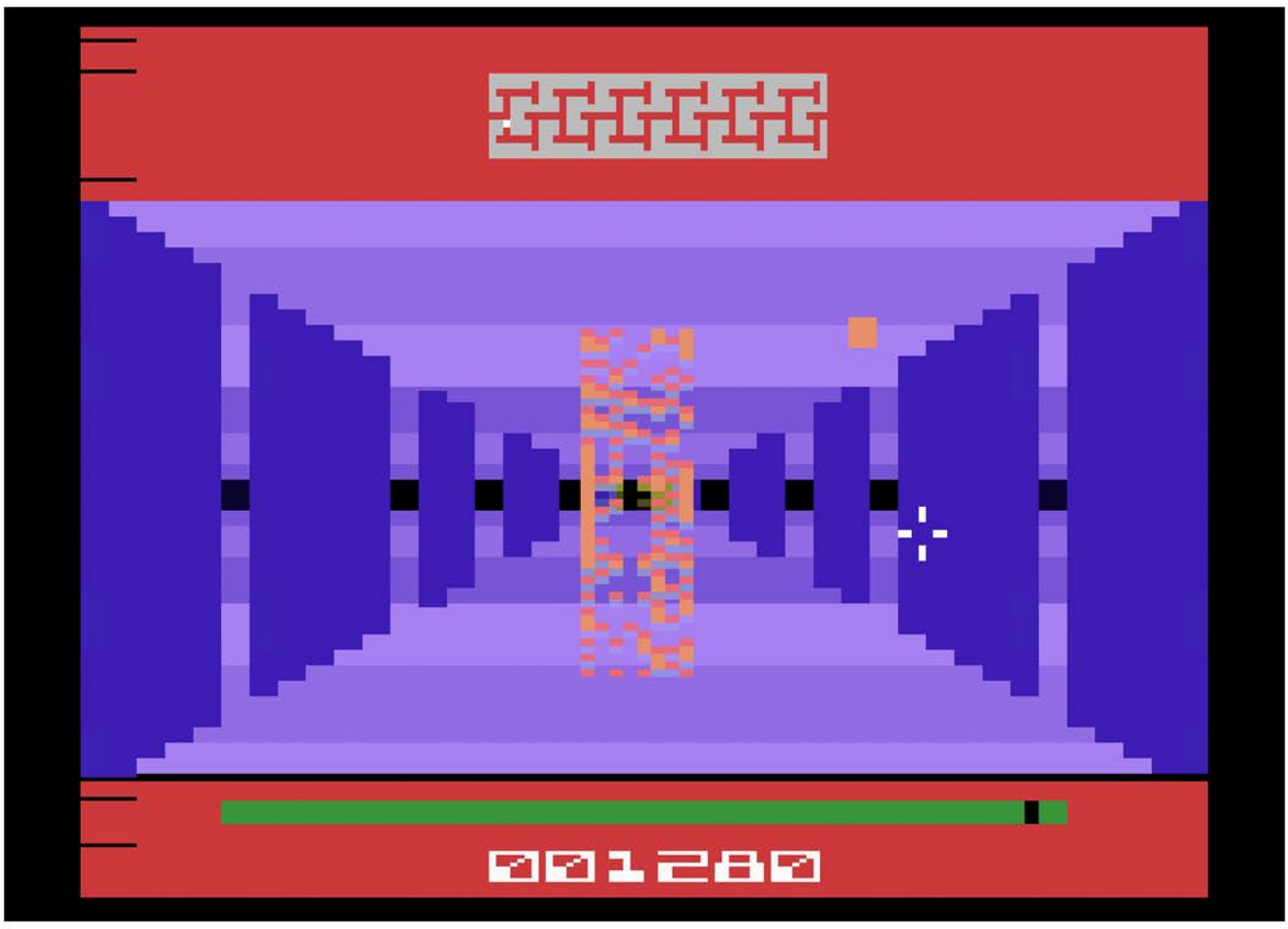
This is a graphically impressive but shallow shooter.



You are a daring pilot behind the controls of a Class One Starfigther. As you explore deep space you become trapped in a complex maze of tunnels and must fight for survival.

The game begins with your ship moving down a corridor in the first person perspective. As the maze scrolls enemies will begin to appear in the distance and slowly move towards you. If they get close enough to you they'll open fire with their lasers, however it's quite easy to knock them out of commission before they can do any damage to you.

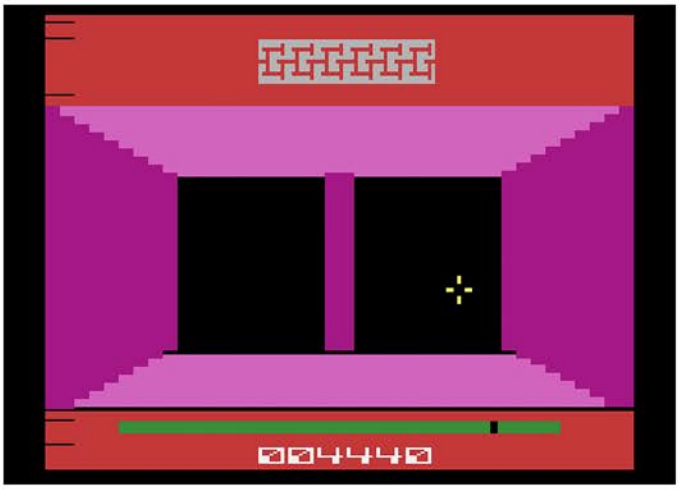
At the top of the screen your computer has mapped out a path through the maze, giving you a firm idea of where you need to go. When you reach a junction point a crossroads will appear, letting you decide if you want to go to the right or left. Choose correctly and your journey continues. Choose poorly and your widow will be getting a letter in the mail about how bravely you fought.

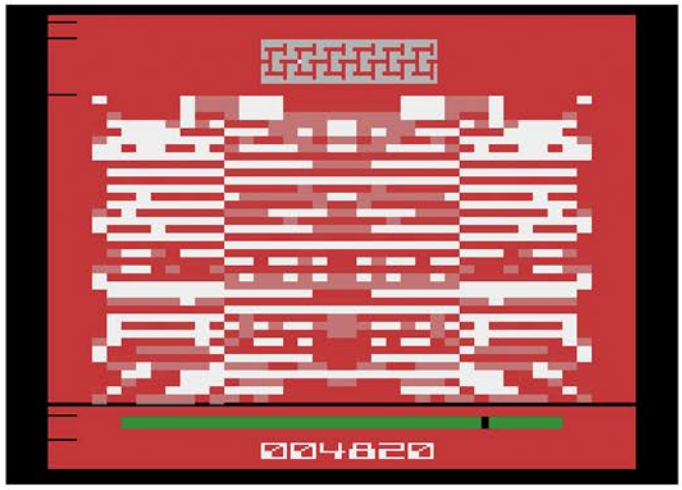


After completing some turns you'll come face to face with a force field that can't be attacked directly. Just to the side of it will be the source which must be shot to deactivate it. If you get stung by it your energy will take a huge hit, however it isn't a one hit kill. This is by far your biggest threat, especially when compared to the random aliens that attack.

If you make it to the end of the maze you'll face off against the toughest enemy in the game, the command ship. This vessel takes numerous shots to defeat, and once it goes down you'll find yourself back at the start of the dungeon for another round at a slightly faster pace. However if you want to skip straight to the speed you can elect to start on any of the five dungeons.

The game came packaged with the Cosmic Commander Controller, which gave you a heads up display to make the game feel more real. While it is an impressive peripheral, it's not enough to save the game from being bare bones and dull. If you are looking for shooting action, there are better options on the 2600.



POWER ARCADE™

# COSMIC COMMANDER™

## GAME PLAY INFORMATION

With Cosmic Commander Control you are piloting a Class 1 Starfighter deep in a far-off solar system. You have entered a complex maze of subterranean tunnels with no way to turn back. Follow your onboard computerized map through a Survival Run . Conserve and restore your energy level and score points as you defend yourself against alien guards and their force fields. Your Cosmic Commander Control instantly responds to every move you make to deliver precision control and pinpoint firing accuracy. You're in total command of all the screen action as you take off on the ultimate space adventure.

A copyright protection is claimed on the program stored within the cartridge.

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Top Left: Cosmic Commander Controller
Top Right: Manual Cover
Below: Manual Page Samples

## CONTENTS

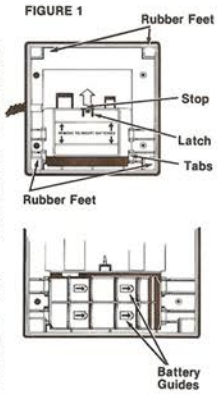
1 controller console
2 label sheets
1 instruction booklet
1 video game cartridge
4 rubber feet
1 gunsight

## HOW TO SET UP COSMIC COMMANDER

1. **Connection of Video Game System:** Connect your video game system to your television following the manufacturer's instructions. **Please Note:** Cosmic Commander is compatible with Atari® 2600,™ ColecoVision™ with Expansion Module for Atari,® and Sears Tele-Games® Video Arcade.™

2. **Preparation of Cosmic Commander:**
A. BATTERY INSERTION: Four "D" size batteries are required to power the special effects (lights and vibrations) of Cosmic Commander. To insert batteries, carefully turn Cosmic Commander upside down. Open up the battery compartment door by gently lifting up the latch and sliding it over the stop. Then slide the door out from under the tabs as shown in Figure 1.

FIGURE 1




Lift off the door and insert the four batteries into the compartment using the arrangement of the four battery symbols molded into the bottom of the compartment as a guide. To replace the door, slide it under the tabs until the latch snaps into place.



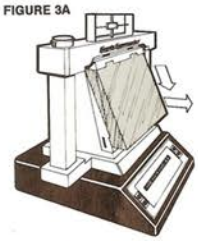
B. Insert the gunsight into the two holes on top of Cosmic Commander and gently press into place as shown in Figure 2.

FIGURE 2

C. LABEL APPLICATION: peel off the three Cosmic Commander Control labels from the label sheet and apply them to the unit as shown in Figure 2.

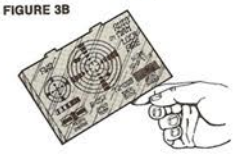
Remove the front lens as shown in Figure 3A. To do so, insert your fingers into the grooves on both sides of the lens and gently pull the lower tabs out of the lower slots. Then, remove the lens by sliding the upper tabs out of the upper slots.

FIGURE 3A



Attach the control panel label to the back of the lens so the dials and headings can be read through the front of the lens. This label has pressure sensitive adhesive along the outside edge. After the label is in position, press along the outside edge with your finger to secure firmly as shown in Figure 3B.

FIGURE 3B



To replace the lens, slide the upper tabs into the upper slots and gently press the labeled lens into place until the lower tabs snap into the lower slots.



# SURVIVAL RUN

# Sword of Saros

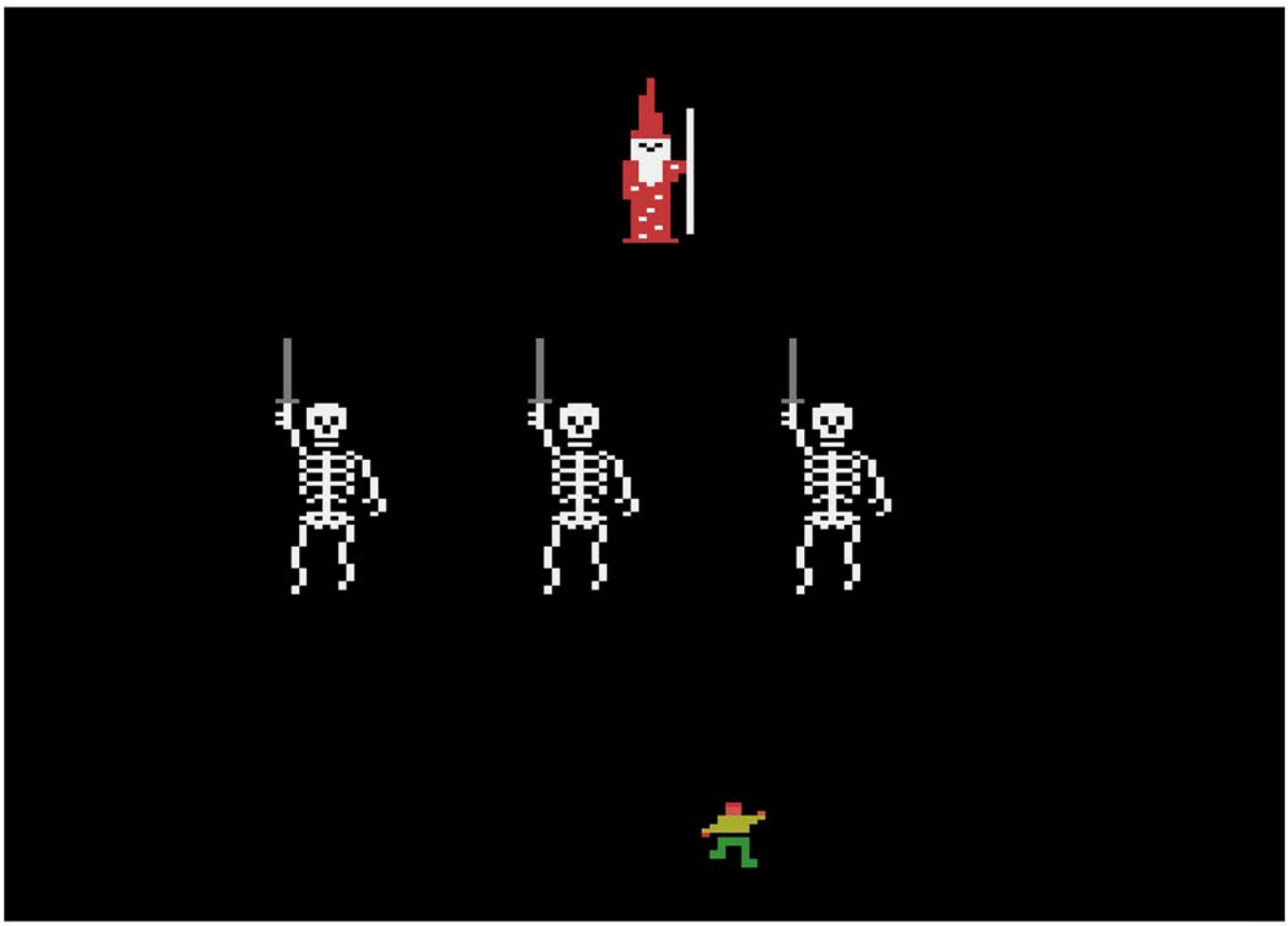
Release Date: 1983
Publisher: Starpath
Controller: Joystick
Players: 1
Genre: Adventure

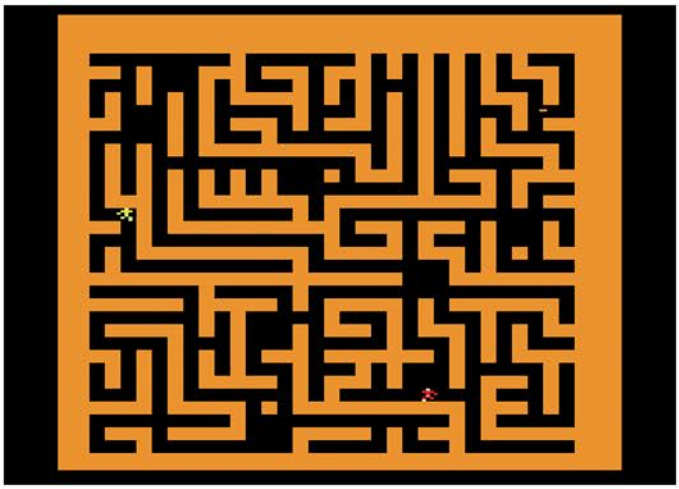
Alternate Title: N/A
Model #: AR4201
Rarity: 8
Programmer: Jon Leupp

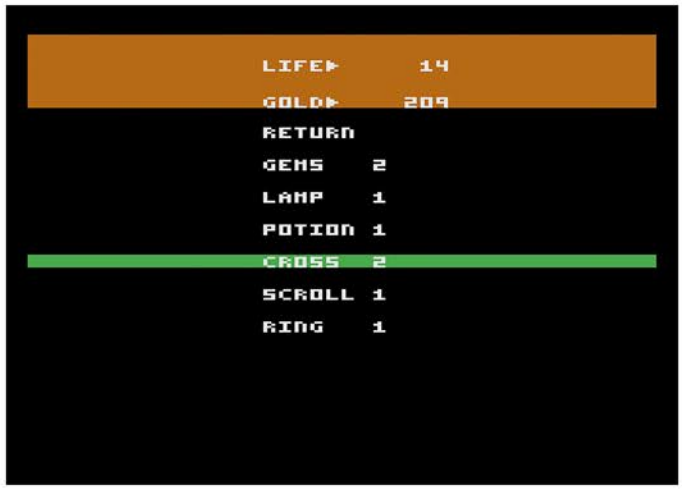
On paper this is a fantastic idea. Unfortunately the game isn't played on paper.

You are a daring dungeon raider who has taken it upon himself to find the Sword of Saros so that the evil Wizard's reign of terror can be brought to an end. While searching through eight large floors, our hero will find treasures as well as vicious enemies that only seek to do him harm.

The game begins with the hero entering the dungeon at one side of a randomly generated maze. As he moves through the level, he will occasionally come across treasure rooms that are guarded by a monster. In a competent game this is where a battle would take place between the warrior and creature, but our adventurer is apparently a pacifist because he neglected to bring any offensive weaponry whatsoever. So instead of a duel we get a Benny Hill style chase with the wobbling hero struggling to outrun the enemy by going in circles. This is extremely difficult to do, especially as you get deeper into the dungeon, because the enemies get faster and eventually move much quicker than you.



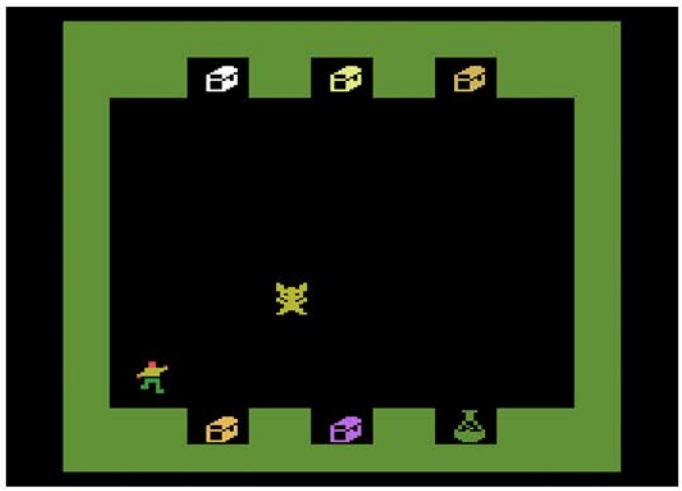


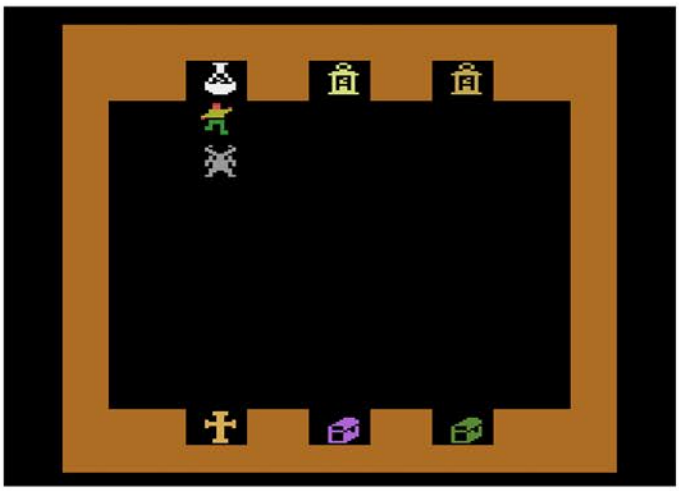


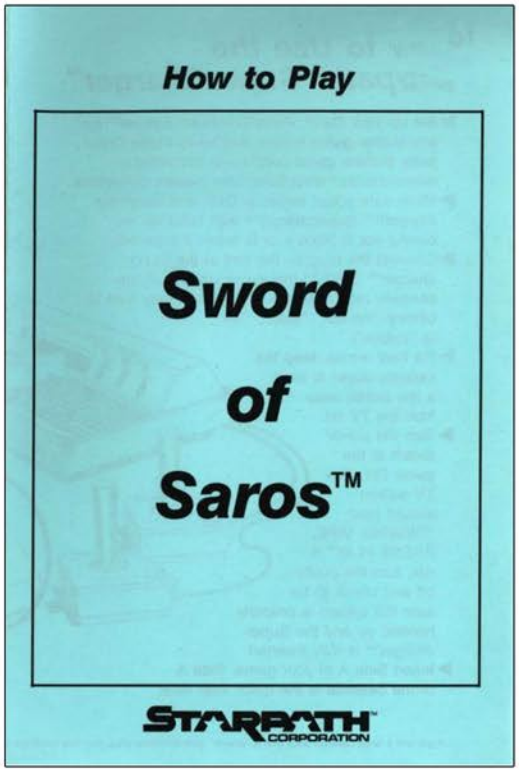

As you raid treasure rooms you'll find a wide variety of items. Gold is going to be the most common item, which doesn't have a use until you reach the final level where it will automatically bribe enemies not to attack you. Gems can be used to create other items, while Lamps light up the maze. Potions give you four to seven life points (with a max of twenty-five), and the Cross forces the Wizard and Bat to run away. Scrolls and Rings deal with visibility of both the Wizard and you, and finally the Key will open locked doors.

If you happen to encounter the Wizard you'll be transported to a battle screen with him at the top and you at the bottom. In order to escape you must go up and touch him while dodging a trio of giant sword wielding skeletons. It's a temporary victory however as he just moves to a different part of the current level.

Due to not having any offensive capabilities and combining that with low hit points, this dungeon quest will be a short one for most players. Which is a shame, because if the hero had a weapon this could have been a robust title. Instead it's little more than a dull game of tag.








Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## Sword of Saros™

**The Object:** Find your way out of the dungeon of the evil wizard as you discover pieces of the magical Sword of Saros.

**The Situation:** You are an adventurer, and your quest for the Sword of Saros has brought you to the maze-like dungeons of an evil wizard. The wizard knows you are there, and he and his giant tracker bat pursue you relentlessly. If the wizard catches you, he will send deadly skeletons to attack you.

There are seven levels to the dungeon, and on each level there are eight rooms. The rooms contain treasures which are guarded by evil monsters. Some of the treasures are magical items that you can use. Much of the treasure is gold with which you can bribe the monsters on the final level.

In one of the rooms on each level you will find doors to which you need keys to pass through. Behind one door is a piece of the sword you need, and it will magically teleport you to the next level. Treasures lie behind the other doors.

On the final level of the dungeon, the rooms contain only open doors. One of these doors will provide your escape—all you have to do is find the right door. The monsters there will leave you alone as long as you have at least 100 gold pieces, and they will take that amount from you as payment for each door tried.

When your adventure is over, you will be given a ranking. The highest ranking is WIZARD.

### The Rooms

When you enter a room, the room will be displayed on the screen. There are niches at the top and bottom of the room.

To get an item or to try a door, move in front of the niche containing it and remain there a short time. You cannot pick up an item if you already have nine of that particular type, and you cannot pass through a closed door. If a door is closed, it means you do not have a key and must go find one.

If a monster touches you, you will take 1 to 5 life points of damage. Be careful—the monsters get quicker as the game progresses.

Exits from rooms are in the corners but they are hidden. To leave a room, you must try to guess where the exit is and move through the wall.

### The Wizard Encounter

When you encounter the wizard, you will be hit instantly for 1 to 5 life points. The wizard will stand at the top of the screen and you will begin at the bottom. The wizard will send waves of skeletons to attack you. You must maneuver through the skeletons and reach the top. If the skeletons touch you, you will take 1 to 4 points of damage. When you reach the wizard, he will teleport to where the giant bat lies, and begin searching for you again.

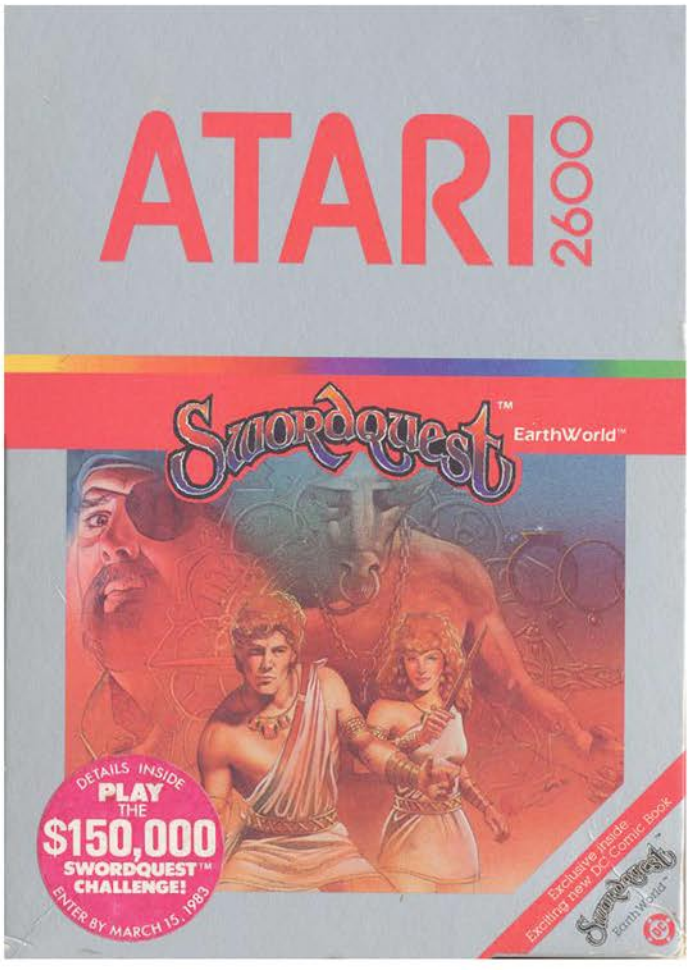
Good luck!

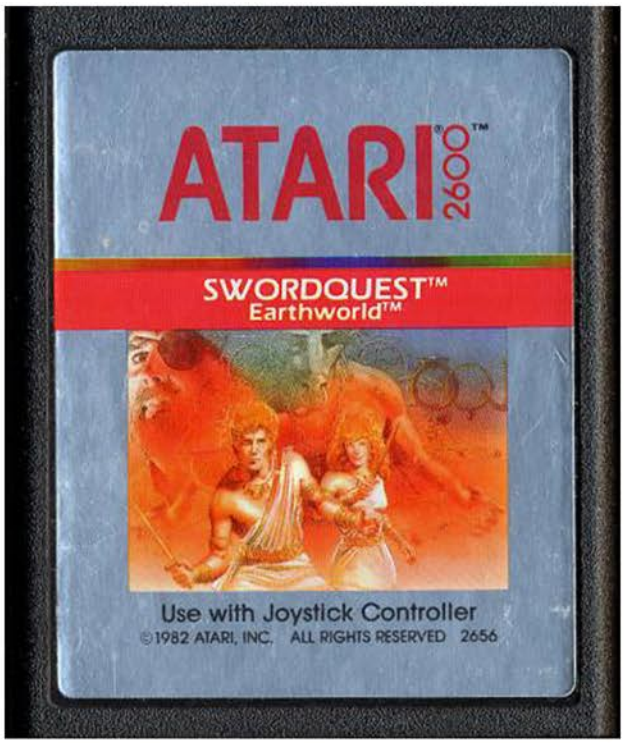
# SWORDQUEST EARTHWORLD

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Adventure

Alternate Title: N/A
Model #: CX2656
Rarity: 2
Programmer: Dan Hitchens

This overly complex title fails in just about everything it tries to do.

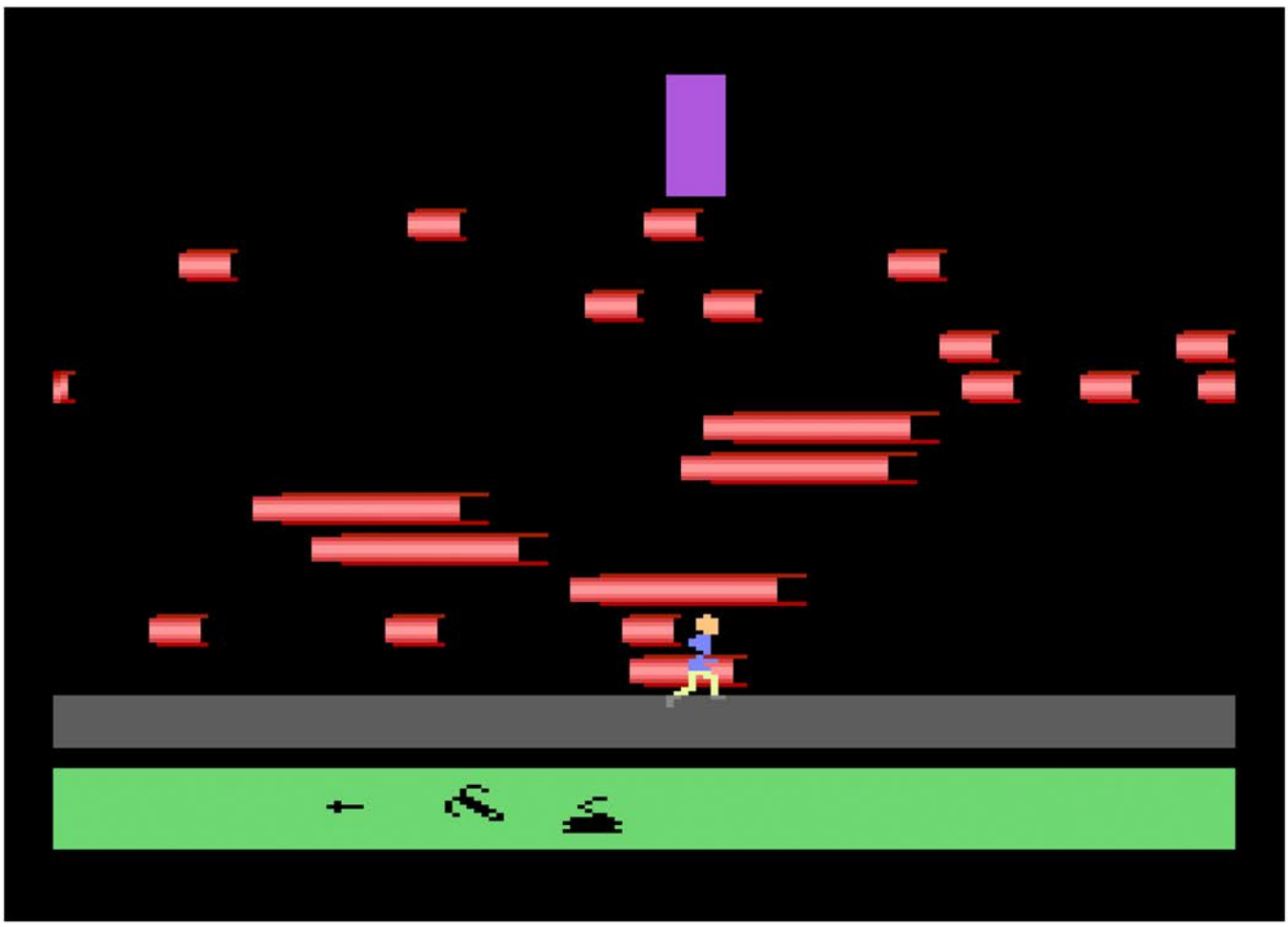


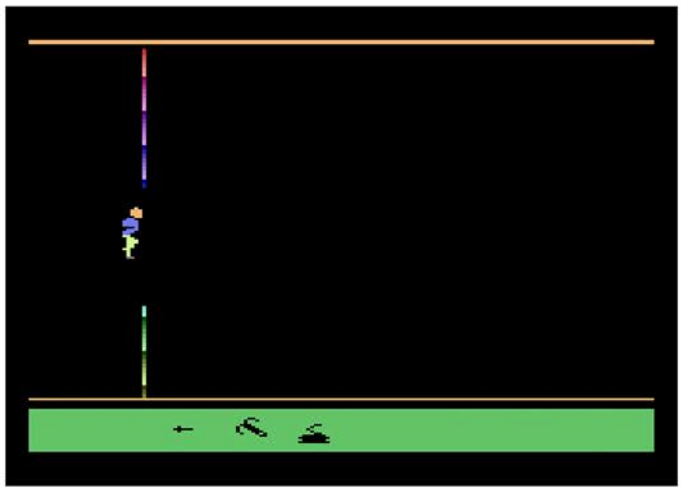



Welcome to Earthworld, a place dominated by the twelve signs of the zodiac and filled with various traps that must be overcome. As you explore the twelve rooms you must solve mysteries in an attempt to collect the Warrior's Sword.

The game opens with your hero in the middle of a room with four exits, only two of which are currently open. With a press of the button you can bring up your inventory screen and see which zodiac room you are currently in. By moving to the north or south you'll move to a different zodiac room, where the proper item must eventually be deposited. Occasionally you will face trials before you can access the inventory screen and secure the treasures the room has.

There are four mini-game trials to take on, all of which are absurdly difficult. The Aquarian Rapids plays like a demented game of Frogger, where you must perfectly jump on swiftly moving platforms in order to reach the door. However you have to be quick since with each passing moment the platforms break apart, making it much more difficult. The Sagittarius Spears portion has you dodging a barrage of projectiles, which is nearly impossible to do given how many constantly fly towards you from every direction.

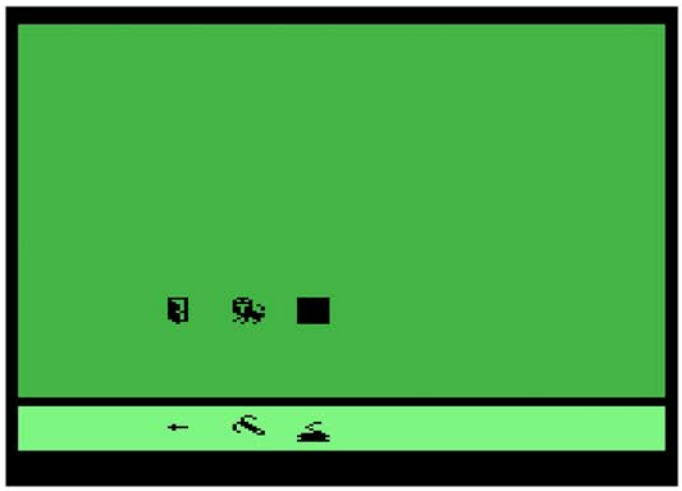


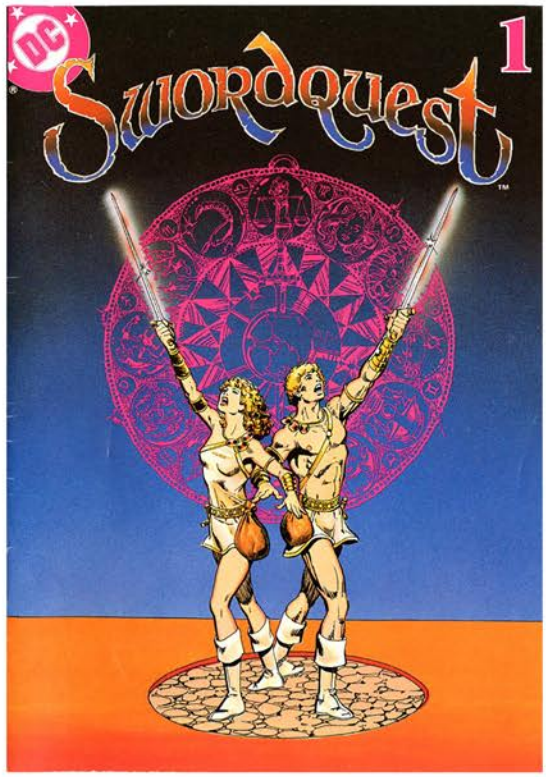


The Charging Taurus Horns isn't too difficult to pass, provided you have a specific item that makes the projectiles visible. And finally the Leo Waterfall, which requires you to pass through tiny openings in the multi-colored waterfalls. This one is arguably the most difficult because it takes perfect timing to squeeze through the openings as they scroll by, and one touch sends you back to the very beginning.

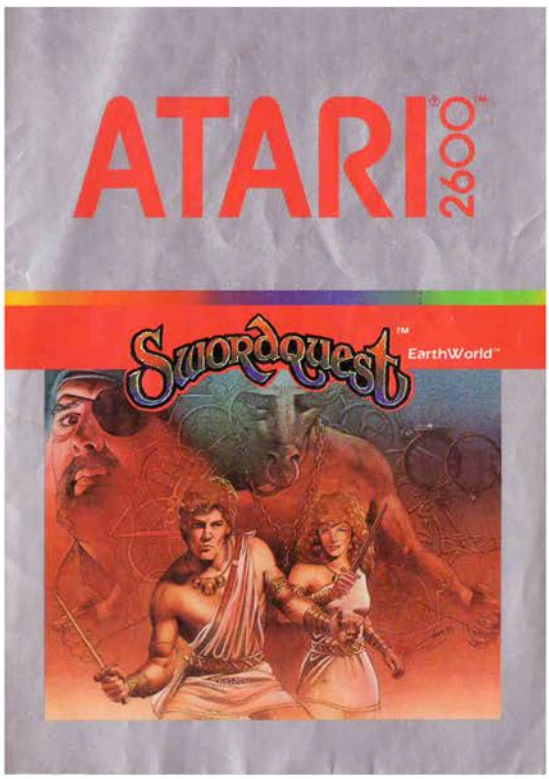
As you move through the dungeon you'll occasionally be greeted by a cryptic clue, something like "16 5", which makes absolutely zero sense on its own. Only by reading the manual does it let you know that it refers to a page and panel number in the comic book that came packaged with the game. This is the only way to figure out what items go in what room, so if you picked this up second hand and didn't have the comic, then the game was virtually unplayable.

This was the first of four planned games, however they failed so badly that the series was never completed. This is just a mess of a game that should be checked out at least once just to see part of what led to Atari's collapse.






Top Left: Catalog Sample
Top Right: Pack-in Comic Cover
Below: Manual Cover and Page Sample



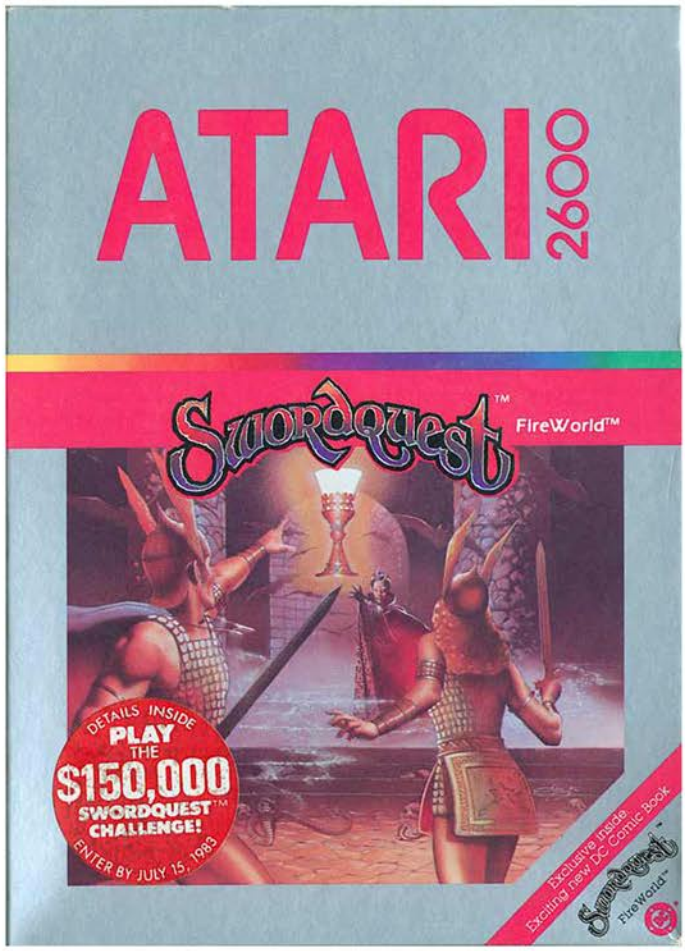
# SWORDQUEST EARTHWORLD

# SWORDQUEST FIREWORLD

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Adventure

Alternate Title: N/A
Model #: CX2657
Rarity: 3
Programmer: Tod Frye

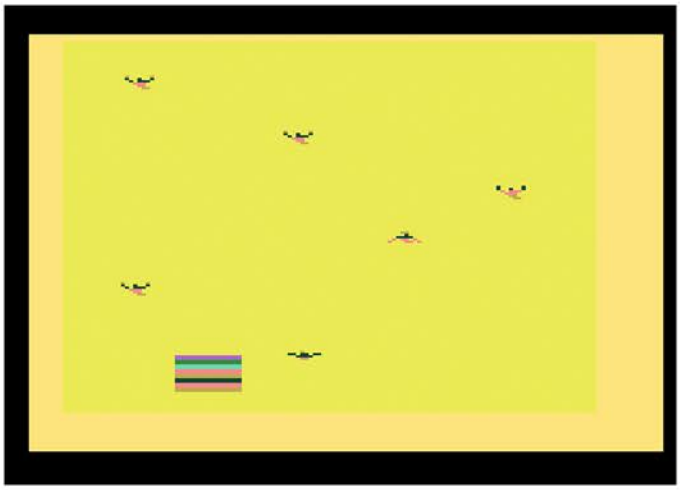
This muddled mess of a series continues. Now with more poorly conceived mini-games!

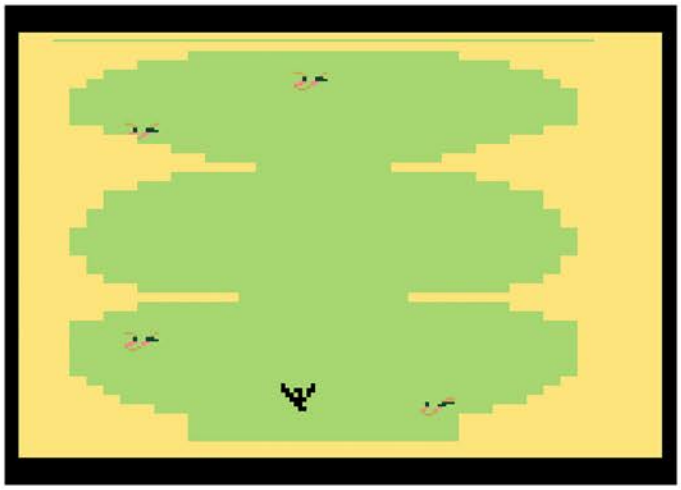


The time has come to venture into FireWorld, where a new set of trials awaits you. This time each of the ten rooms are based on the Tree of Life, where once again the correct items will need to be placed in their respective rooms for you to win.

The game begins with your hero standing in another maze, with several different directions he can travel. When he presses the button he'll be transported to a mini-game, which must be completed before an item can be collected or place. This time however the games are somehow worse than the ones found in the predecessor.

The Deadly Snakes room is a bare bones shooter where you have to hit a handful of moving snakes, one of which is so low on the screen there is only a pixel between you and the wall. If you come into contact with either a snake or a wall, another one appears, making this a tedious exercise. The Flaming Firebirds section has you moving a tall pole through a never ending stream of birds, which is nearly impossible to do given how they are structured. Jawing Salamanders is similar in tone, only with salamanders instead of firebirds.

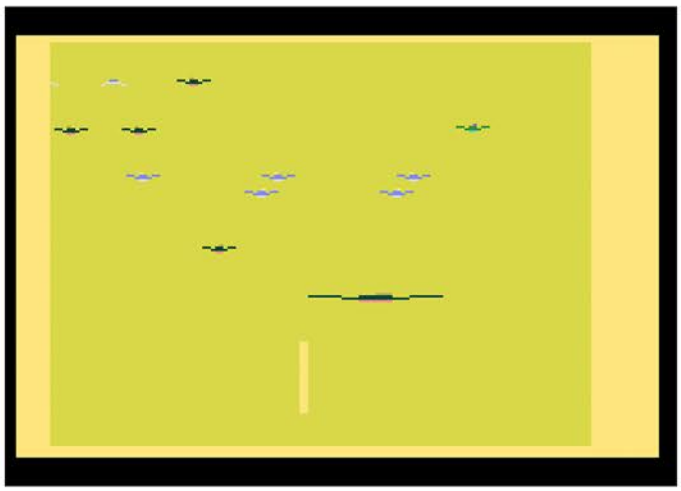


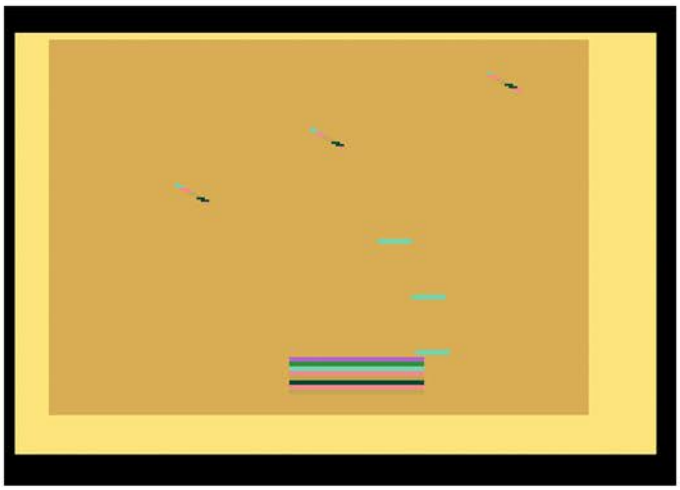


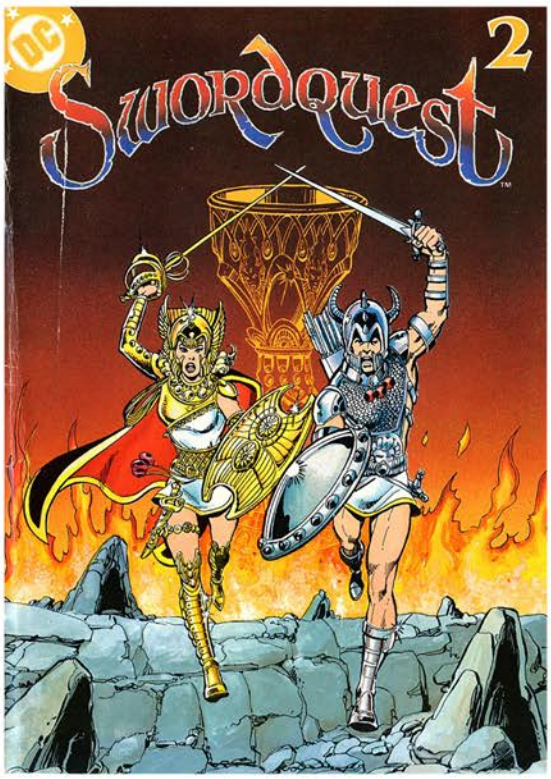
The Flying Fire Goblins plays like a dumbed down Kaboom! clone where you have to catch falling items. However the joystick isn't anywhere near responsive enough, and the creatures are so spread out that it's pure luck to finish this successfully. Flaming Hot Knives is the same type of game, only this time you control the knives instead of the bucket, which is equally as difficult. And finally the Fire-Breathing Dragons requires you to dodge and fire at the enemy.

When you finally figure out where an item goes, you'll be rewarded with a clue, which once again refers back to the comic book. These clues are especially cryptic, so good luck even if you have the accompanying print material.

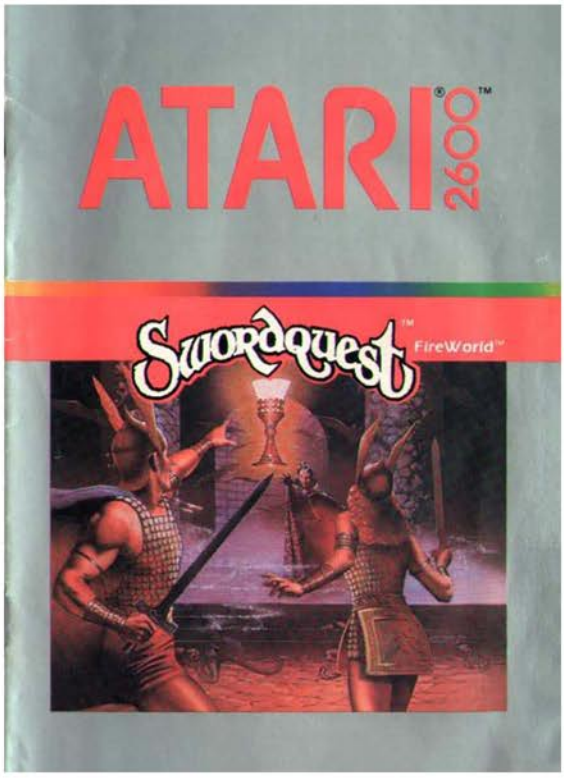
Simply put, there is nothing even remotely entertaining here. The mini-games are horrible, the quest convoluted, and there are far better adventure style titles on the 2600.

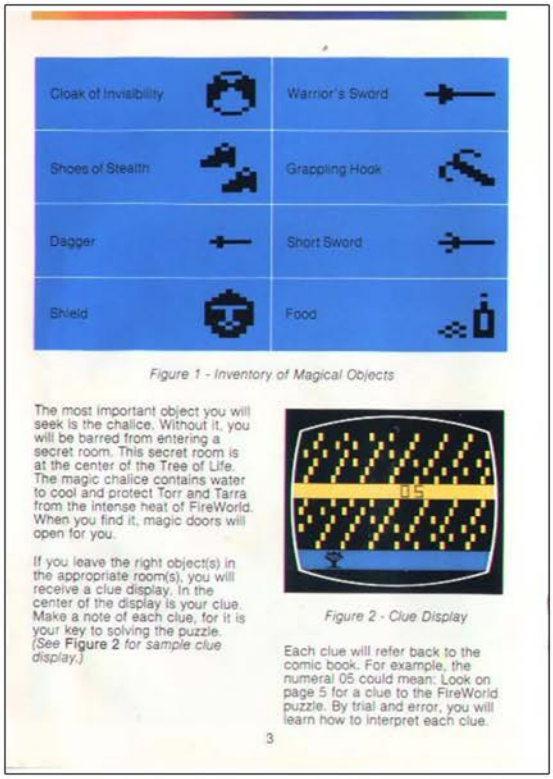







Top Left: Catalog Sample
Top Right: Pack-in Comic Cover
Below: Manual Cover and Page Sample



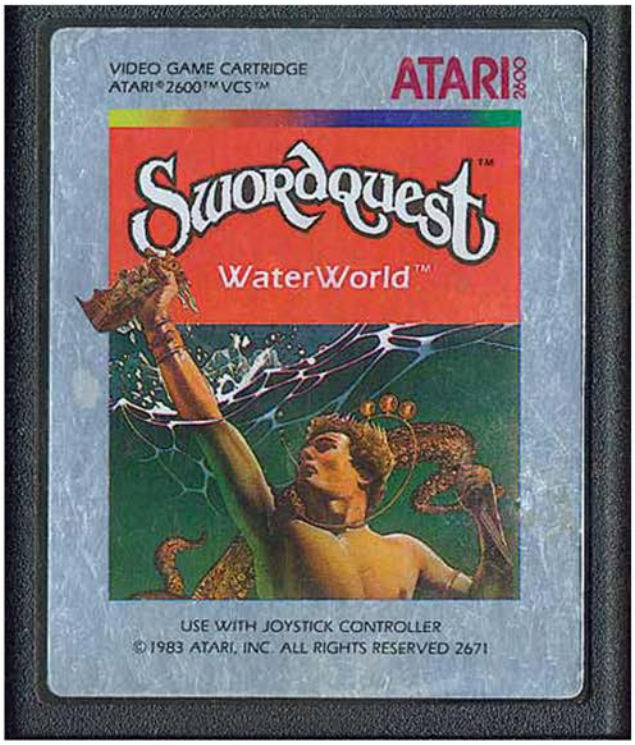

# SWORDQUEST FIREWORLD

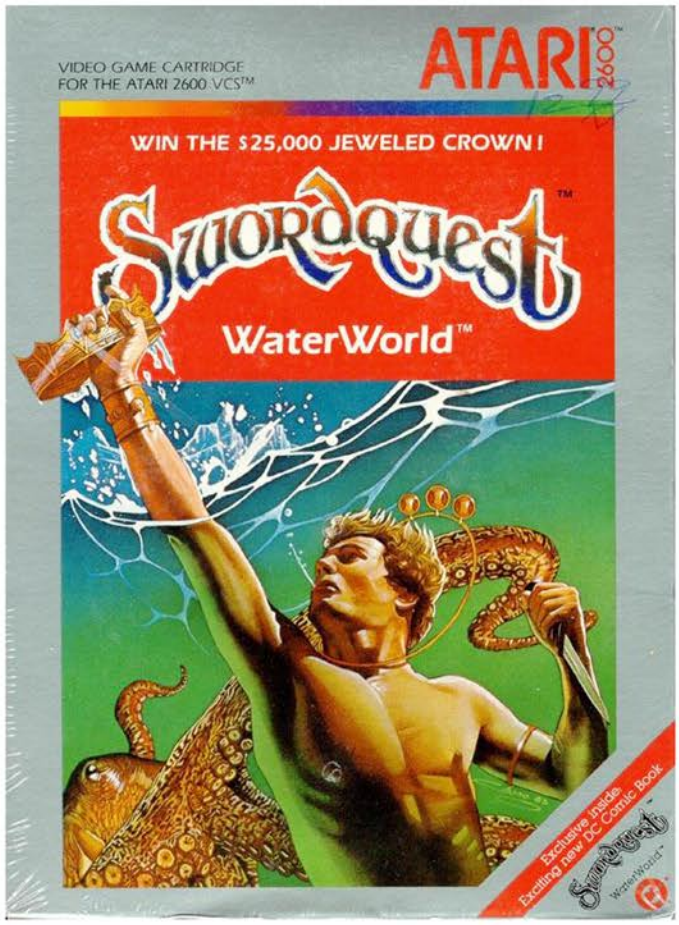
# SWORDQUEST WATERWORLD

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Adventure

Alternate Title: N/A
Model #: CX2671
Rarity: 9
Programmer: Tod Frye

This series finally comes to a merciful end.

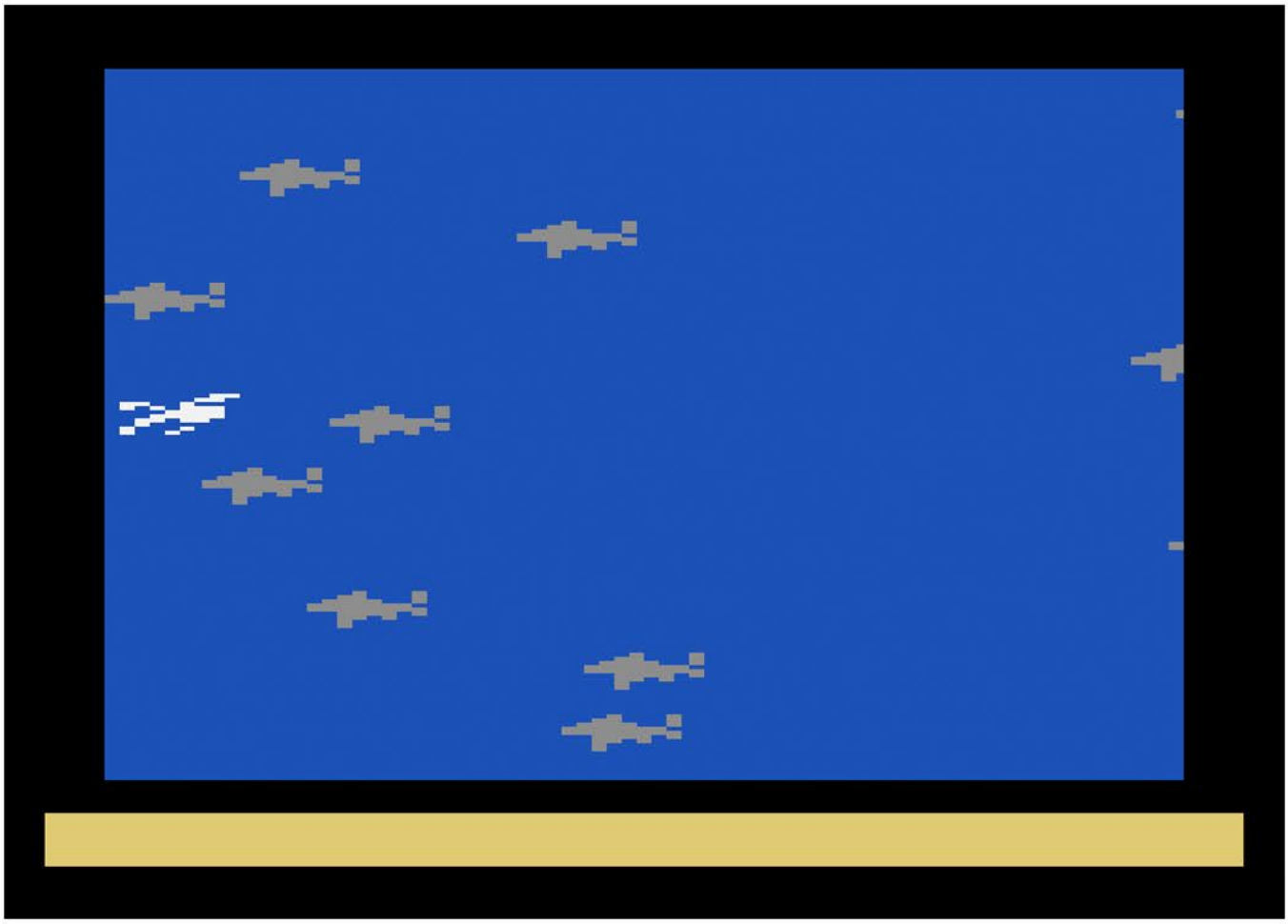


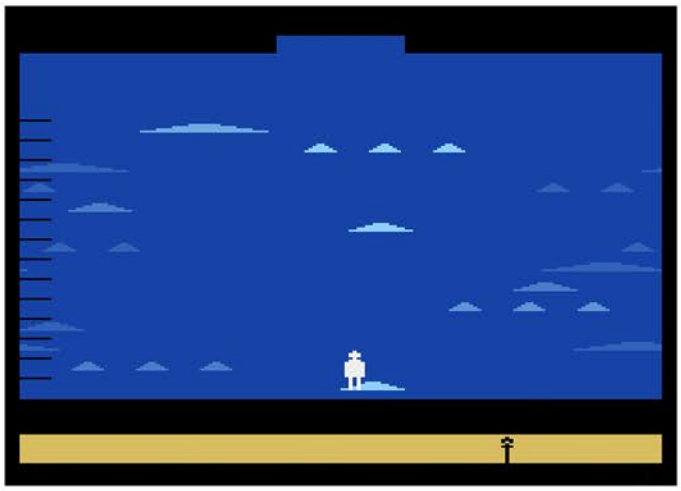



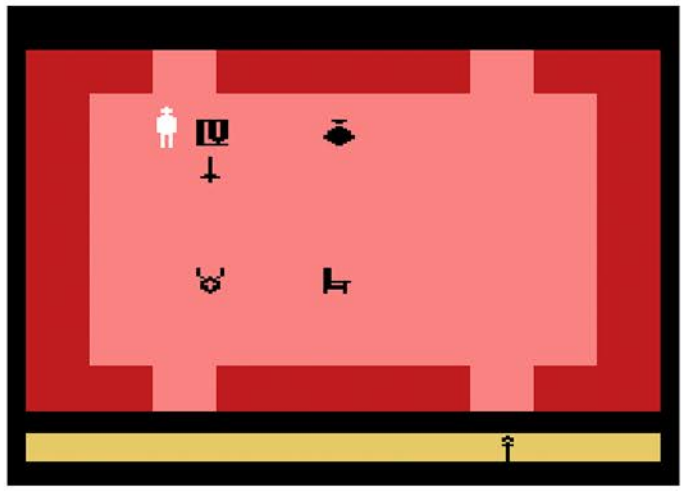
Welcome to the Waterworld, where a trio of mini-games await you on your quest to again place random items in their correct rooms. This time around there are seven rooms where sixteen objects are scattered about, all in need of rearranging.

Your hero begins with a mini-game which will lead him to the first of seven rooms, which thankfully now have Roman numerals to let you know where you are. Scattered about each room are anywhere from two to four items on the floor, although you can only pick up certain items in each location. If you manage to deliver an item to the correct room, you'll be greeted with a musical interlude and occasionally another clue that refers you back to the comic book.

There are only three mini-games this time around, none of which are particularly exciting. The Sea of Sharks has you swimming against a bunch of sharks that are swimming at you. This one is easy enough to swim through, as are the School of Octopi. In this game however you have to swim down as opposed to the right. Finally there are the Ice Floes which is nearly impossible to complete due to some absurd design decisions.



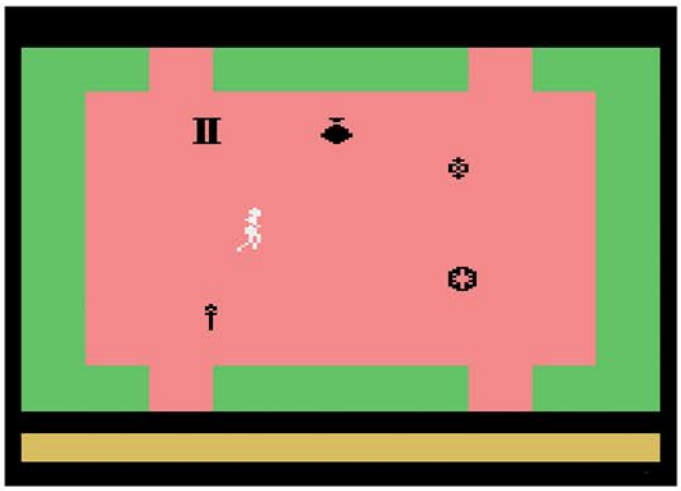


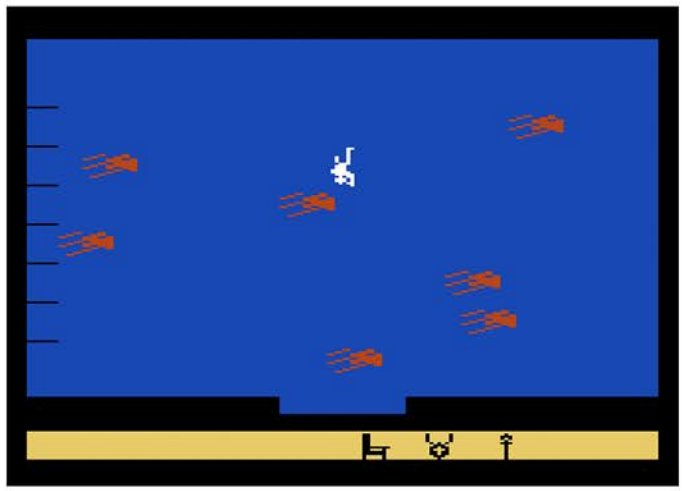


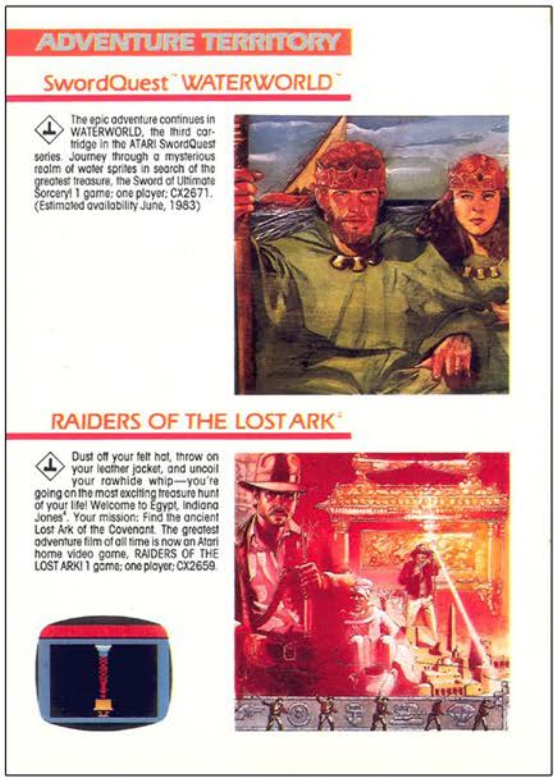
This plays like a game of Frogger, where you have to hop on various platforms to get across, however they constantly phase in and our of existence, giving you only a fraction of a second on them before they submerge and send you back to the start. Combine that with how quickly they move in opposite directions and it's going to take a minor miracle to succeed.

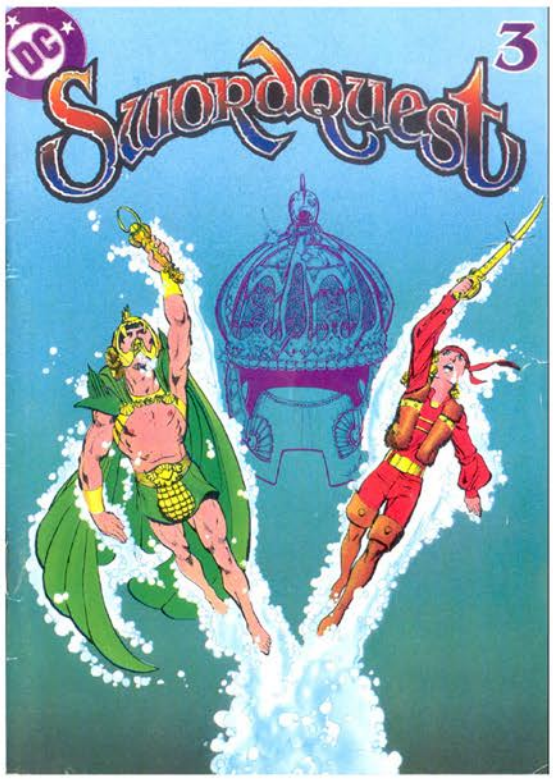
This is one of the rarer games in the 2600 catalog since it was only briefly released to stores after being an Atari Video Club exclusive. It's clear by playing this that the series was headed for the scrapheap given the scaled back number of mini-games and rooms to explore.

For those wanting some top quality adventure style gameplay, this isn't the game or series for you as nothing here is entertaining in the least. If you want to see what one of the biggest blunders in video game history looks like however, this game and series is worth checking out.

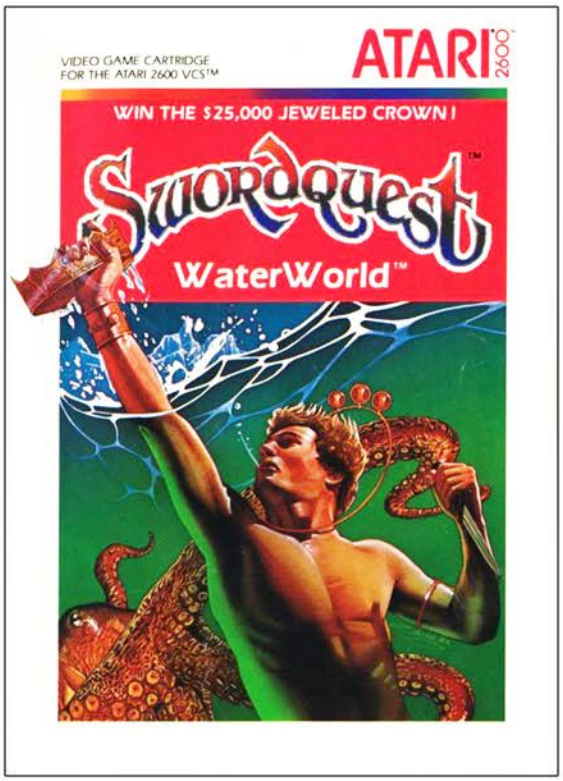


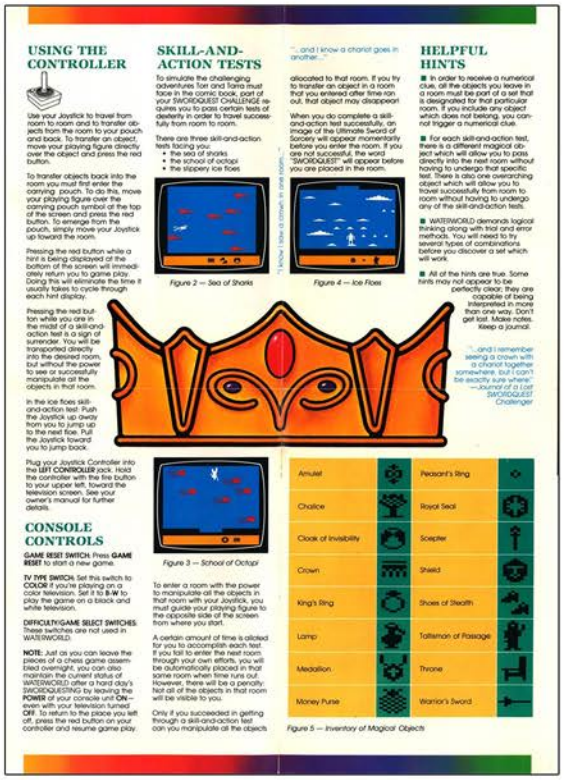





Top Left: Catalog Sample
Top Right: Pack-in Comic Cover
Below: Manual Cover and Page Sample



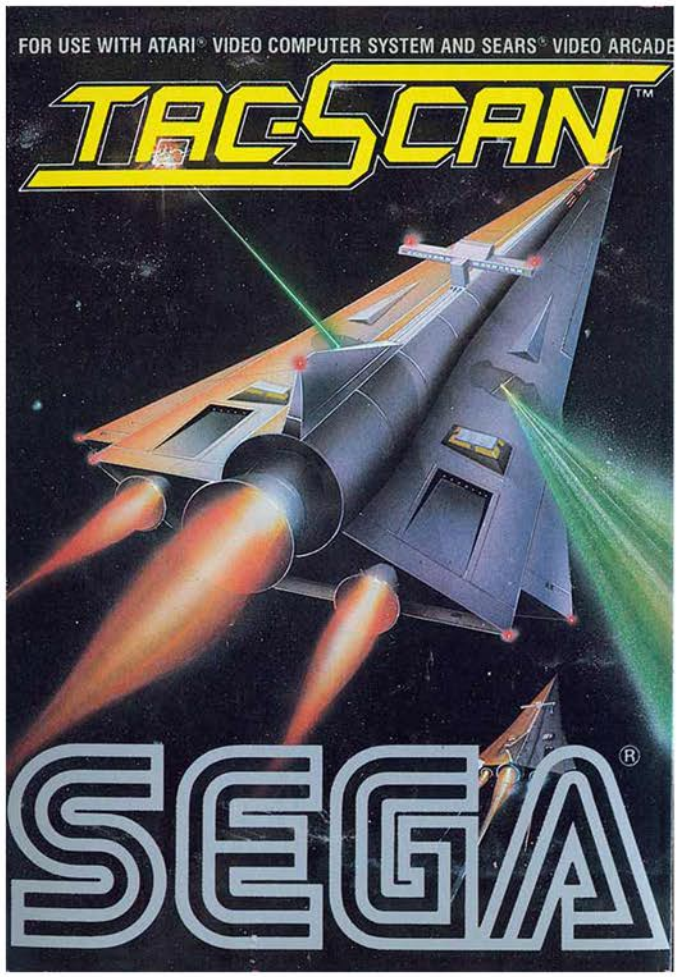

# SWORDQUEST WATERWORLD

# Tac-Scan

Release Date: 1983
Publisher: Sega
Controller: Paddles
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 01-001
Rarity: 3
Programmer: Jeff Lorenz

This port of the arcade game brings a nice spin on the standard space shooter formula.



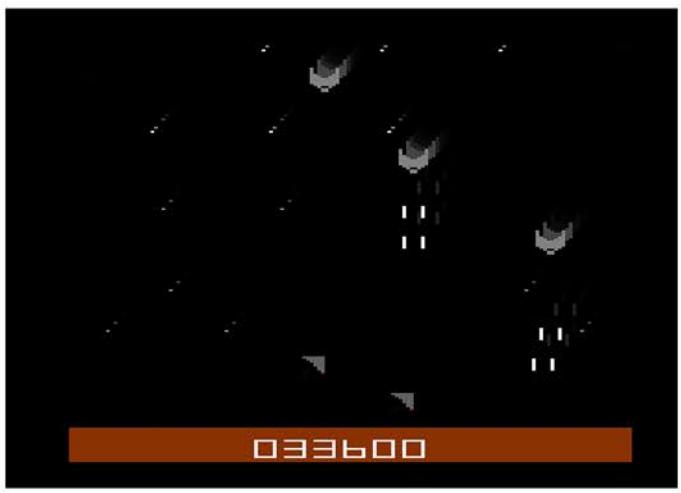
You are in control of a five ship squadron that must defend your command base from invasion. The enemy is determined and is throwing every vessel they have at you, meaning you will need to be at the top of your game if you want to stave off extinction.

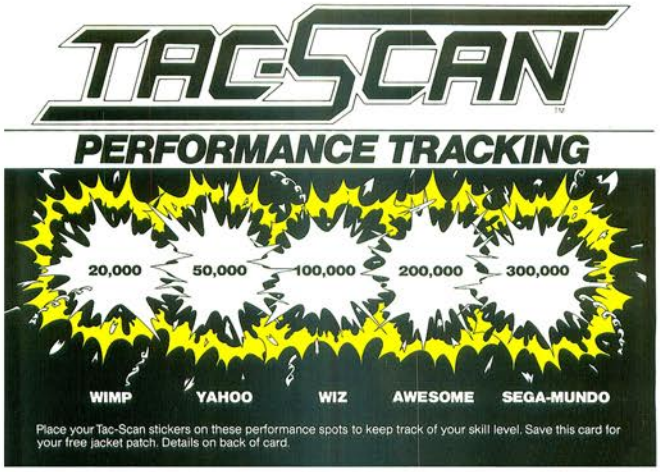
The game begins with your five ship squad fixed to the bottom center of the screen (two ships on top with three just below them). You have the ability to move side to side as your momentum carries you forward at a steady pace. The enemy will appear above you from all angles, shooting straight down as opposed as taking careful aim at you. You can fire in any one of three directions (straight up, and diagonally left and right), which doesn't really give you much in the way of aiming options. Due to the size of your squadron, it's far too easy to lose a ship or two during the combat portion. Luckily after you destroy ten ships, you are rewarded with a short break and a replacement vessel.

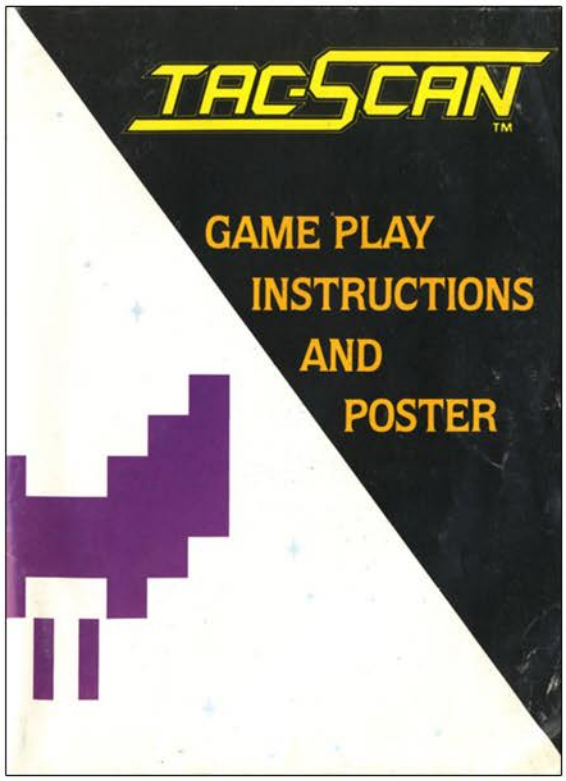
During the brief break between combat, an extra ship will attempt to dock with your squad. You can maneuver them into place so that it takes up position where you want it, provided that slot is empty. If you have multiple vacancies as well as multiple reserve ships, they will drop one at a time into place. While this is a novel feature, it becomes quite tedious as time goes on since it happens so frequently.

The shooting action is pretty fun in the early going, as you get to weave in an out of enemy waves and blast them into oblivion. Unfortunately the difficulty ramps up way too quickly, as it goes from casual space shooter to facing off against an extermination force after the second level. Thanks to your ships having limited mobility, and the enemy moving at lightening speed and firing machine gun lasers, if you make one wrong turn you can see the bulk of your squadron eliminated in a matter of seconds.

Difficulty scaling and docking procedures aside, this is a nice take on the space shooter genre. If you are looking for something fast paced that is a bit outside the norm, this should be on your list.






Top Left: Performance Tracking Insert
Top Right: Manual Cover
Below: Manual Page Samples

## RESERVE SHIPS

You begin TAC-SCAN with no reserve ships. Every time you complete a round by shooting 10 enemies, you are awarded a reserve ship. These reserve ships are stored off-screen for deployment during the docking maneuver. When you complete a round with empty ships in your formation, the score at the bottom of the screen is replaced with a two digit number showing how many reserve ships you have.

## GAME DIFFICULTY

When you complete four rounds, TAC-SCAN automatically advances to the next difficulty level. You'll know when this happens. The screen colors change, and a special sound is heard. Now the action picks up, and you have the chance of scoring even higher points.

TAC-SCAN has 15 "theoretical" levels of difficulty. We say theoretical because the highest anyone at SEGA has managed is level 7.

## END OF GAME

When your flying squadron loses the last ship, the game is over. This happens whether or not you have ships in reserve. At the end of the game, the highest round you achieved is shown on the screen, as well as your final score. To start another game, simply press the FIRE button.

SEGA®

THE ARCADE EXPERTS.

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## SCORING

| POINT VALUES | Enemy Ship | End of Round BONUS | Hit 3 BONUS | Hit 4 BONUS |
|---|---|---|---|---|
| Level 1 | 100 | 1,000 | 10,000 | 20,000 |
| Level 2 | 200 | 2,000 | 10,000 | 20,000 |
| Level 3 | 300 | 5,000 | 10,000 | 20,000 |
| Level 4 | 400 | 20,000 | 10,000 | 20,000 |
| Level 5 and up | 100 times level # | 20,000 | 10,000 | 20,000 |

A mysterious enemy ship which shimmers in color appears at various times during a TAC-SCAN game. Hitting it awards an additional 500 points.

Bonus points are awarded for completing a round, for hitting three enemy ships with one salvo, and for hitting four enemy ships with one salvo.

## STRATEGIC TIPS

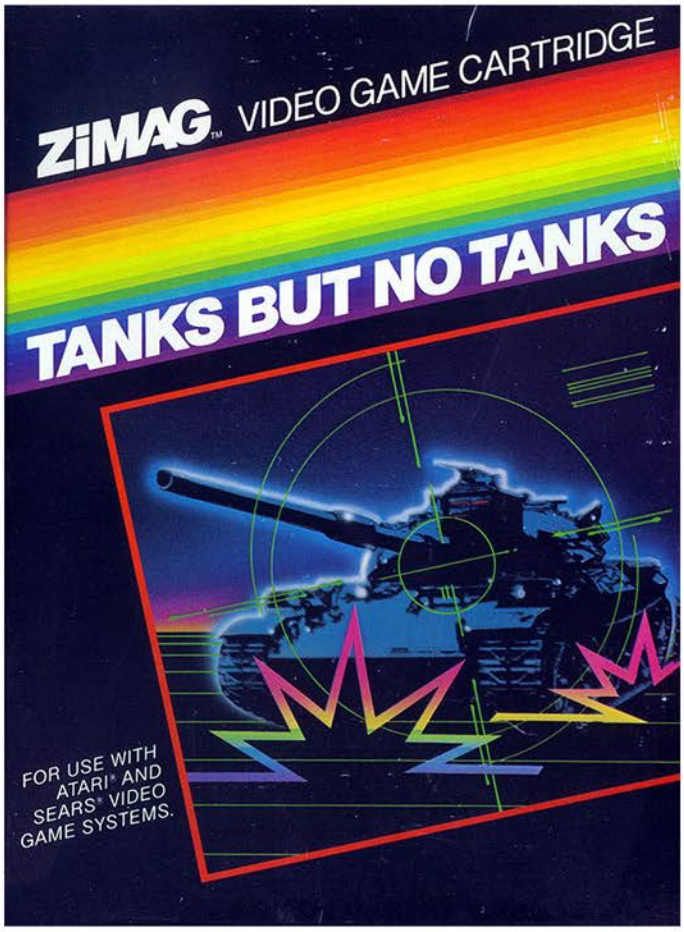
1. Be patient and let enemies go by when you are in a vulnerable position. There is no penalty for enemies not shot.
2. For high scores, concentrate on lining up three and four (rare) enemies for the 10,000 and 20,000 point bonus. This is fairly easy to do in the early rounds.
3. In the early rounds, purposely avoid docking the reserve ships so that they are added to your off-screen inventory. You'll need them in the later rounds!
4. Experiment with different squadron formations. Some are easier than others to avoid enemy fire.
5. Always hit the shimmering enemy ship for extra points.

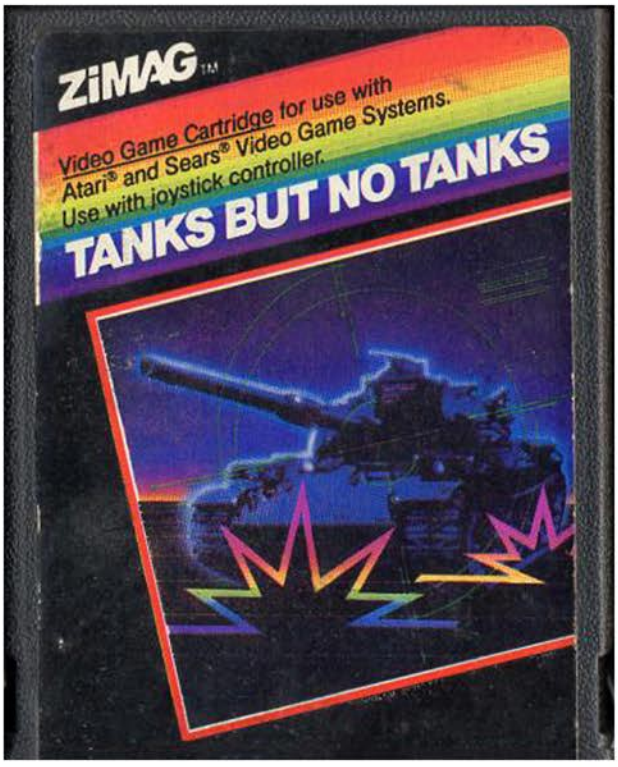
# Tanks but no Tanks

Release Date: 1983
Publisher: Zimag
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 707-111
Rarity: 5
Programmer: N/A

This playfully titled tank game is ultimately held back by a couple of poor choices.



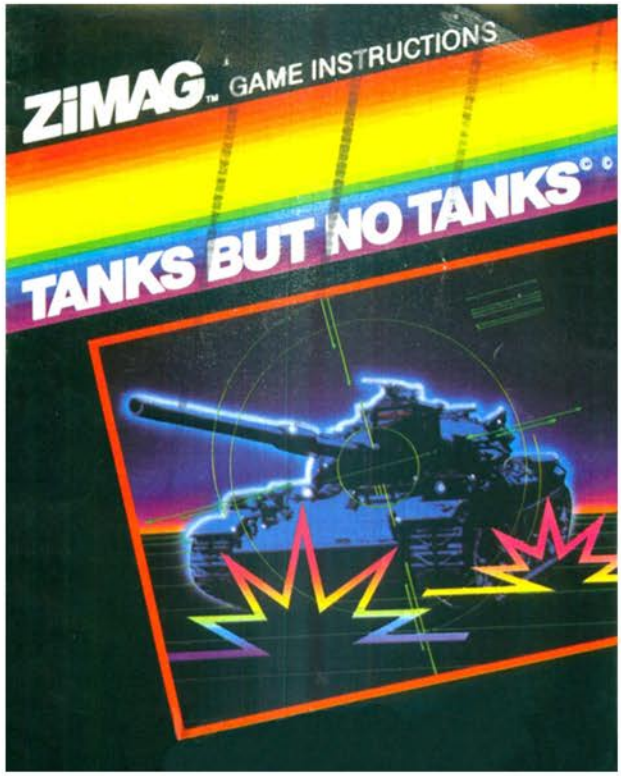
You are the lone defender of the last remaining outpost and must defend it at all costs. Knocking at your door is a small army of phantom tanks that attack in waves in an attempt to destroy your base.

The game begins with you at the bottom of a simple maze, sitting above your outpost. At the top of the screen are five tanks that begin working their way through the stage with their eyes on your base. You must work your way north to set up ambushes for the invading force by landing a single direct shot to them. While only five enemies can be on screen at any given time, there are a total of twenty tanks that must be destroyed before moving on to the next level.

The controls on your vehicle are pretty good, however it can be easy to get temporarily stuck on the corner of a wall. The enemy tanks don't have this problem, however they do have a bad habit of circling around aimlessly. While this isn't the best look for them, it's vital that they do that since it gives you enough time to take them out. This is good because if they land a single shot on your outpost, then the game is over.

There are a few of glaring problems that really do this game a disservice. The first of which is the fact your tank can only shoot one round at a time and can't fire again until the previous projectile hits something. On the first level this isn't a big deal as there are walls everywhere, so if you miss it doesn't take long for it to hit something. On the second level however it's a large, primarily wide open space. If you miss a shot here it can be a couple of seconds before you can fire again. The flickering is also unbearable when it comes to the enemy, although credit to the manual author for making the enemy "phantom tanks" that disappear and reappear. The final issue is with the one hit game over on your base, which means most players aren't going to see past the second level. Since it's wide open, several of the enemy tanks will make a beeline for your base, meaning unless you land every single shot it's going to be game over.

It's a shame really, with some more mazes instead of open fields, some rapid fire for your tank, and eliminating the one hit game over, this could have been a fantastic merging of Combat and Pac-Man. Instead all you get is a promising setup in the first level that quickly vanishes on the second.

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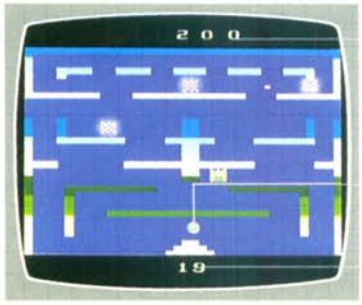
*Also, at the beginning of each game, or after one of your tanks is destroyed, or at the beginning of each scenario, the number of tanks you have left is displayed where your tank begins.*

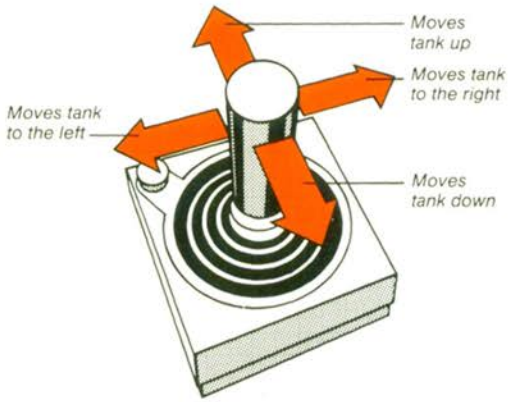



## DEFEATING THE ENEMY

*Post yourself in the mid to lower section of the screen and wait for the enemy tanks to approach you on a horizontal level. You can wait for them to make their move, then destroy them. Or, if you feel adventurous, you can go up a little to pursue them. This strategy is effective because it prevents the bad guys from getting close enough to destroy your base while you're off somewhere else trying vainly to reach them.*

## MOVING YOUR TANK

*Just move the joystick in the direction you want your tank to go—up to move toward the top of the screen, left to go left and so on. Same goes for shooting. To fire at a tank above you, you must be facing the tank. Only one bullet can be on the screen at any one time, so fire carefully!*

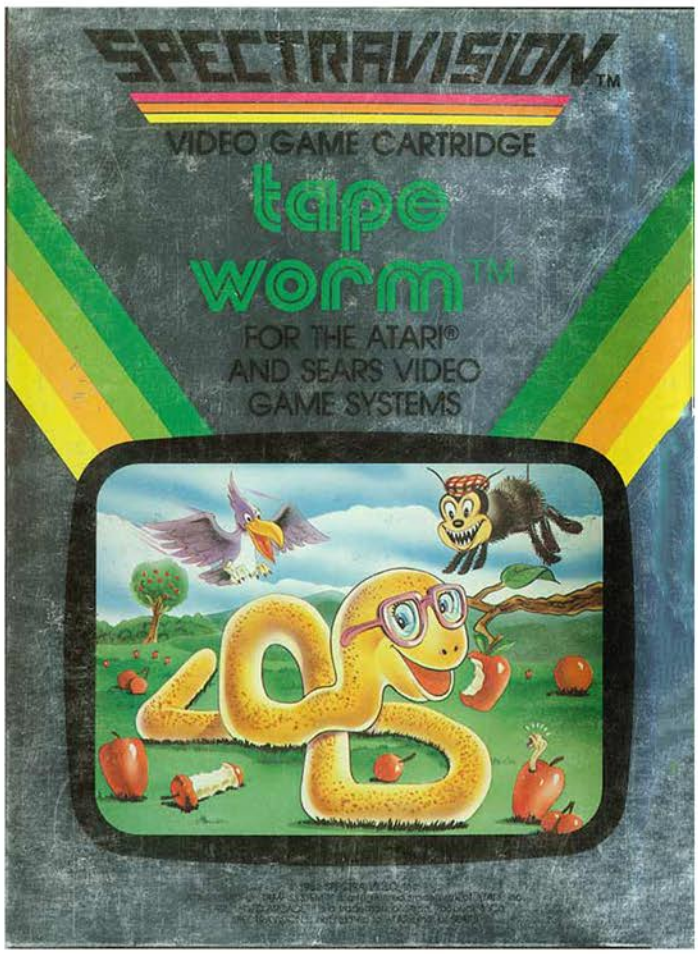


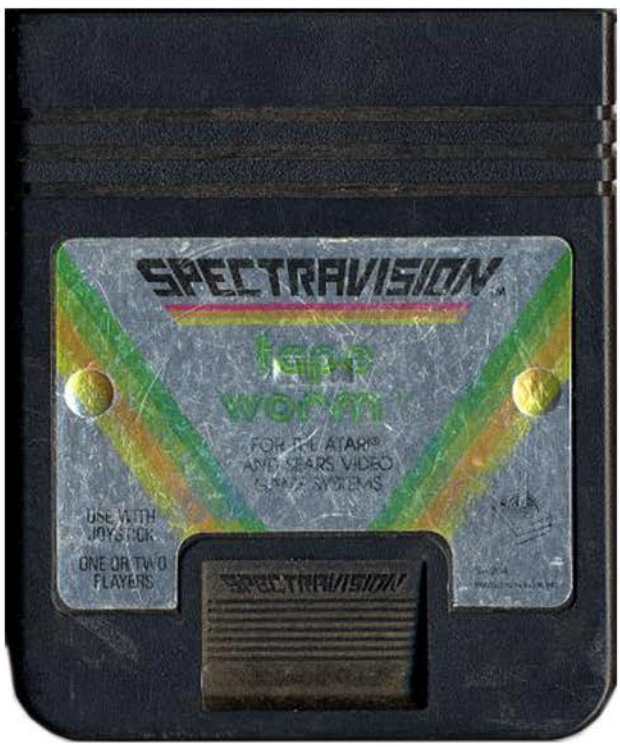
# Tape Worm

Release Date: 1982
Publisher: Spectravision
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: SA-204
Rarity: 3
Programmer: N/A

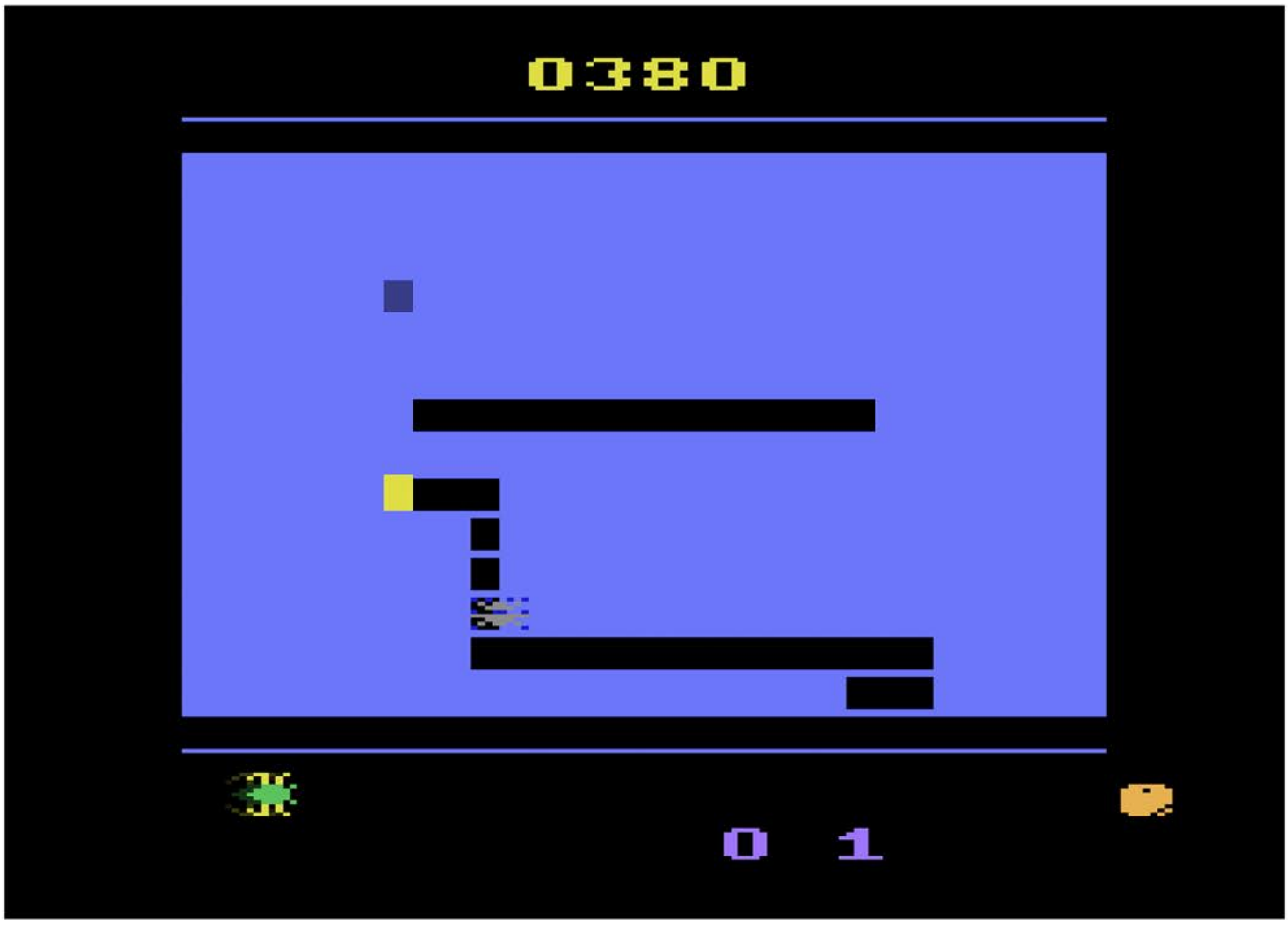
This version of the popular “Snake” cell phone game leaves a lot to be desired.

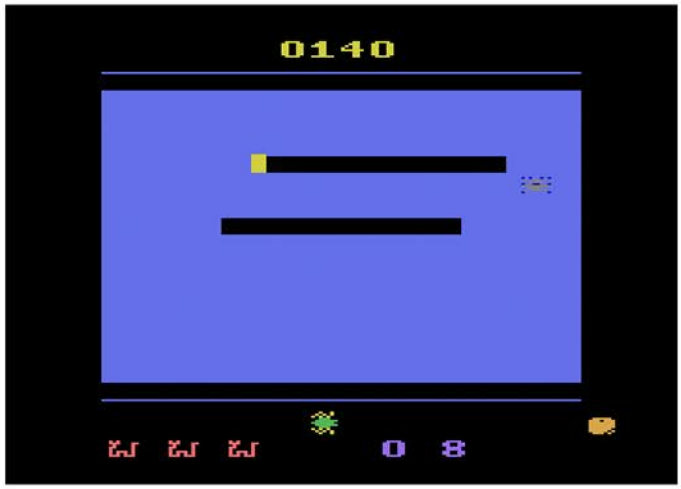


You are the Spectraworm, a happy little guy who is hungry for beans that have been left all over the screen. He's not alone however, as not only are other creatures hungry for fruit snacks, some just want to do him harm.

The game begins with our hero in the bean patch, with nothing but green grass surrounding him and a lone bean positioned somewhere nearby. As he moves his head, the rest of his body follows, which will grow whenever he finds his nourishment. At the bottom of the screen there will be a piece of fruit which is being pursued by the Mystery Beetle. The worm's goal is to finish his meal of ten beans so he can be rewarded with a tasty bit of sweetness from the fruit. He has to be quick however because the beetle wants it for himself. If the beetle is successful then the worm gives up on life and dies.

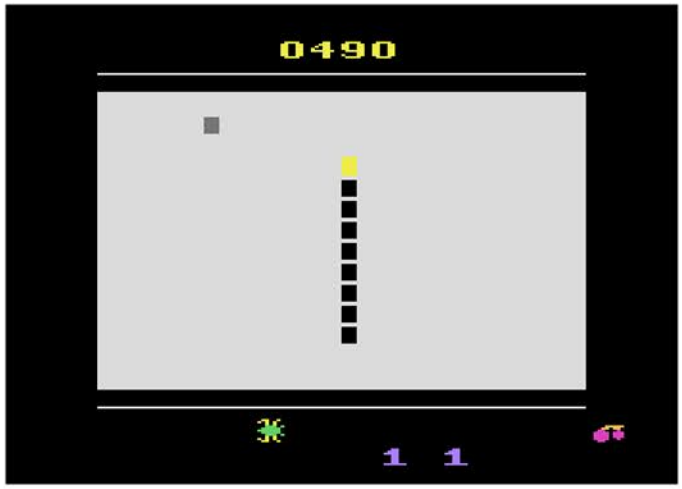


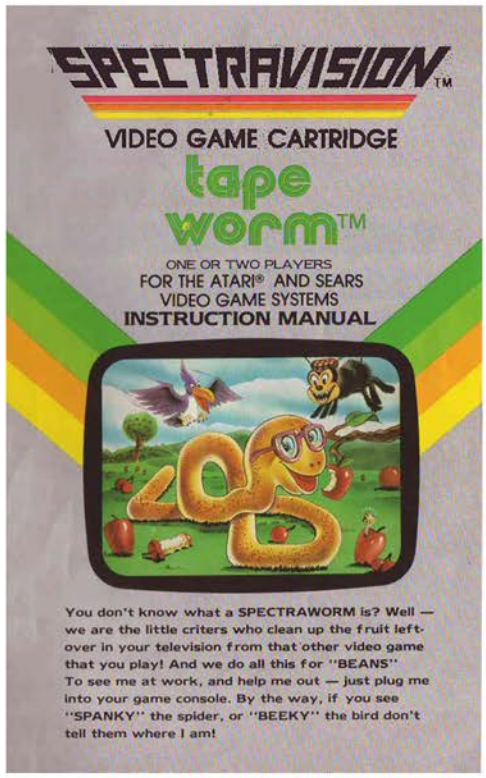



Being a worm isn't easy, as there are so many ways to die. If he touches a wall, or himself, he dies a painful death. As he is moving about trying to avoid touching either of those, Becky the Bird and Spanky the Spider will randomly descend from the heavens and move rapidly about the screen in an attempt to get him. One touch from either of those creatures will also result in an untimely demise. Sadly due to a combination of their speed and your complete lack of it, avoiding them is pure luck rather than any sort of skill.

There are five different levels (apple, orange, grape, strawberry, and banana) that adds some variety to the bean collection. The orange and strawberry levels have a barrier fence running through the middle of the screen, while the banana level has a box in the center. The biggest change is the grape patch, which takes place at night, requiring a button press to illuminate the screen for a brief moment. While it's not a lot, it does add a little something.

Even with the slight variations in levels, the gameplay is severely lacking. When you add in the cheap deaths from the lightening fast critters and the slow movement of your worm, there's just not much excitement here. If you are looking for arcade style gameplay, there are far betters options on the 2600.



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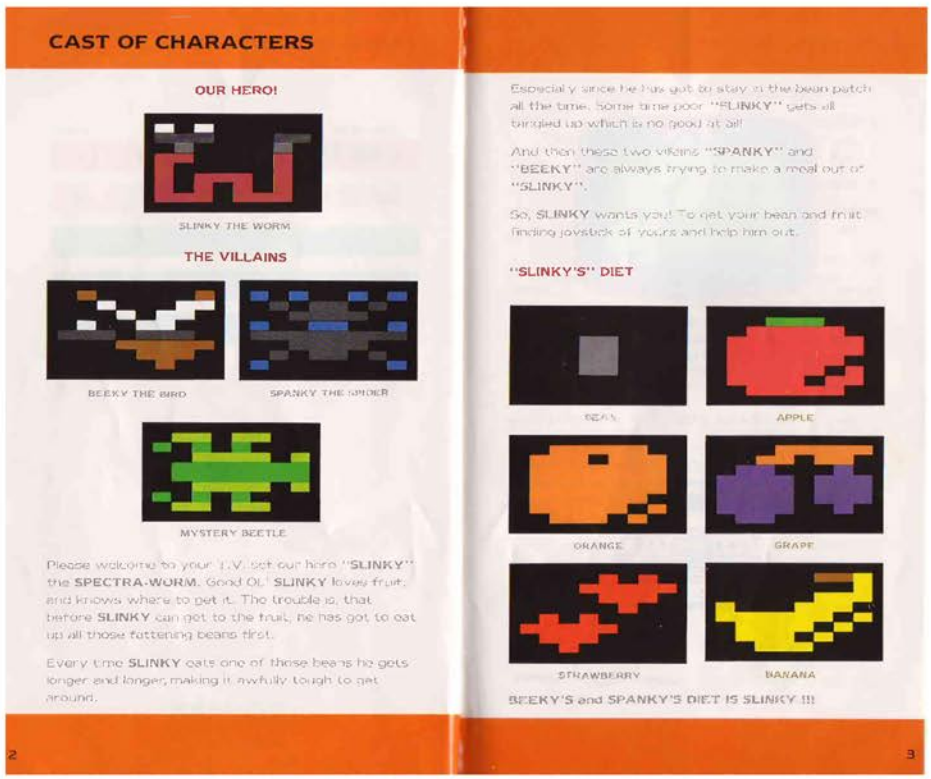
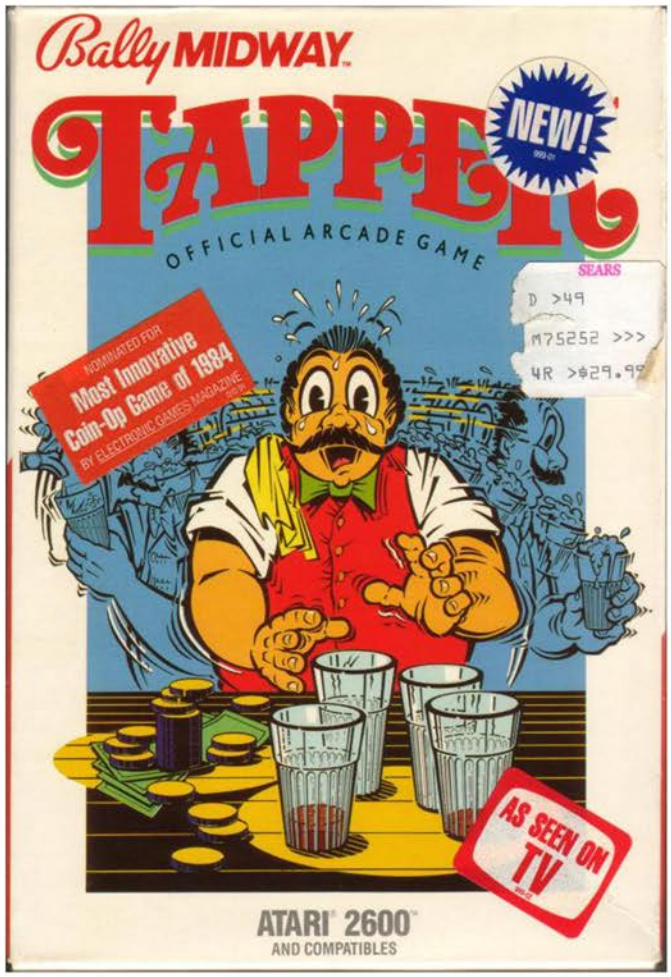


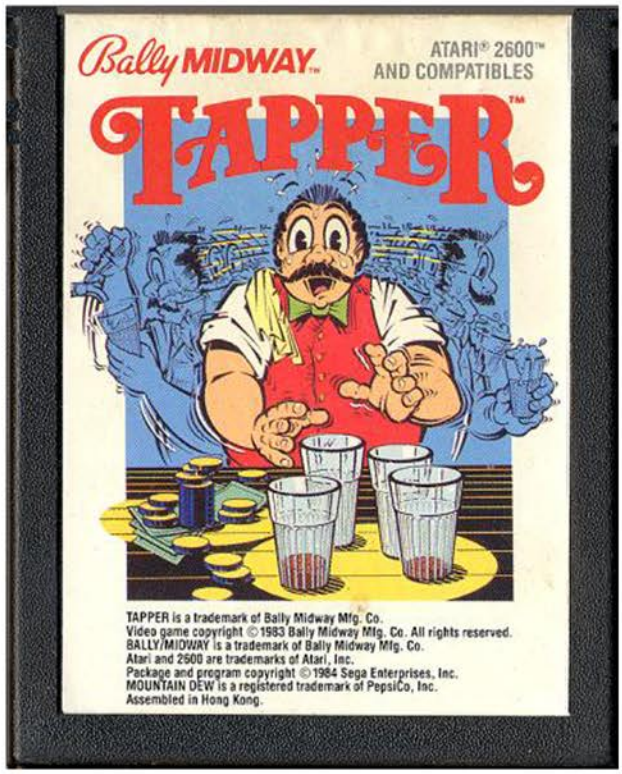
# TAPPER

Release Date: 1984
Publisher: Sega
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 010-01
Rarity: 6
Programmer: N/A

This is a faithful adaptation of the popular arcade game.

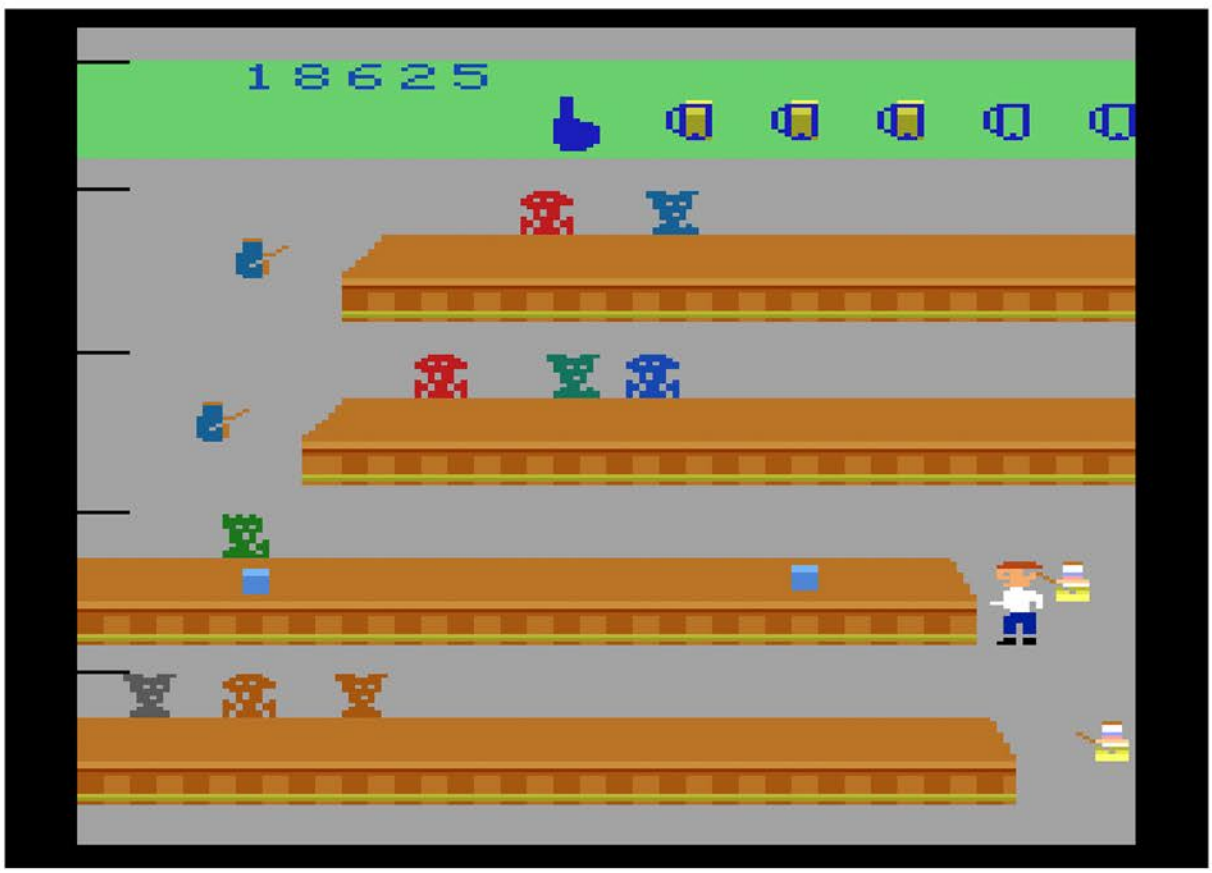


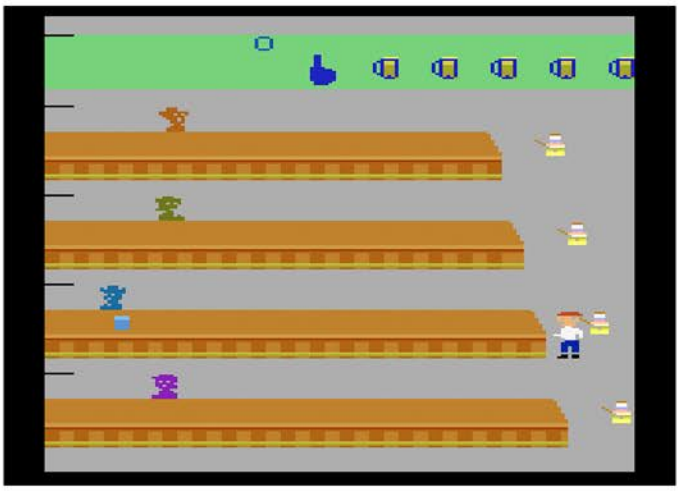



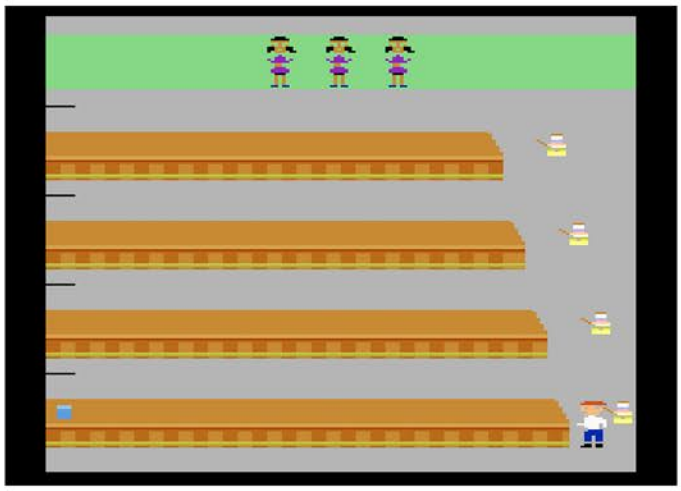
You are an overworked bartender who must contend with a small army of drunken patrons. As they quickly work their way down the bar, you must fend them off by slinging drinks in their direction and knocking them off screen. If you're successful you'll be rewarded with some dancing girls as well as facing off against your arch-nemesis, the Soda Bandit.

The game begins with you manning four taps at the Old West Saloon. When the action starts, rowdy cowboys will appear at all of them and slowly work their way towards you. By hitting the fire button, you'll pour a beverage and slide it down to them, knocking them back. If you catch them close to the edge of the screen they'll be knocked off of it and won't bother you again. If you quench their thirst late however, they'll fling the glass back at you and demand another.

There are four bars for you to tend, the Old West Saloon, the Jock Bar, the Punk Rock Bar, and the Space Bar. They are all functionally the same, only with some minor design differences. For example the Punk Rock Bar have taps that face in different directions, making it a little more difficult to keep track of where everybody is. The controls remain the same however, where hitting up or down will warp you to the next tap (this includes wraparound at the top and bottom of the screen).



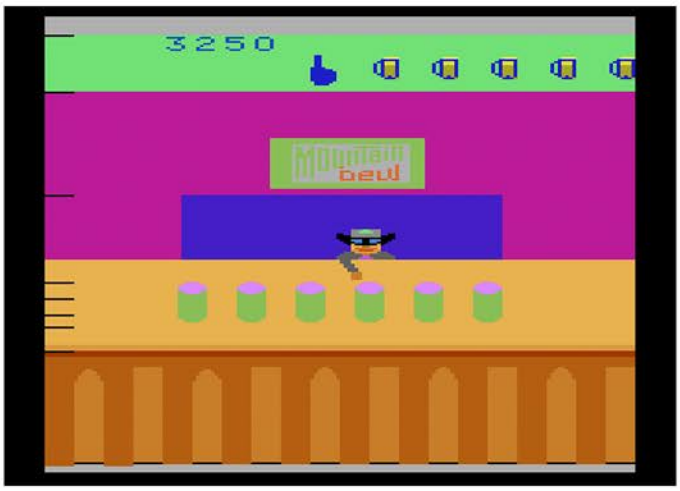


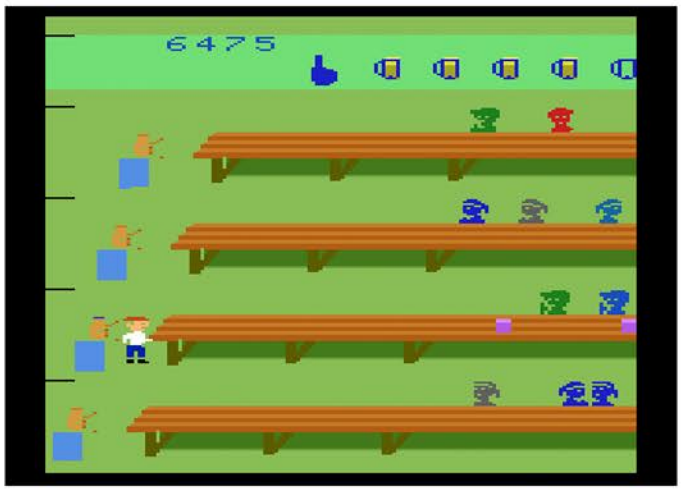


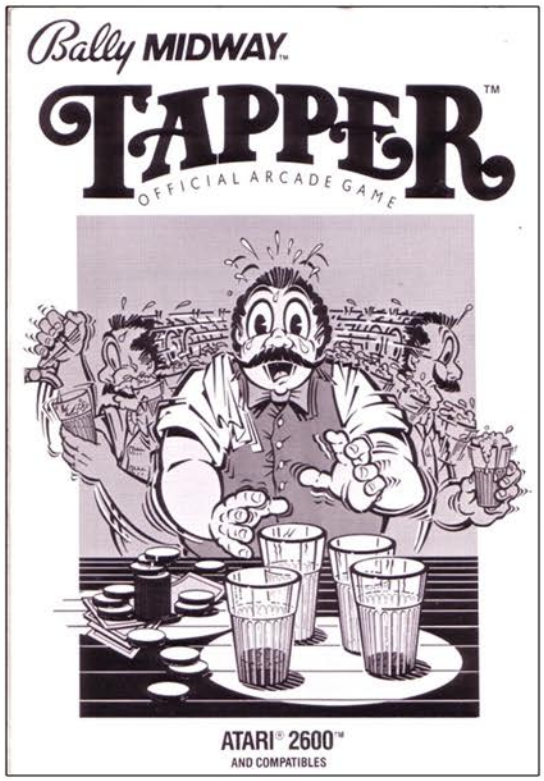
Between each bar you'll be visited by the Soda Bandit, who has brought you a six pack of Mountain Dew. Rather than this being a peace offering, he shakes up five of them and shuffles them around, making you decide which one you want. Pick wisely and you'll get a cool, refreshing beverage as well as some bonus points. Choose poorly and your reward is a face-full of soda.

The only real issue with the game is that you can only throw two drinks at the same time, making the later levels more difficult than they need to be. In a game this fast paced it's a death sentence to be forced to sit and wait for a mug to be delivered before you can throw the final one to hit the third person in line. This leads to glasses being dropped on other bars or angry patrons catching up to you and throwing you clear across the screen.

The two drink maximum issue aside, this is a spot on recreation of the arcade game. If you want some fast paced bartending action, this is a great way to go.



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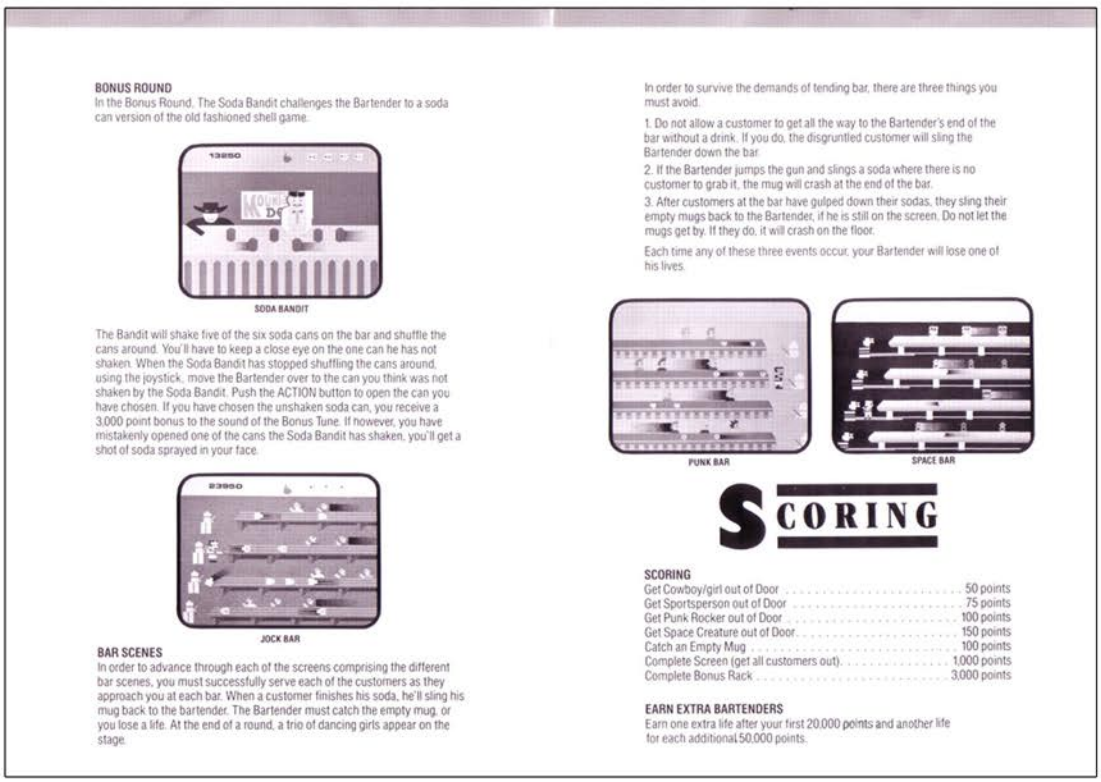


**BONUS ROUND**
In the Bonus Round, The Soda Bandit challenges the Bartender to a soda can version of the old fashioned shell game.


SODA BANDIT

The Bandit will shake five of the six soda cans on the bar and shuffle the cans around. You'll have to keep a close eye on the one can he has not shaken. When the Soda Bandit has stopped shuffling the cans around, using the joystick, move the Bartender over to the can you think was not shaken by the Soda Bandit. Push the ACTION button to open the can you have chosen. If you have chosen the unshaken soda can, you receive a 3,000 point bonus to the sound of the Bonus Tune. If however, you have mistakenly opened one of the cans the Soda Bandit has shaken, you'll get a shot of soda sprayed in your face.


JOCK BAR

**BAR SCENES**
In order to advance through each of the screens comprising the different bar scenes, you must successfully serve each of the customers as they approach you at each bar. When a customer finishes his soda, he'll sling his mug back to the bartender. The Bartender must catch the empty mug, or you lose a life. At the end of a round, a trio of dancing girls appear on the stage.

In order to survive the demands of tending bar, there are three things you must avoid.

1. Do not allow a customer to get all the way to the Bartender's end of the bar without a drink. If you do, the disgruntled customer will sling the Bartender down the bar.
2. If the Bartender jumps the gun and slings a soda where there is no customer to grab it, the mug will crash at the end of the bar.
3. After customers at the bar have gulped down their sodas, they sling their empty mugs back to the Bartender, if he is still on the screen. Do not let the mugs get by. If they do, it will crash on the floor.

Each time any of these three events occur, your Bartender will lose one of his lives.


PUNK BAR


SPACE BAR

## SCORING

**SCORING**

| | |
|---|---|
| Get Cowboy/girl out of Door | 50 points |
| Get Sportsperson out of Door | 75 points |
| Get Punk Rocker out of Door | 100 points |
| Get Space Creature out of Door | 150 points |
| Catch an Empty Mug | 100 points |
| Complete Screen (get all customers out) | 1,000 points |
| Complete Bonus Rack | 3,000 points |

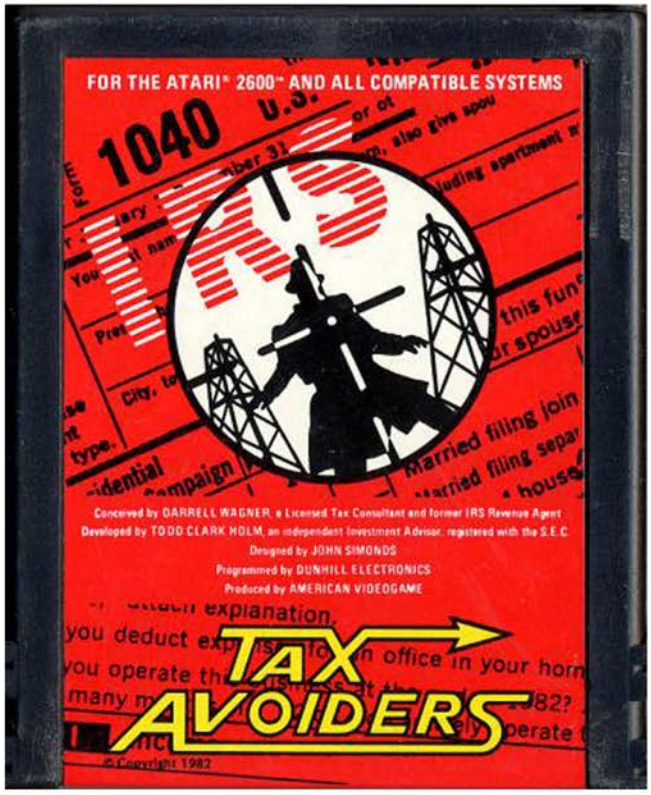
**EARN EXTRA BARTENDERS**
Earn one extra life after your first 20,000 points and another life for each additional 50,000 points.

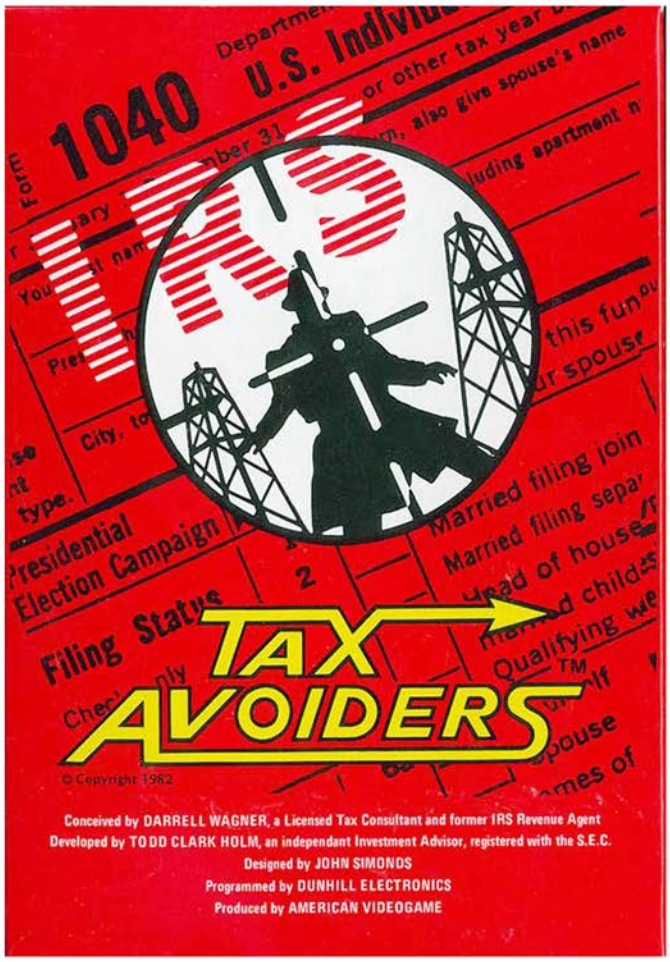
# Tax Avoiders

Release Date: 1982
Publisher: American Videogames
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: N/A
Rarity: 5
Programmer: John Simonds / Todd Clark Holm

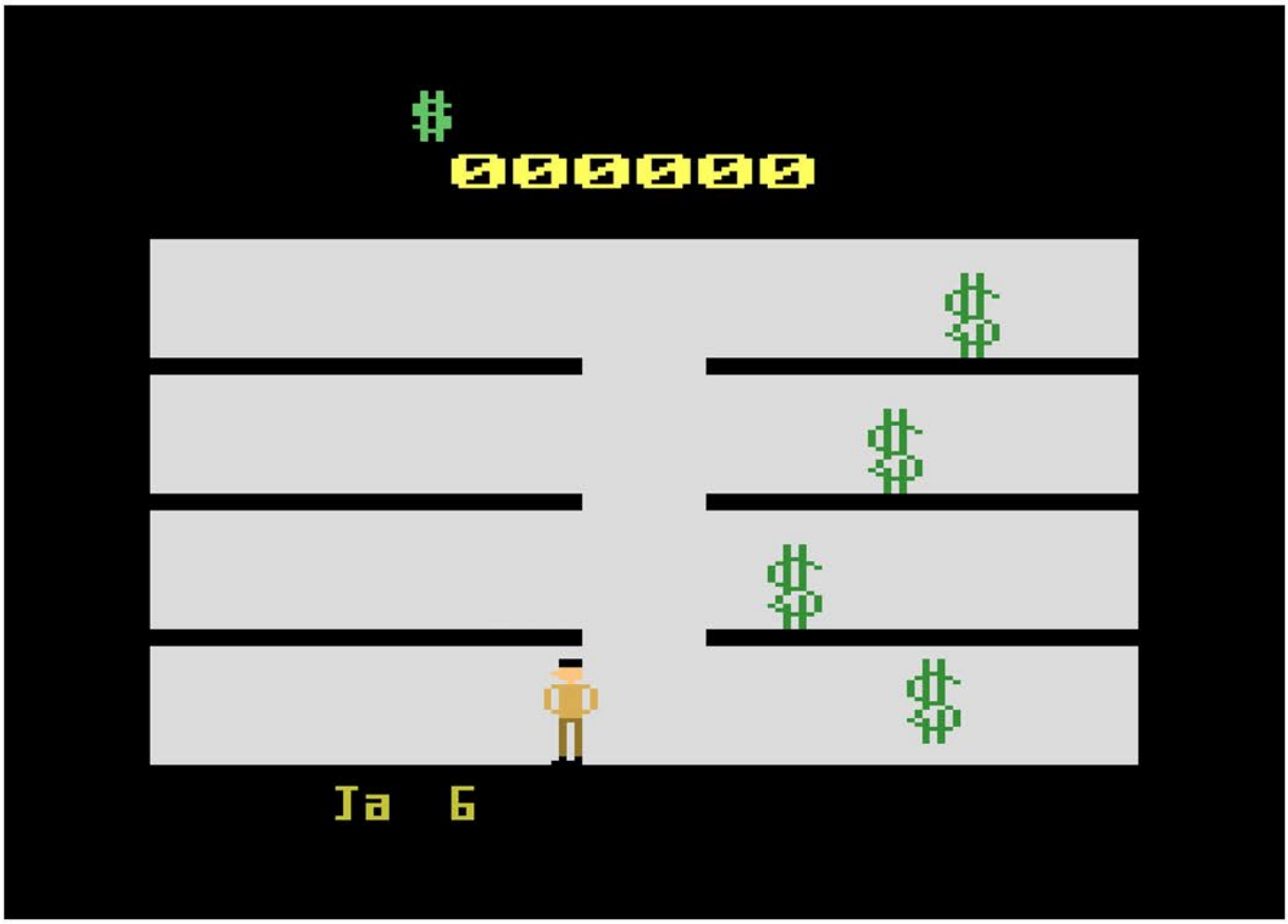
Tax Avoiders is about as much fun as sitting through an IRS Audit.

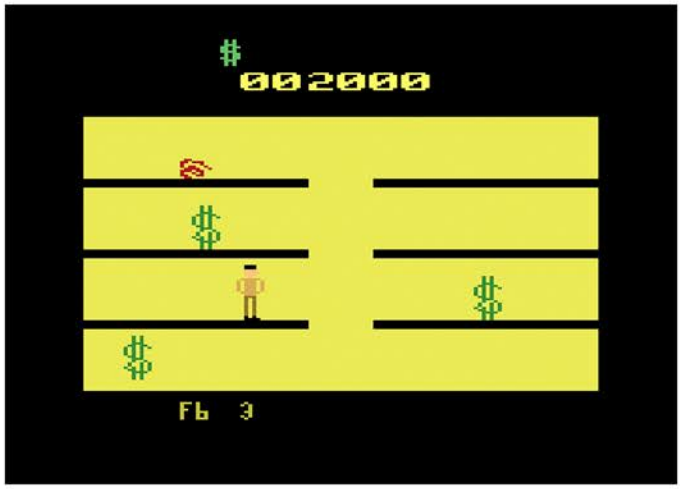


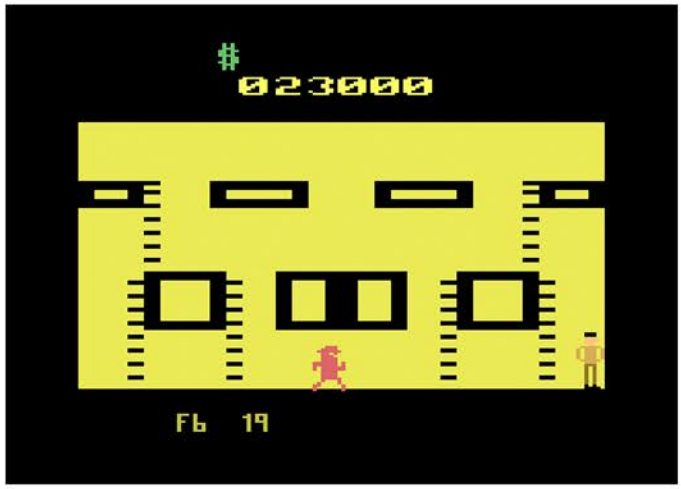



You are John Q. Public and have had enough with this whole paying taxes thing. You have taken it upon yourself to make as much money as humanly possible while stashing it in tax havens to keep as much of your income as possible. In order to accomplish this feat, you must avoid government red tape, and the dreaded IRS Auditor, which is easier said than done.

The game plays out over the course of a calendar year, and is broken up into two screens. On the first screen your goal is to run around four levels and collect dollar signs, boosting your bottom line. You have to be careful however since there are red tape icons that will drain your funds. At first glance it looks like these icons are rapidly flying across the screen, but in reality they are blinking rapidly, making them difficult to avoid. In the bottom corner the days of the year are flying by, and halfway through the fiscal quarter you'll be warped to the second portion of the game.

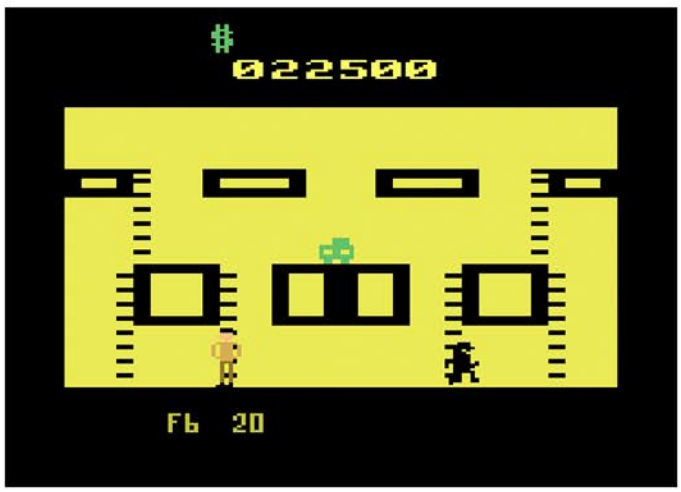


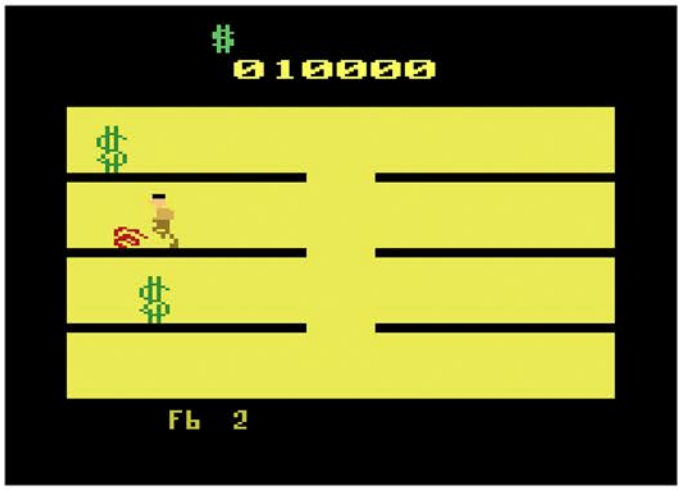


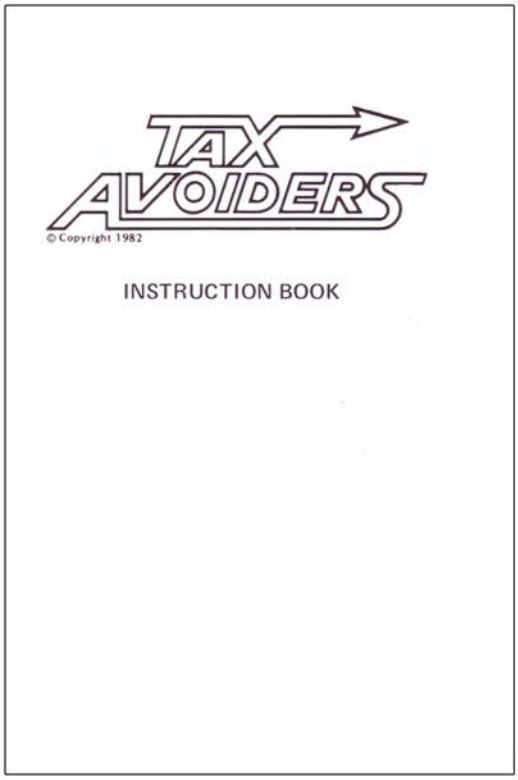




On this screen your task is to invest your money in tax sheltered investments, such as solar energy, railroads, and computer software. This is done by climbing ladders and touching the various icons as they appear, however it's no guarantee that your investment will pay off. As you run around, a lone figure chases you, and the consequences of being caught varies by what color he is. If he's black it means he's the IRS and will end your quest to invest. The other two are a CPA and Investment Advisor, that will trigger better investments to appear. Move quickly because every day that passes, your income will fall unless invested properly.

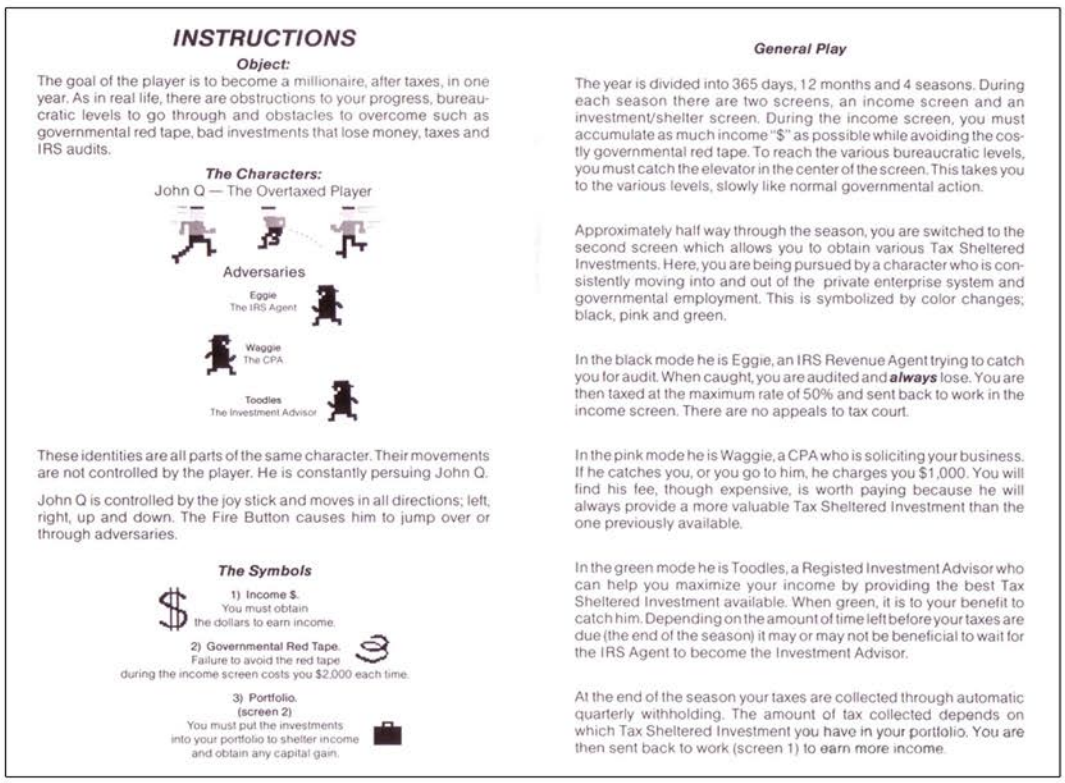
Ultimately the game falls well short of being entertaining, however the manual is worth a read. It reads like it was written by a fifteen year old who got their information from their right wing uncle over Thanksgiving and is filled with cringe. My personal favorite is the bit about ladders and how you must climb up their edge because it symbolizes the cutting edge of technology. It's amazingly terrible, and sadly, the best part of the game. If you are looking for an arcade platformer, there are far better ones out there.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



## INSTRUCTIONS

***Object:***

The goal of the player is to become a millionaire, after taxes, in one year. As in real life, there are obstructions to your progress, bureaucratic levels to go through and obstacles to overcome such as governmental red tape, bad investments that lose money, taxes and IRS audits.

***The Characters:***

John Q — The Overtaxed Player

Adversaries

Eggie
The IRS Agent

Waggie
The CPA

Toodles
The Investment Advisor

These identities are all parts of the same character. Their movements are not controlled by the player. He is constantly persuing John Q.

John Q is controlled by the joy stick and moves in all directions; left, right, up and down. The Fire Button causes him to jump over or through adversaries.

***The Symbols***

1) Income $.
You must obtain the dollars to earn income.

2) Governmental Red Tape.
Failure to avoid the red tape during the income screen costs you $2,000 each time.

3) Portfolio. (screen 2)
You must put the investments into your portfolio to shelter income and obtain any capital gain.

***General Play***

The year is divided into 365 days, 12 months and 4 seasons. During each season there are two screens, an income screen and an investment/shelter screen. During the income screen, you must accumulate as much income "$" as possible while avoiding the costly governmental red tape. To reach the various bureaucratic levels, you must catch the elevator in the center of the screen. This takes you to the various levels, slowly like normal governmental action.

Approximately half way through the season, you are switched to the second screen which allows you to obtain various Tax Sheltered Investments. Here, you are being pursued by a character who is consistently moving into and out of the private enterprise system and governmental employment. This is symbolized by color changes; black, pink and green.

In the black mode he is Eggie, an IRS Revenue Agent trying to catch you for audit. When caught, you are audited and ***always*** lose. You are then taxed at the maximum rate of 50% and sent back to work in the income screen. There are no appeals to tax court.

In the pink mode he is Waggie, a CPA who is soliciting your business. If he catches you, or you go to him, he charges you $1,000. You will find his fee, though expensive, is worth paying because he will always provide a more valuable Tax Sheltered Investment than the one previously available.

In the green mode he is Toodles, a Registed Investment Advisor who can help you maximize your income by providing the best Tax Sheltered Investment available. When green, it is to your benefit to catch him. Depending on the amount of time left before your taxes are due (the end of the season) it may or may not be beneficial to wait for the IRS Agent to become the Investment Advisor.

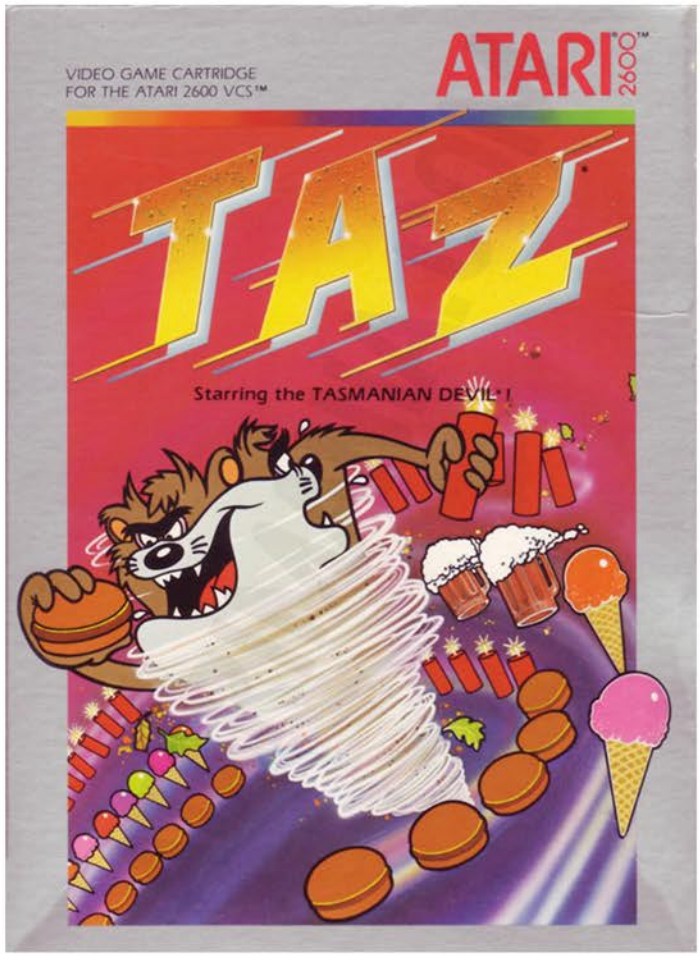
At the end of the season your taxes are collected through automatic quarterly withholding. The amount of tax collected depends on which Tax Sheltered Investment you have in your portfolio. You are then sent back to work (screen 1) to earn more income.

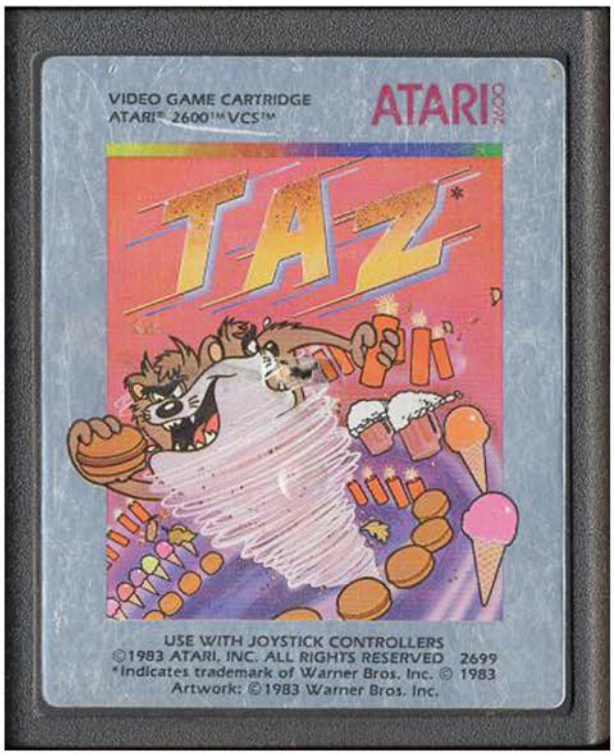
# Taz

Release Date: 1983
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX2699
Rarity: 4
Programmer: Steve Woita

The lackluster collection gameplay will have you craving something more.



Take control of one of the most popular Looney Tunes characters, the Tasmanian Devil, as he goes on a junk food fueled bender to devour everything in sight. You must be careful though, because some devious individual has thrown in a ton of dynamite to the food conveyor belts. One wrong bite and you go boom.

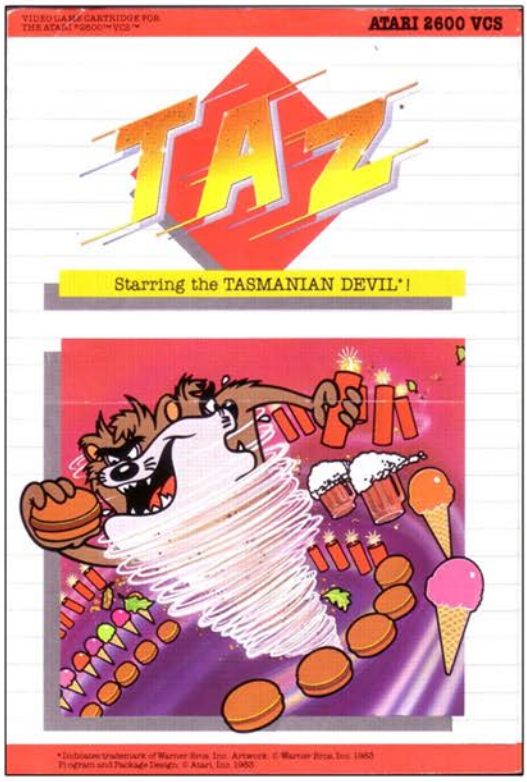
Taz finds himself in a food factory, surrounded by eight conveyor belts carrying things like hamburgers, ice cream and hot fudge sundaes. When the game begins, Taz can move anywhere on screen to devour the tasty treats, with there being smooth movement horizontally but jumping from level to level. When he chows down on fifty of the current treats, they change to another type that will be worth more points. If he makes a mistake and bites into a stick of dynamite, his tornado expands as it explodes inside of him, costing him a life.

As the game progresses, the speed ramps up dramatically as the items will come flying out from either side of the screen. However only one item, be it food or explosive, can be on screen on any single conveyor belt at any given time. This does help out when trying to manage the quickly moving objects, but does take away a bit of the challenge.

There are only two issues that hold the game back that are worth mentioning. The first are the controls, which aren't as precise as they need to be. Moving side to side is just fine as your character is quick enough to keep up with the action and chase down any desired food item. Moving between layers however is a bit on the dodgy side, as far too often Taz will jump up two levels instead of one, leading to inadvertent explosion. It doesn't happen every time, however it happens enough to make it annoying.

The biggest problem with the game is the complete lack of variety. No bonus rounds, no use of the fire button, just you moving your hungry devil between eight levels forever. Regardless of how quickly the items come hurtling towards you, the action quickly becomes stale.

If you are a diehard fan of the character, or just need a quick way to wake up your hand eye coordination, this is a decent way to go. If you are looking for something with variety and staying power, you're going to have to look elsewhere.




Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Samples

## Snack Attack!

**YOU ARE TAZ,** the ravenous Tasmanian Devil who whirls like a tornado and eats everything in sight. Hamburgers, root beer, ice cream—you are jazzed by such junk! But look out, sometimes your feeding is so frenzied that you accidentally swallow dynamite! Pow! What a bellyache!

Your objective: Glut on every edible item that comes your way to achieve the fattest score possible while you stay alive as long as possible.

Food Taz Dynamite

2150

Score Extra Lives

## Place Your Order

Turn the console power switch off before inserting or removing the TAZ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ game.

Plug your Joystick into the LEFT CONTROLLER jack for a one-player game; plug a second Joystick into the right controller jack for two-player games. Hold the controller with the fire button to your upper left, toward the television screen. See your owner's manual for details.

Press the fire button on your Joystick Controller to start the game. Use your Joystick to move up, down, and sideways on the long tables. To eat an item, simply cover it with the Taz tornado.

Press GAME SELECT to choose a one or two player game. The numeral 1 appears at the lower left side of screen to indicate a one-player game, and the numeral 2 appears at lower left to indicate a two-player game.

Press GAME RESET to stop a game in progress and return to the TAZ title screen.

Set the TV TYPE switch to color to play the game on a color set. Set it to B/W to play on a black and white television.

The DIFFICULTY switches have no function in TAZ.

## The Unbalanced Meals Are Served

TAZ is an eating contest composed of three unbalanced meals. Each meal consists of eight courses. After you eat 50 items of one course, the next course is served. As you progress through the courses, the food moves faster and arrives more frequently. When you finish all eight courses of one meal, you immediately start the next. In each of the three meals the same food is served in the same sequence—you start with hamburgers and end with sundaes. If you devour all three meals you are rewarded with a surprise "dessert." What could it be—a stomach pump?!

You start the game with three lives. Each time you swallow dynamite you lose a life. The game ends when you lose your last life. You win bonus lives at: 10,000 points, 30,000, 50,000, 80,000, 110,000, 150,000, and every 40,000 points thereafter. The maximum number of lives that can be displayed on screen at once is four; the maximum number of lives you can have is eight.

## Crazed Wave

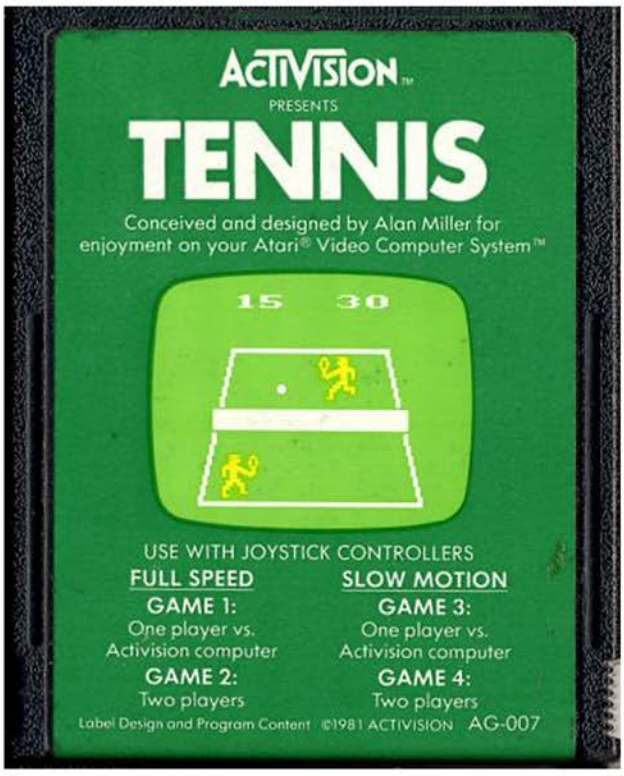
After you finish the fudgesicle course in the first meal, the game pauses and the words CRAZED WAVE appear on screen. This is a warning that from here on the game gets crazier because the food is served faster and faster.

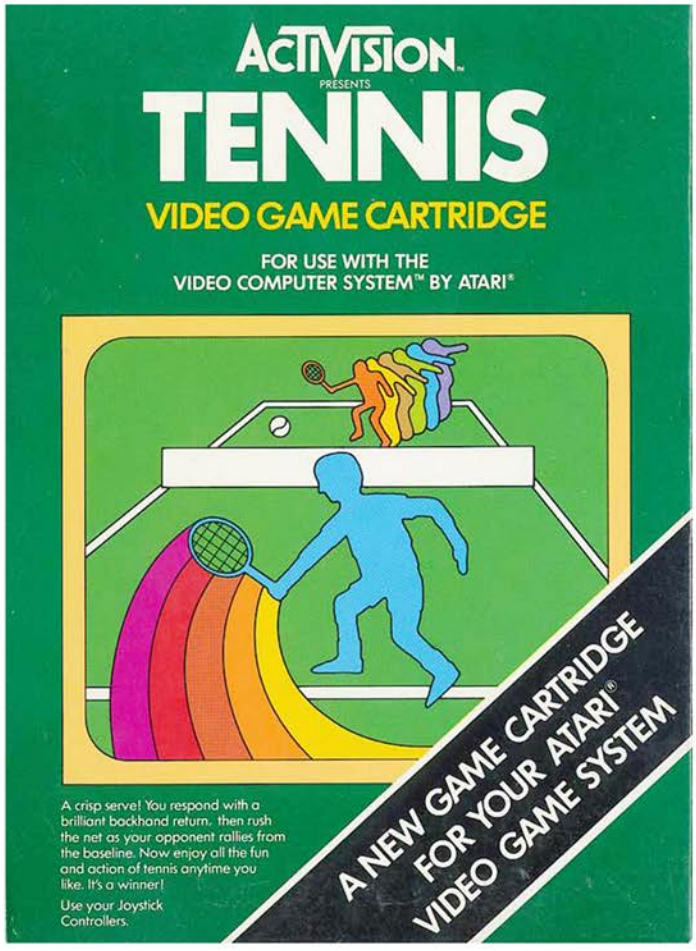
# TENNIS

Release Date: 1981
Publisher: Activision
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: AG-007
Rarity: 2
Programmer: Alan Miller

A simple but intense version of the popular sport.

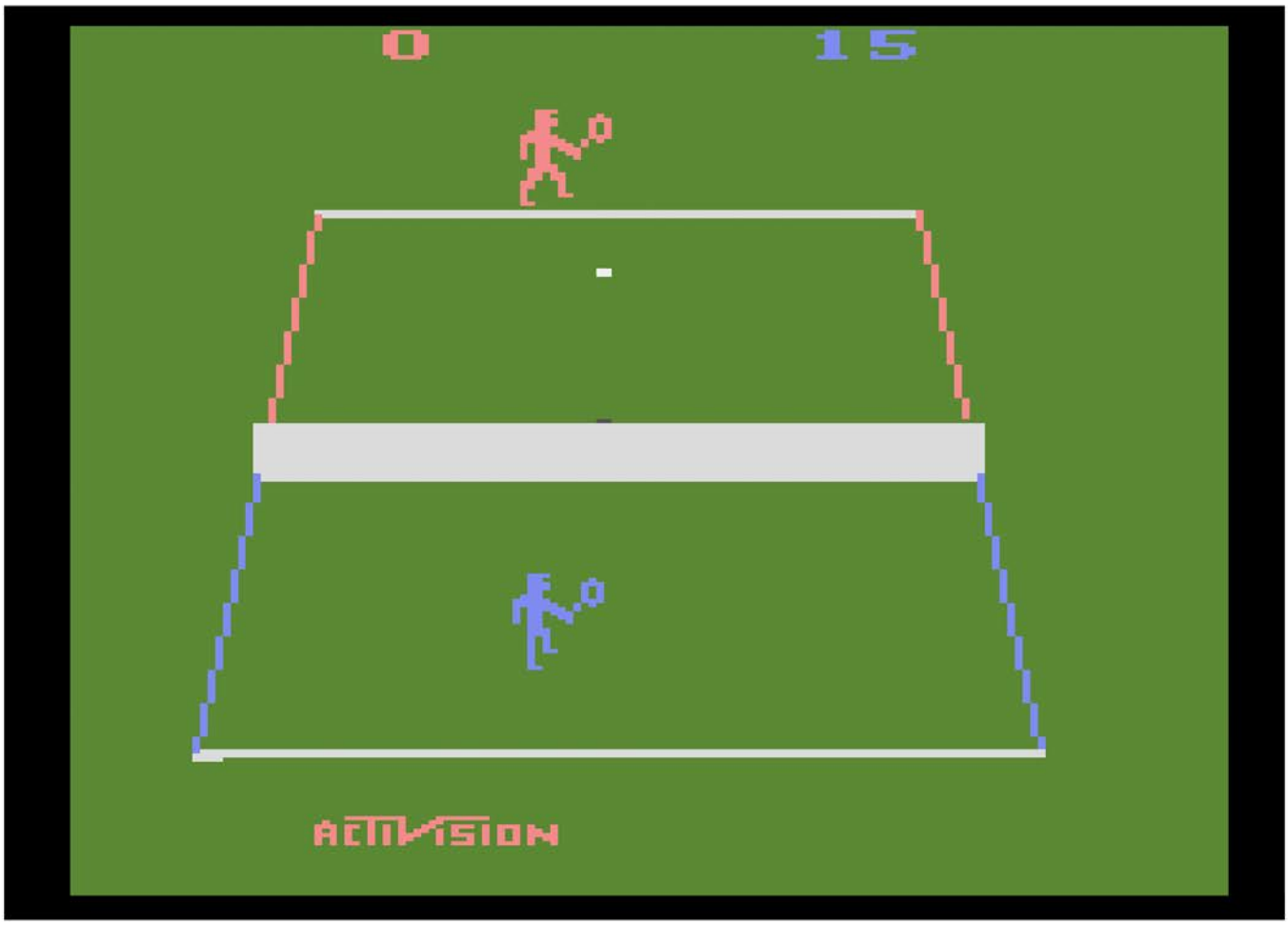


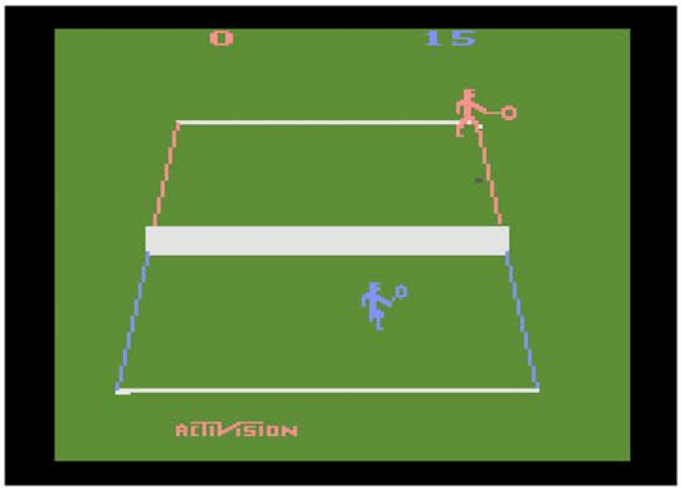



Lace up your shoes, grab your racket and hit the court in one of the most fast paced versions of the game you'll ever play. It's you against a lone opponent in a best of three sets match, and if you aren't playing against a friend you might as well go ahead and prepare yourself for defeat.

You serve first, and with a quick button press the match is on. If you want to last in this game you'll need to keep an eye on the computer player so you can be in position to return his volley. There is no need to perfectly line it up or hit the button to swing, as all you have to do is be in the general area and the game automatically swings for you. This does limit your shot type, as the only thing under your control is the ability to angle the shot by striking it on the edge of your racket. Play continues until one of you (most likely you) misses a shot and the ball bounces twice.

Basic tennis scoring is in effect, so in each game it goes Love/15/30/40/game. If both players are tied at 40 then the game heads to a deuce showdown, where the first player to get two points up win the game. Each set is a race to seven, and it's best two out of three sets.

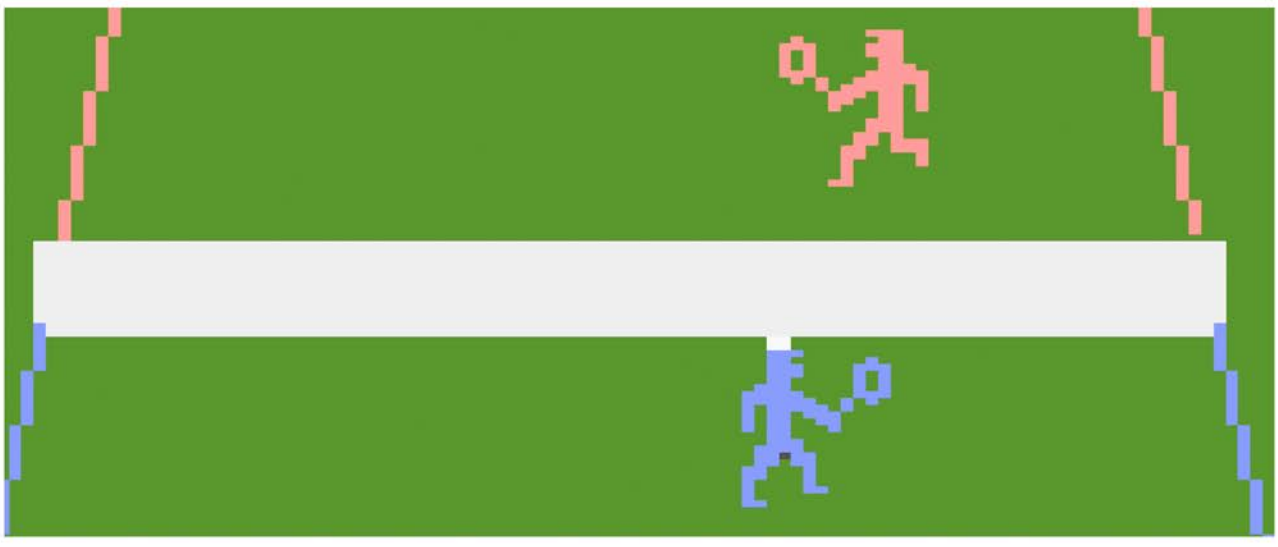




While basic scoring is present, the bulk of the basic rules have been thrown out in the name of simplicity. There is no out of bounds, as well as no specific place you must serve. Out of bounds is missing as well, which isn't a big deal since the computer is handling your shot power. It feels more like a casual pickup game of tennis than a pro stop, at least it does until you watch the computer player in action.

To say he's amped up would be an understatement, as your opponent never stops moving. He frantically runs around the court, seemingly anticipating every single return shot you send his way. He's so good that it will be a rare occurrence to get one by him, and even rarer for you to win a game or set. That said, if you want a chance to beat him, you can select the slow motion gameplay mode, where the action runs at half speed. This will help you get the feel for how the ball moves, however it's painful to see just how slow everything is.

Difficulty aside, this is a very solid tennis game, especially for how early it came out. If you want to have the best time possible though, playing against a friend will definitely be your best bet.



SPORTS CHALLENGES

ACTIVISION TENNIS VIDEO GAME CARTRIDGE



**1982 Arcade Alley Award Winner, Best Competitive Game. Honorable Mention: Best Sports Game 1982.**

Designed by Alan Miller. Never wait for a court again. Tennis by Activision offers all the challenge and excitement of tennis right on your own TV. Charging players can rush the net, lay back and play the baseline, or roam the court. It's tennis action so remarkably real, the ball's even got a shadow! Loads of fun for all game fans.

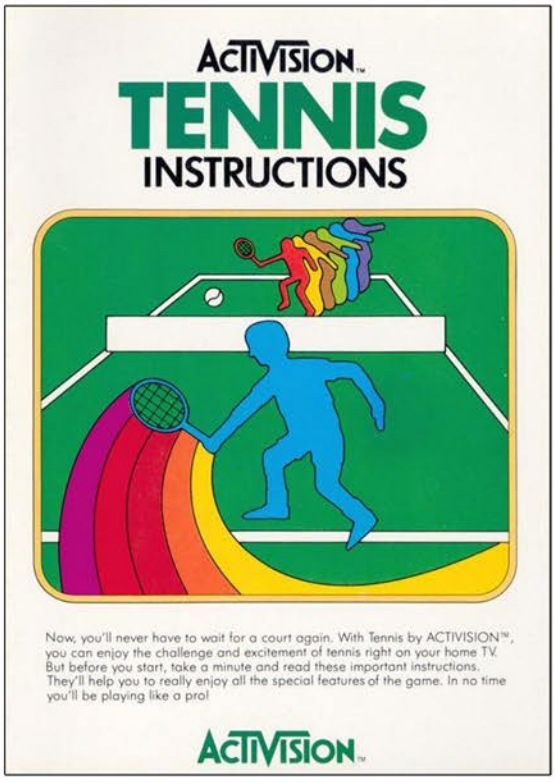
ACTIVISION SKIING VIDEO GAME CARTRIDGE



**1981 Arcade Alley Award Winner, Best Solitaire Game.**

Designed by Bob Whitehead. Challenge yourself to a wide variety of high-speed downhill or slalom runs. Trees and moguls rush by as you race through the courses. Designed for everyone from novice to pro. Why, even if you hate snow, you'll love the fun of Skiing by Activision.

Top Left: Catalog Sample
Top Right: Patch (Win vs. CPU)
Below: Manual Cover and Page Sample



10. **Scoring** is the same as in real tennis: 15-30-40, "deuce" at 40-all, and "ad in" or "ad out" following "deuce". The first player to win at least 6 games and be ahead by two games wins the set. If players tie in games at 6-6, the score returns to 0-0, and the first player to go two games ahead wins the set. One bell sounds after each point, three after each game, and six at the end of a set. Each player has his own bell tone.

**SPECIAL FEATURES OF TENNIS BY ACTIVISION™**

**SERVING AND VOLLEYING**

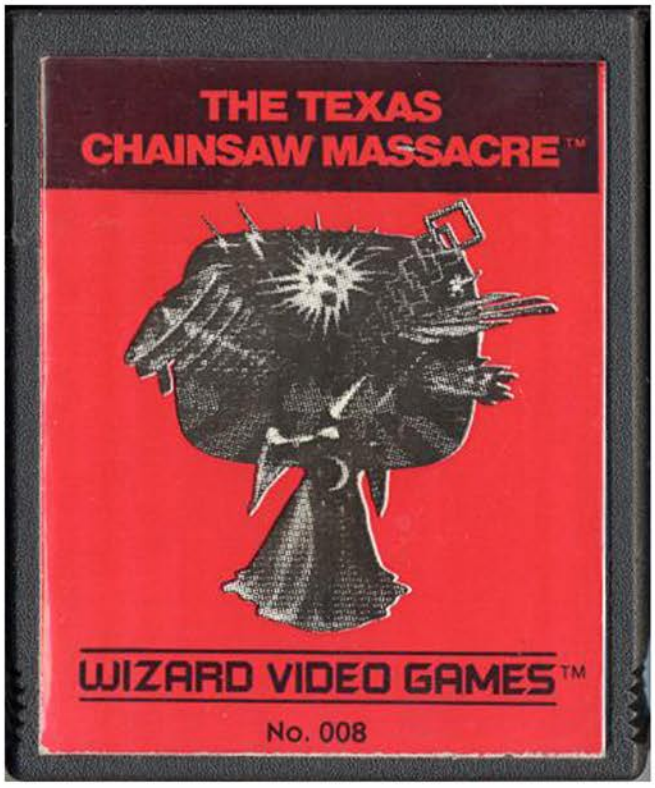
You can serve to any part of the court and your first serve is always "in". Also, you can never hit the ball too long (beyond your opponent's baseline or sidelines) or too short (into the net). Just like in real tennis, when you're volleying at the net, you'll notice that your shots don't travel as far as they do when you hit them from the baseline. Also, you'll be able to hit your most sharply-angled shots while playing at the net.

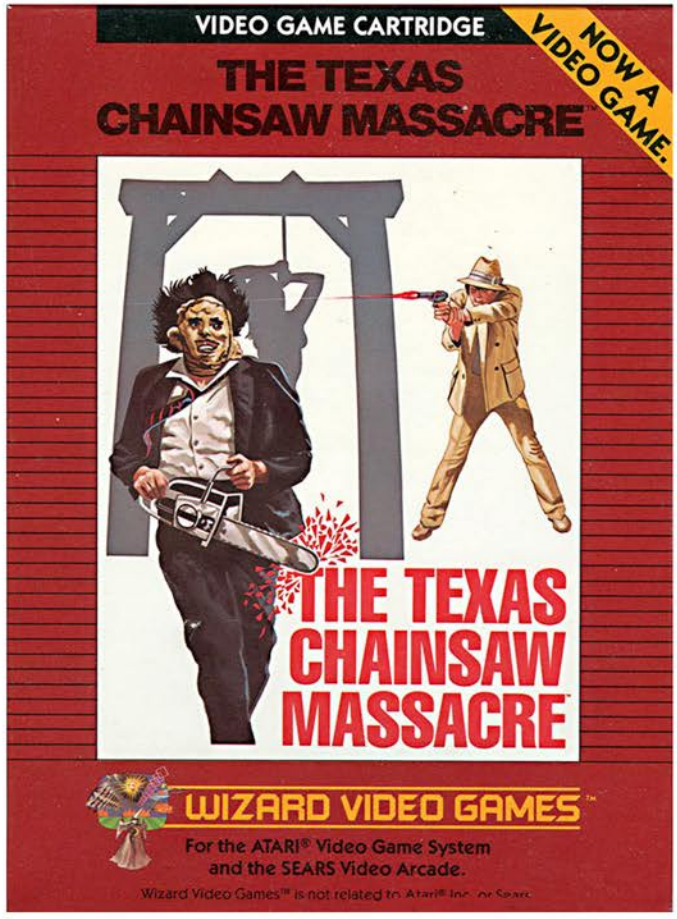
# Texas Chainsaw Massacre

Release Date: 1983
Publisher: Wizard Video
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 008
Rarity: 7
Programmer: Ed Salvo

This is one of the few titles in video game history where you get to be the bad guy.

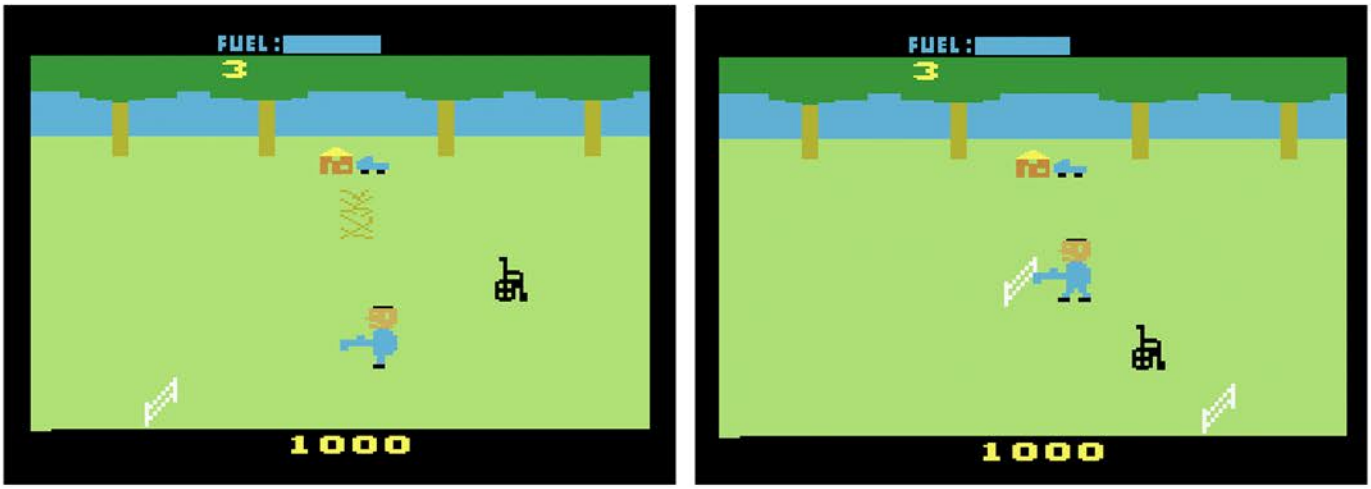


You are Leatherface and no-good hippies have invaded your farmland. It's time to grab your trusty chainsaw and chase them down to make sure they don't damage your property.

The game begins with our anti-hero standing in an obstacle filled screen, with an invading hippie in the distance. Leatherface must chase them down and fire up his chainsaw at the appropriate moment in order to cut them down to size, gaining points and eventually some extra gas. Don't waste fuel however, because run out of gas and it's game over.

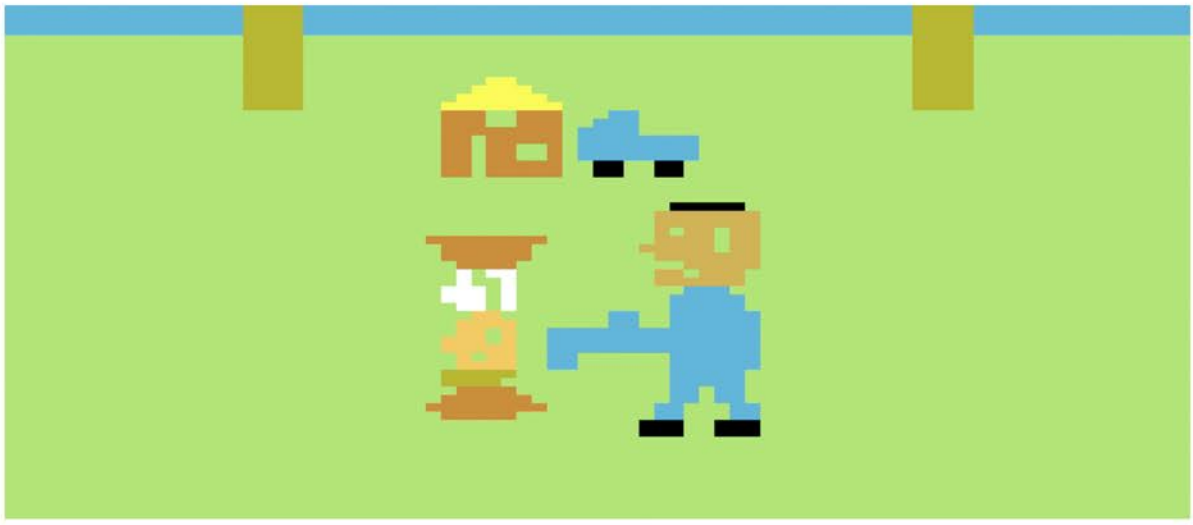
There are several obstacles that can hinder Leatherface in his quest for vengeance. Standard stuff like fences, cow skulls and bushes will halt his progress for a few seconds. As he roams the landscape the wheelchair man will appear and chase our chainsaw wielding friend around. If he becomes trapped by any of this, Leatherface can fire up his chainsaw and cut through it, freeing himself.

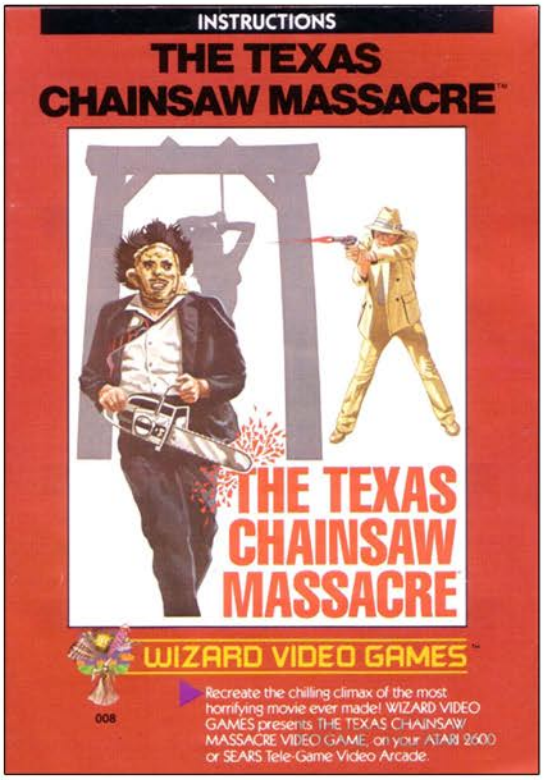



While it is fun to take control of one of the most iconic bad guys in cinema history, there are unfortunately numerous issues that really sets things back. For starters it's far too easy to get caught on an obstacle, and sometimes it's impossible to avoid. If any part of Leatherface touches it, he'll become stuck, even if it's a single hair follicle. The obstacles are sometimes so close together that you'll be forced to just run head first into it and cut through them.

The other major problem is with trying to kill your victims, as it's far too difficult to do so. You have to cut them down with your chainsaw, which revs up to speed with each button press before winding down. In order to cut them you'll have to make contact at the exact right moment or else they'll evade your blade and end up on the other side of you. It can be difficult and frustrating in order to get this down, and even when you time it perfectly there are occasions it won't hit.

If you are a fan of the movies, or just want an excuse to run around with a chainsaw cutting up victims, this is a must play. For those looking for high quality arcade style action, this isn't the best choice.






Top Left: Game Over Screen
Top Right: Manual Cover
Below: Manual Page Samples

Grab your joystick and become "Leatherface," the homicidal, chainsaw wielding maniac of your nightmares! A group of hapless tourists have trespassed on your property. One by one, they've been hunted down and eliminated. Now, only a handful remain! So, oil up your chainsaw and find as many victims as you can before your fuel runs out!

## TO BEGIN PLAY

1. Following the manufacturer's instructions, connect your video game to your television set.
2. With the power switch OFF, insert the game cartridge.
3. Turn the power ON.
4. Neither the difficulty switch nor the game select switch is used in this game.
5. Plug one joystick controller into the left controller port. Hold the controller with the red button in the upper left corner.
7. To begin the game, press the reset button.

## OBJECT OF THE GAME

Try to eliminate as many victims as possible before your chainsaw fuel runs out.

## SCORING

For each victim you catch, you will receive 1,000 points.

## PLAYSCREEN

## HOW TO PLAY THE TEXAS CHAINSAW MASSACRE VIDEO GAME

The player controls Leatherface and his whirring chainsaw. Computer-controlled victims flee in terror as you pursue them. Beware of the obstacles in your way—cow skulls, fences, wheelchairs, and thickets. At the top of the screen is the number of fuel tanks left, and a gauge indicating the amount of gas left in the chainsaw. At the bottom of the screen is the score display.

Using your joystick, move Leatherface in the desired direction and try to overtake your victim. When you're close enough, press the joystick button once to rev up the chainsaw and eliminate your quarry. Caution: The chainsaw is always idling, using only small amounts of gas. Revving the motor quickly drains your fuel. Therefore, be sure you are in range before you press the button. Leatherface starts the game with three tanks of gas, so conserve your fuel.

BONUS: Extra fuel is awarded every 5,000 points.

Watch out for obstacles that hinder you from getting to your prey. Cow skulls, fences, wheelchairs and thickets appear at random in your path. If you run into an obstacle, Leatherface is momentarily

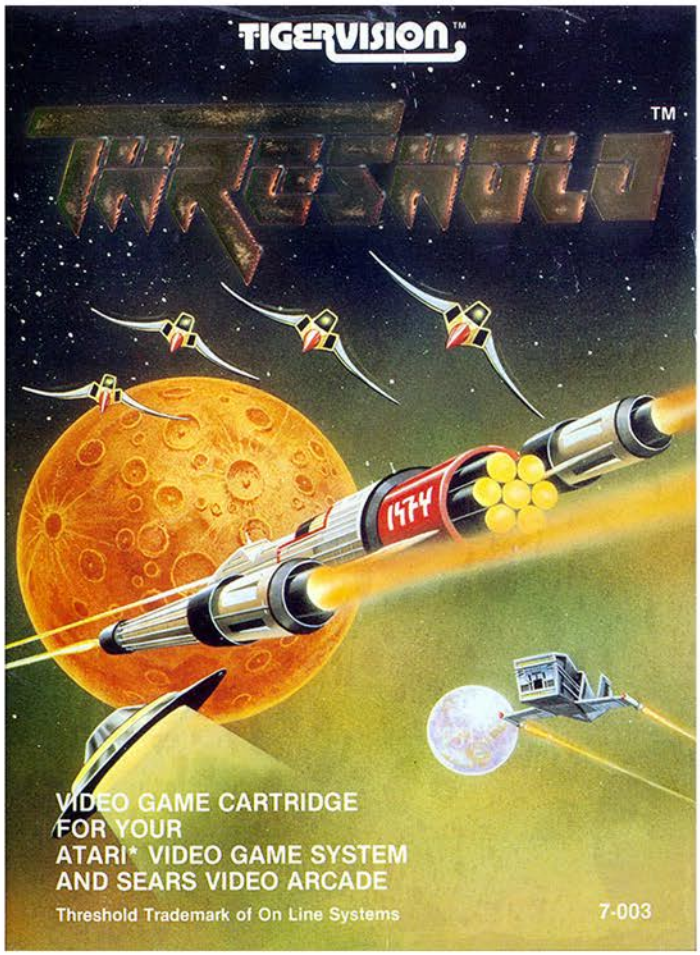
# TEXAS CHAINSAW MASSACRE

# THRESHOLD

Release Date: 1982
Publisher: Tigervision
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 7-003
Rarity: 6
Programmer: Warren Schwader

This is a moderately fun shooter that is ruined by a bevy of cheap deaths.



You are out on a space mission in an unexplored section of the galaxy when you are attacked by aliens. Armed only with a single phaser, you must defeat each enemy wave in order to move on, facing an even greater threat.

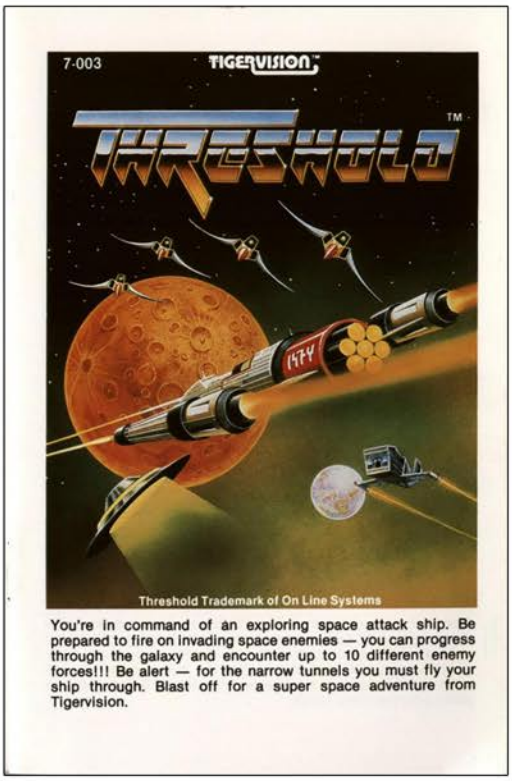
The game begins with you at the bottom of a scrolling playfield, as several multi-colored aliens hover above you. The goal is to shoot each of them before the timer expires while not taking a direct hit. If you happen to die during any level, it will reset with a fresh timer and all enemies back in their original positions. The enemy vessels will slowly descend towards you, eventually going off the bottom of the screen and wrapping around back to the top.

Your ship can fire an unlimited number of shots, however they will only come out one at a time. The same goes for your alien enemy, however they have one significant advantage over you, heat seekers.

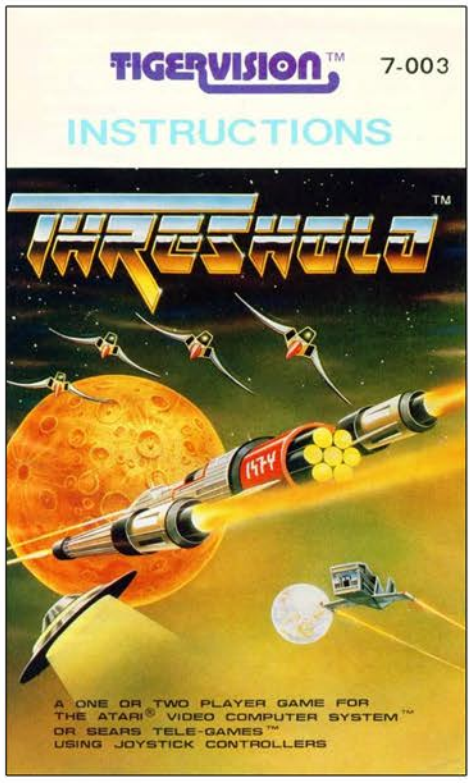
Well that's not entirely accurate as a heat seeker missile would stay on a consistent path, these have a bad tendency to change direction at the last second and destroy you, giving you no opportunity to dodge it. It's incredibly frustrating to be moving across the screen only to have a shot you thought you dodged veer towards you at such an angle that it hits your ship on the side.

If that were the only problem it would be bad enough, but there's more. The collision detection leaves a lot to be desired as your shots will consistently pass through the alien ships. This is made a bigger issue since you have an extremely limited amount of time to kill everything on screen. Apparently the aliens know you are on a time limit because on some stages they will spend the bulk of the time hiding in the walls, making them impossible to kill. The final insult however is when you respawn, an alien might be directly over you and fire, destroying your ship before you have a chance to react.

With some minor tweaks like enemies firing straight and staying on screen, this could have been a really solid shooter. In its current form however you're more likely to throw your controller than have fun.




You're in command of an exploring space attack ship. Be prepared to fire on invading space enemies — you can progress through the galaxy and encounter up to 10 different enemy forces!!! Be alert — for the narrow tunnels you must fly your ship through. Blast off for a super space adventure from Tigervision.




Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

You are patrolling an unknown sector of the galaxy, armed only with your ship's phaser and your skill as a flyer when suddenly you are fired upon by unidentified alien attackers. Quickly you maneuver to avoid their missiles as you return their fire. You fight them off, six against one, to find they were only the vanguard. Wave after wave of aliens attack, each more threatening than the first.

## INSTRUCTIONS

Use your joystick controllers with this TIGERVISION™ game cartridge. For a one player game, use the left joystick only. Hold the joystick with the red button to your upper left.

## NOTE

Make sure the console unit is turned off when removing or plugging in the game cartridge.

## GAME SELECTION

Turn the console unit on. A '1' will be displayed in the upper right corner of the TV screen. This is the game number. The '1' displayed to the left of the game number is the player number and indicates that this is a one player game. There are 3 game variations. Game one is the most difficult, game two is moderately difficult and game three is the least difficult. Press the game select switch to select game two for one player. Press again to select game three for one player, then game one for two players, game two for two players, etc.

## SKILL SELECT

The aliens can fire two types of weapons, regular missiles or guided missiles. The regular missile will fly in a straight line. The guided missile will alter its course in mid flight to home in on the player's ship making for a more formidable attack. The left and right player skill switches select the type of missiles fired by the aliens. Skill A selects regular missiles. Skill B selects guided missiles.

## STARTING THE GAME

## SCORE CHART

| WAVE | POINT SCORE OF EACH ALIEN |
|---|---|
| 1 | 50 POINTS |
| 2 | 80 POINTS |
| 3 | 100 POINTS |
| 4 | 130 POINTS |
| 5 | 150 POINTS |
| 6 | 180 POINTS |
| 7 | 200 POINTS |
| 8 | 250 POINTS |
| 9 | 300 POINTS |
| 10 | 400 POINTS |
| 11 | 500 POINTS |

## GAME FEATURE CHART

| GAME NUMBER | GAME DIFFICULTY |
|---|---|
| 1 | MOST DIFFICULT |
| 2 | MODERATELY DIFFICULT |
| 3 | LESS DIFFICULT |

## NOTE

The Color/B-W switch is not used. The colors used in the game were selected for good contrast when viewed on a B/W TV.

TIGERVISION™

909 Orchard Mundelein, IL. 60060
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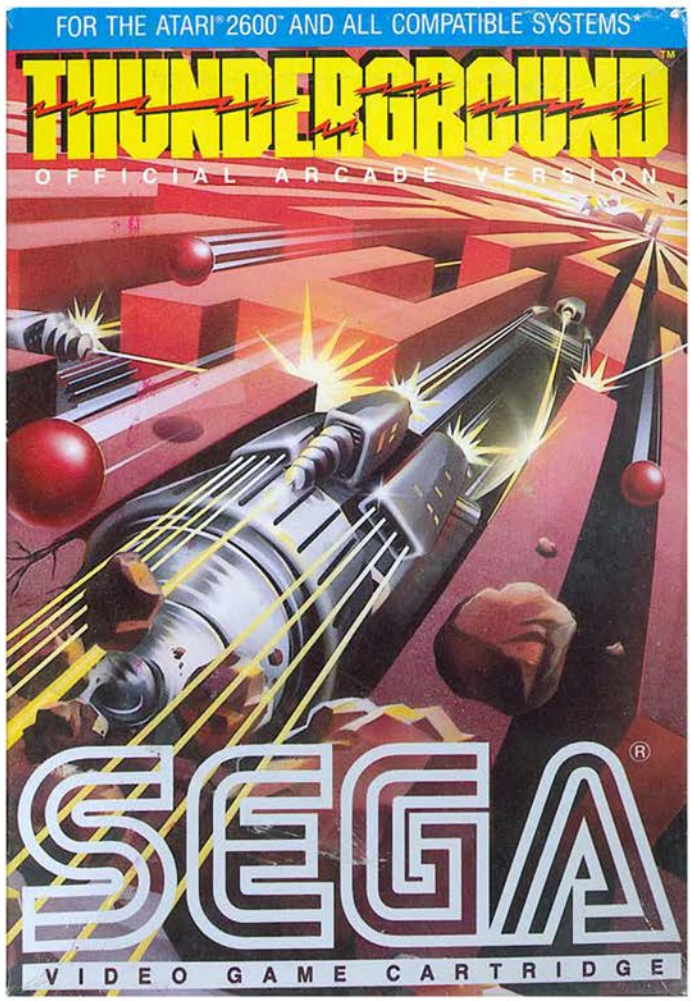
Printed in Taiwan

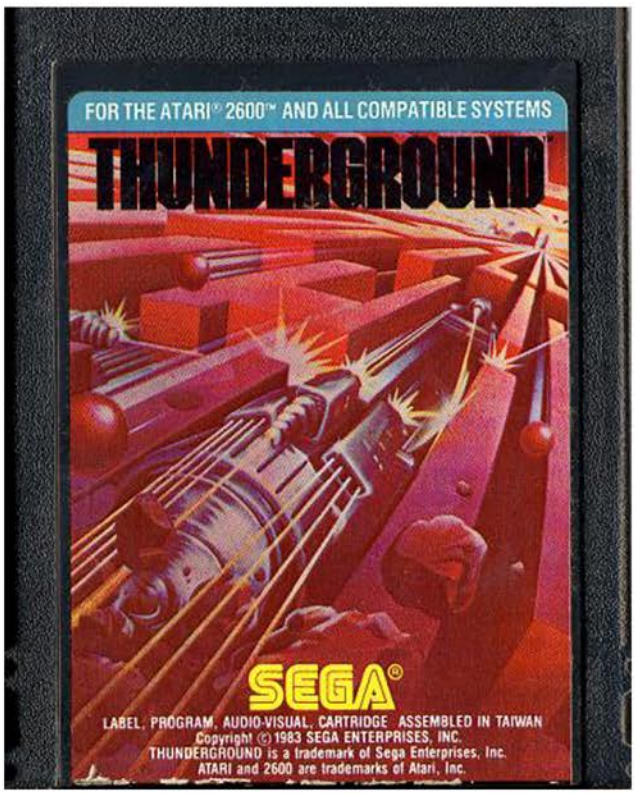
# THUNDERGROUND

Release Date: 1983
Publisher: Sega
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 003-01
Rarity: 4
Programmer: Jeff Lorenz

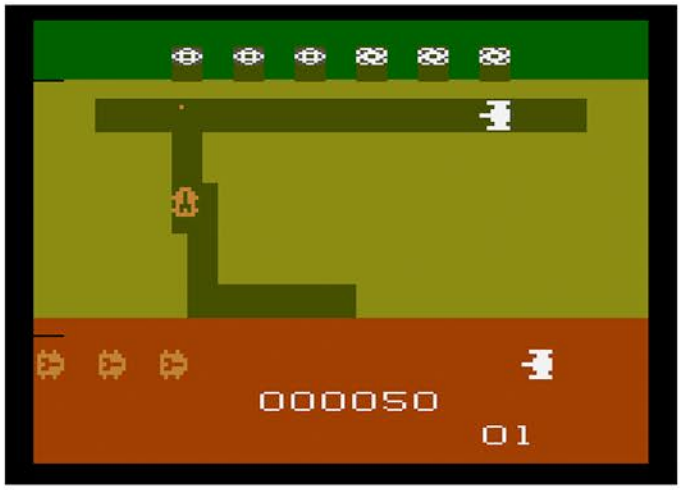
This game is essentially Dig Dug with tanks, which sadly isn't as awesome as it sounds.



You are in control of a heavily armed digging tank who must navigate the landscape underneath the enemy Vector Nuclear Bases and destroy them. Standing in your way are several enemy tanks that would love nothing more than to vaporize you. Unfortunately due to a variety of issues, this is going to be a rare occurrence provided you take your time.

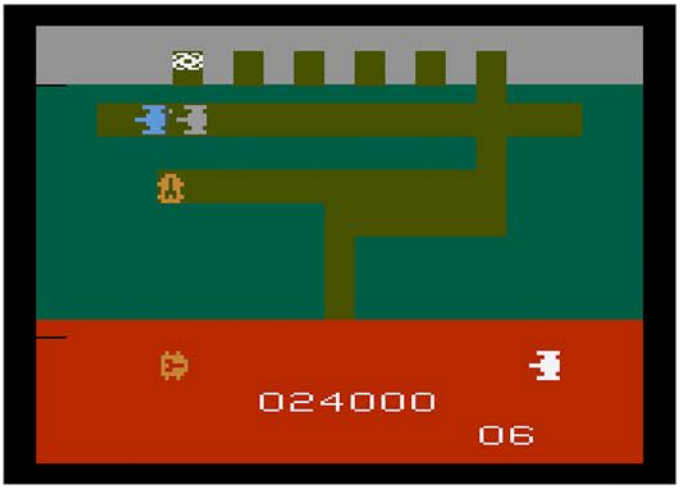
Each level has you starting off at the bottom of the screen, with six enemy reactors at the top. Your mission is to dig up to them, expose them, then eliminate them. Just below these reactors is a cut pathway where tanks roam in an attempt to stop you. Time it just right, and you can sneak across the line, detonate a nuclear base and retreat before anybody knows you are there. Or if you want to case as much damage as possible, you can create a blind corner and just wait for the tanks to cross your path. In either case the bulk of the game is going to require you to wait patiently.

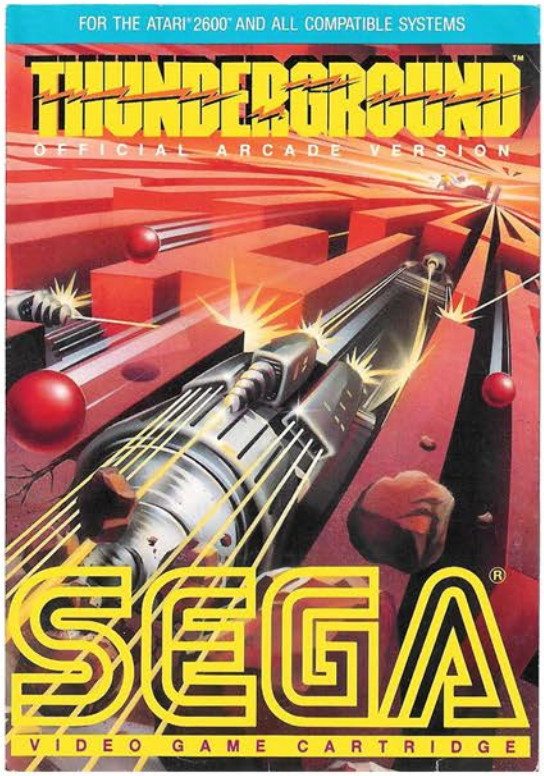


There are two types of tanks, the basic sentry and the digger tanks. The sentry can only drive on open areas of the ground, making them very easy to plan for. The diggers are a little more complicated as they can create their own pathways to hunt you down. This isn't as problematic as you might think since the board is so tiny. You can literally get from one side of the screen to the other in a couple of seconds, which really puts a damper on how tense the game of cat and mouse can get.

Destroying the bases is pretty straightforward, as all you have to do is break the barrier underneath them and deliver a single shot. In some of the later stages you will be forced to blow them up in a certain order since only one will be active at a time. However since the screen is so small and only two enemies will be pursuing you at any given time, this is a lackluster way to create variety.

With a couple of minor tweaks like larger stages and more enemies chasing you, this could have been a classic on the system. Instead it's just a testament to what might have been.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

Careful planning can force the blue enemy "Digger Tanks" to strip away the force field for you.

But you must hurry. You only have a limited amount of time to complete the mission or you'll lose one of your reserve core capsules.

**BATTLE PLAN.** You are faced with 12 levels of difficulty with four rounds per level. A round ends when all six bases on the surface have been eliminated. After level 1, the difficulty increases with bases appearing one at a time. The last or sixth base in a round is displayed in multiple colors.

Enemy supplies are hidden on the playing field during each round. Uncovering these supplies with your core capsule will give you bonus points. Their location is random. But, careful observation may reveal a secret as to their position.

**OBSTACLES.** There are two types of "Core Ranger Tanks" determined to destroy you. White "Sentry Tanks" which can only move in existing tunnels. And blue "Digger Tanks" which can dig their own tunnels to pursue you.

Either tank can destroy your core capsule with their atomic cannons or by ramming into you. You can eliminate tanks by blasting them with your laser cannon, but be careful, destruction of both tanks results in the appearance of a replacement tank that could catch you off guard.

Once a tank is destroyed you can drive through the remaining tank debris. But neither you nor the remaining tanks can shoot through it.

At the bottom of the playing field a third enemy tank begins moving towards your remaining capsules as soon as a round begins. You must destroy all six enemy bases before this tank reaches and destroys the first capsule in its path. You begin with only six capsules, although only three are displayed at a time. A bonus capsule is awarded after completion of each level (every 4 rounds). Your last capsule is displayed as an outline for timer purposes.

## STRATEGIC TIPS

1. Don't destroy enemy tanks unnecessarily. There may be far better ways to score points.
2. Watch enemy tank movement carefully. Strategic placement of your core capsule can lead them away from the bases. It can also cause enemy blue tanks to strip away sections of the force field lying in front of the bases.
3. Don't risk yourself in search of enemy supplies in early rounds. It is much more important to stay alive in order to score bonus points for the destruction of bases in higher rounds.

## SCORING

Points are scored by destroying tanks (always 50 points), destroying bases (see table 1) and by capturing enemy supplies (see table 2). And, by the timer (movement of the third enemy tank at bottom of screen), 40 points are awarded for every "tick" left on the timer when all the bases have been destroyed.

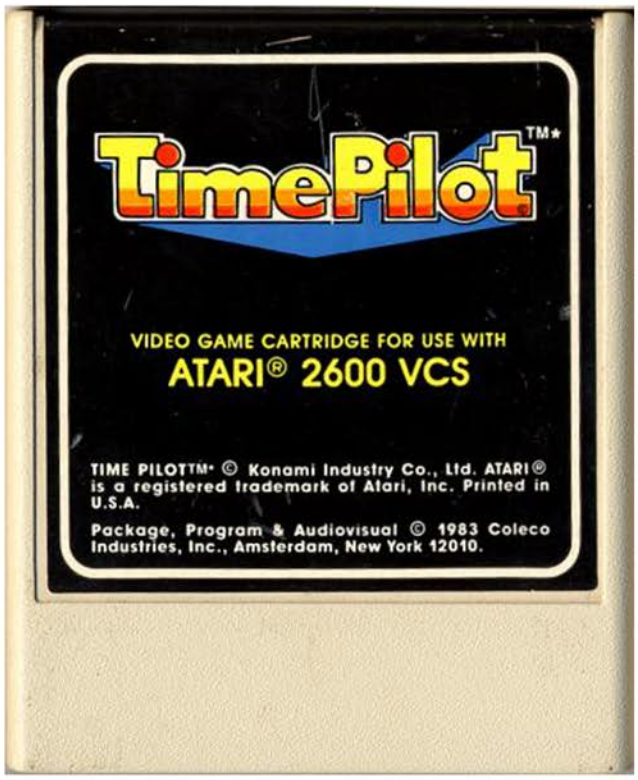
The two digits at the bottom right of the screen show the round you have achieved in the game.

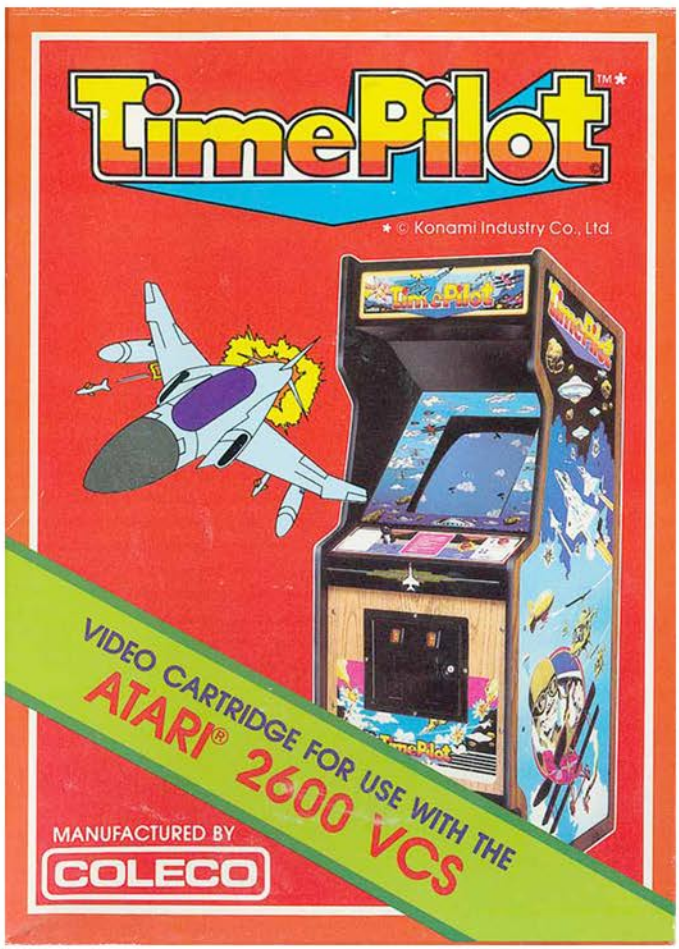
# Time Pilot

Release Date: 1983
Publisher: Coleco
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 2663
Rarity: 5
Programmer: Harley H. Puthuff, Jr.

This is a slightly scaled down version of the arcade classic that really captures the spirit of the original.



You are the Time Pilot! A man who has been tragically caught up in a time warp who can only progress into the future by murdering pilots from bygone eras. It's never explained why you are shooting down all manner of aircraft, only that you must do so. Not sure what sort of ramifications destroying an entire military's worth of aircraft will have on the timeline, but chances are you won't live long enough to worry about it.

There are five different time periods you show up in, each with their own type of aircraft. In 1910 you face off against biplanes. In 1940 you fight monoplanes. 1970 has helicopters buzzing around you. In 1983 you'll be fighting off squadrons of high tech jets. And in the far off year of 2001 you'll find that the world has been invaded by flying saucers. All of the enemy craft have similar basic movements and will occasionally fire at you, so while it's not a tremendous amount of variety it does spice things up a bit.

Each level plays out in the same way. At the bottom of the screen you have an enemy remaining line that goes down with each aircraft you blow out of the sky. When that's depleted the boss ship appears, which is just a bigger form of whatever you are already fighting (with the exception of the first level when a Dirgible shows up). Land a well placed shot on them and you're off to the next time period.

There are some things missing from the arcade version that really hold this back from being a great game. The parachute men that you fly around and rescue are missing, as is the constant stream of bullets from your ship. In its place is a double shot that comes out with every button press, that vanishes when you hit the button again. The controls are also a bit clunky compared to the fluid motion of the arcade ship, so instead of having 360 degrees of targeting space, you click into position with each turn. This makes some of the diagonal shots difficult to pull off, which will occasionally force you into flying alongside an enemy instead of blowing it out of the sky.

Issues aside, it's pretty remarkable they were able to squeeze all five levels onto a 2600 cartridge. If you are a fan of the arcade game, or shooters in general, this is a solid way to go.

Guide No. 11154

# TimePilot™★

No. 2663 • © Konami Industry Co., Ltd.

## CARTRIDGE INSTRUCTIONS

**For use with the GEMINI™, Atari® 2600™ VCS or compatible game systems**

- **Select from three skill levels**
- **For one or two players**
- **For color or black-and-white TV**

Eliminate all enemies in one time period, then move on to the next. Start in 1910, and progress to 1940, 1970, 1983, and finally 2001!

COLECO

Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## GAME DESCRIPTION

You're caught in a time warp! Earn your wings against ruthless enemy aircraft from the dawn of aviation to the superjet age and finally to the future! TIME PILOT™ takes you through the decades as you face enemies from **five** time periods:

**1910:** Battle the ghosts of yesteryear's dogfighting biplanes! Their bullets are crude, but deadly all the same. Fend them off, then face the mighty Dirigible.

**1940:** Time warp ahead 30 years! Face squadrons of swooping monoplanes. Evade their swift attack, then eliminate the heavy bomber to move on to the next era — and more action!

**1970:** The enemy is more sophisticated now! Eliminate swarms of helicopters. Dodge their enemy missiles. The more choppers you down, the closer you come to success. But face the double-prop helicopter before pushing forward in time once again.

**1983:** It's the jet age. Swirling waves of superjets home in on your Timeship. Protect yourself, aim well, and hope you can make it. But you're not safe yet. There's the battle yet to come!

**2001:** You've reached the final and future battle! Duel against flying saucers in deep space. With speed, maneuverability, and deadly missiles, these are awesome opponents. But victory is not yours until you've downed the giant saucer carrier! Are you up to this challenge?



**ALWAYS MAKE SURE THE GAME SYSTEM IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Be sure the B-W/Color switch is set to the "Color" position on your game system.

**One-Player Game**
Use the **left** controller.

**Two-Player Game (Alternating Players)**
Players take turns. Player 1 uses the left controller; Player 2 uses the right controller. Player 1 begins and each turn lasts until the player's Timeship is eliminated.

## Choose your Challenge.

Turn your game system on and the Title Screen will appear on your TV. For the Atari® 2600™ and compatible game systems, set the **Difficulty Switches** to select number of players and Skill Level, according to the following:

Skill 1/One Player = left B/right B
Skill 2/One Player = left B/right A
Skill 3/One Player = left A/right B
Skill 3/Two Players = left A/right A

For the GEMINI™ Video Game System, set your Difficulty Switches according to the following:

Skill 1/One Player = left A/right A
Skill 2/One Player = left A/right B
Skill 3/One Player = left B/right A
Skill 3/Two Players = left B/right B

**Skill 1** is the easiest, suitable for play by beginners.
**Skill 2** is a little harder. Enemies are more dangerous.
**Skill 3** is the toughest challenge of all!

**Game Select Switch:** The GAME SELECT switch is not used in TIME PILOT™.

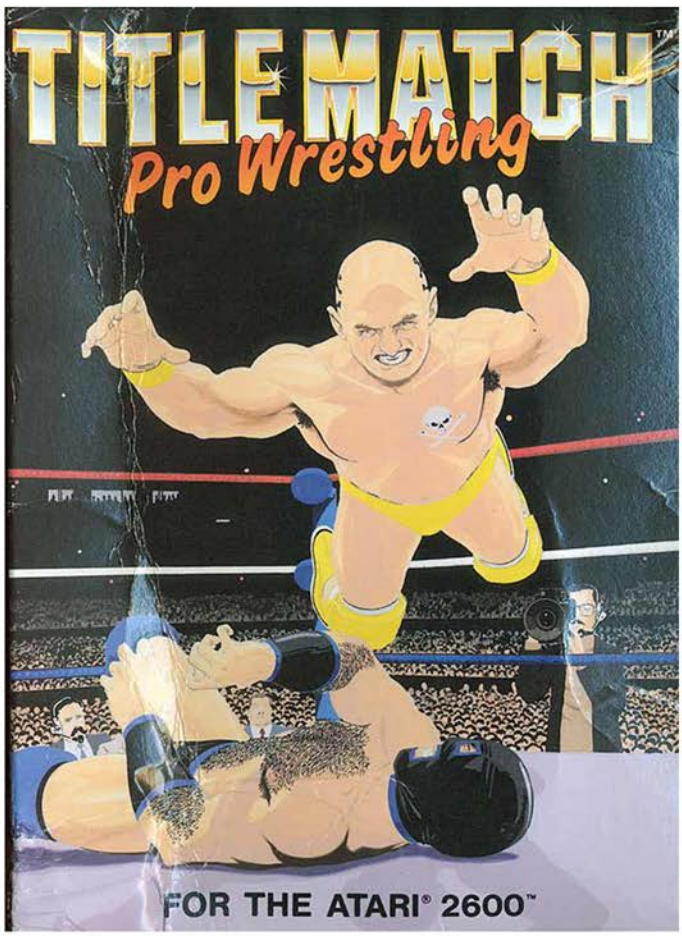
Press **GAME RESET** to start the game.

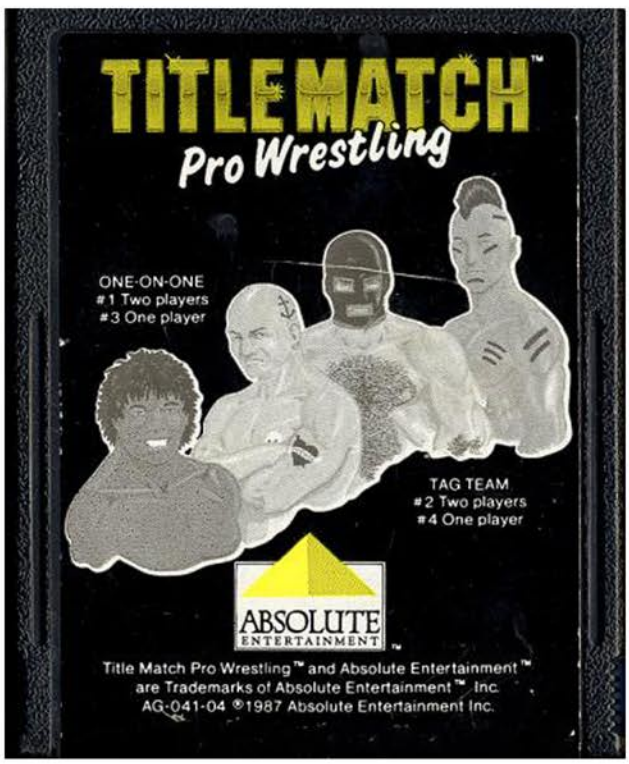
# Title Match Pro Wrestling

Release Date: 1987
Publisher: Absolute Entertainment
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: AG-041
Rarity: 4
Programmer: Alex DeMeo

This is a competent wrestling title, provided you are playing against a friend.

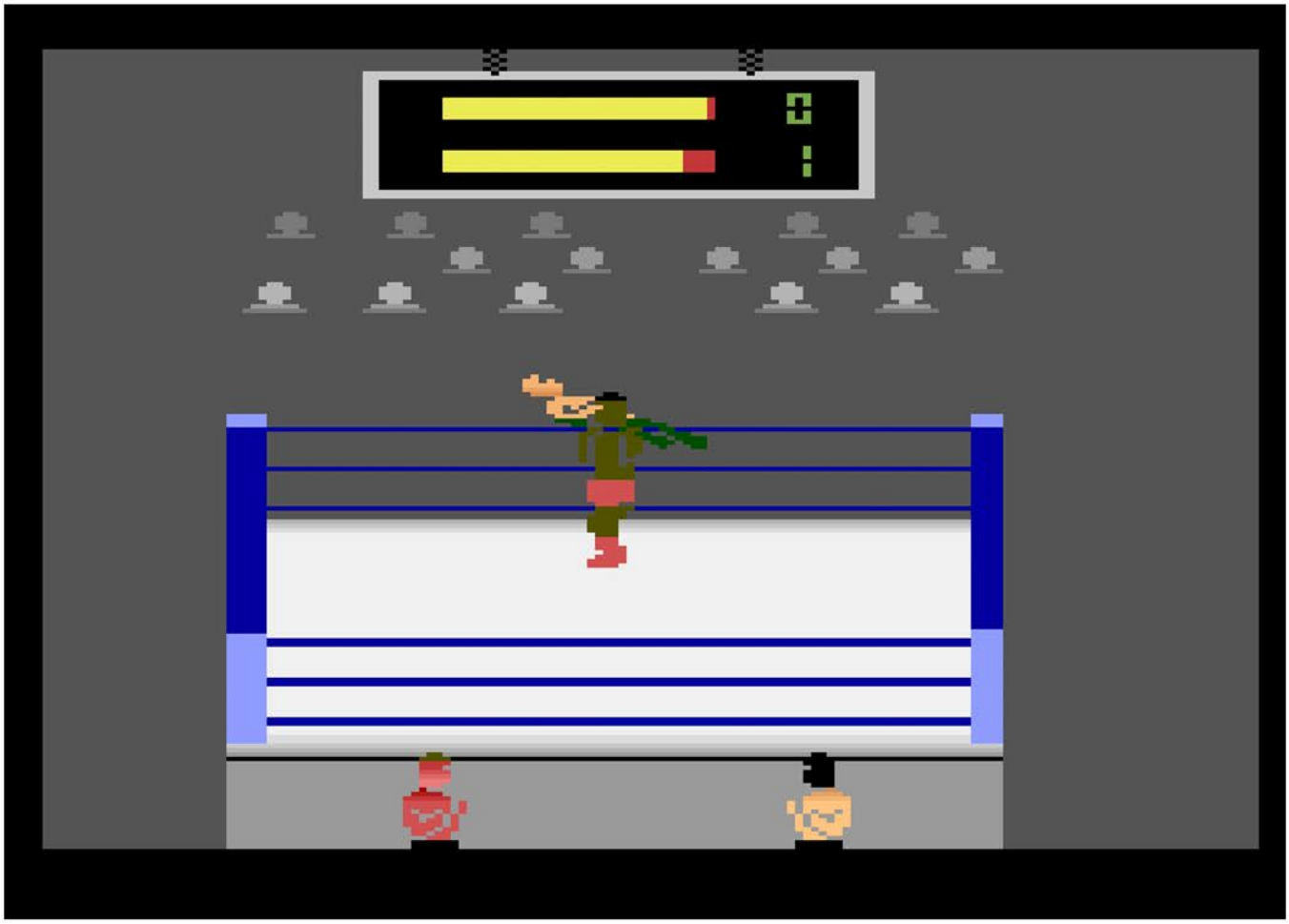


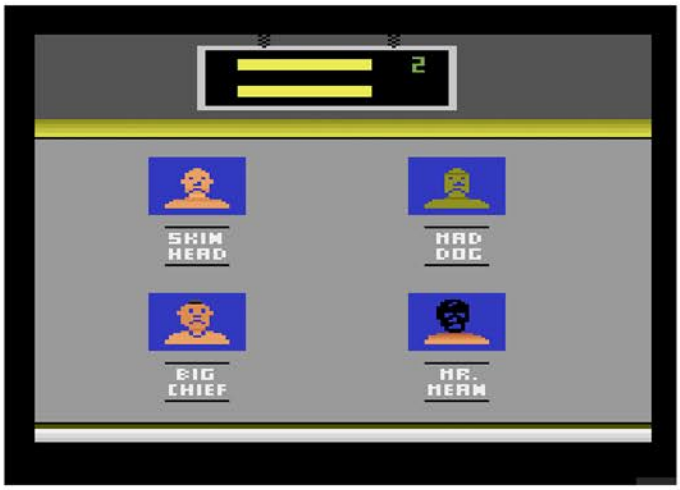



Strap on your boots and hit the ring in this wrestling free-for-all. Pick between one of four savage wrestlers for a one-on-one or tag team match, and get ready to lay the smackdown.

The game begins on the character select screen where there are four wrestlers to choose between. Mad Dog is a giant redneck who will "chew up and spit out" his opponents. Skin Head isn't what you think, rather he was forced to shave his head after a losing a contest and took up wrestling to compensate. Mr. Mean got his training by beating up thugs in the streets of New Jersey. And finally Big Chief is a giant Apache that presumably wants revenge for his people.

Each match is a best two out of three falls, but moves very quickly due to the small health bar and massive damage the wrestlers take. Despite there being only one button, there are a lot of moves that can be performed. Most of the classics are here like power lifts, airplane spins, elbow drops.

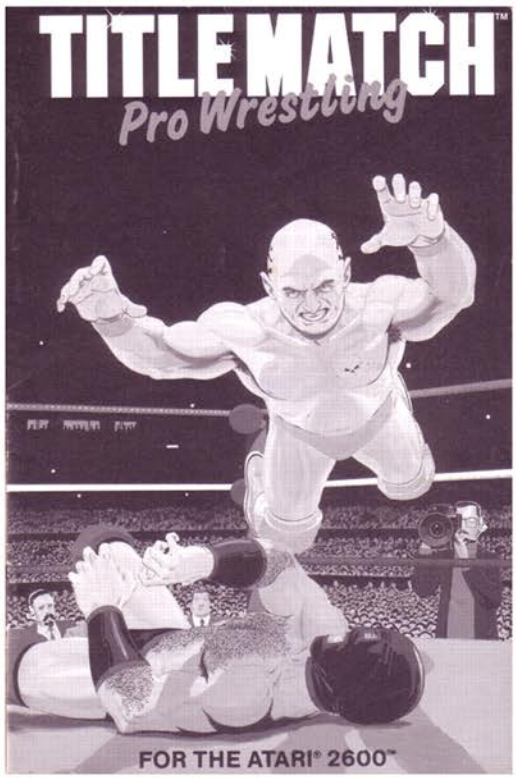




Once you weaken your opponent enough you can slam them to the ground and pin them for a quick three count. Tag team matches play out like the one-on-one matches, only you have a friend you can tag in when you are getting low on health. The starting wrestler will also alternate between falls.

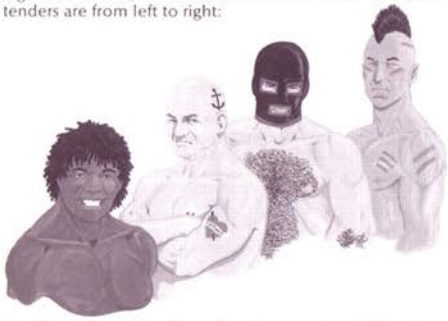
There are a couple of problems with the game that hold it back, the first of which being the difficulty in executing some of the moves. With only a single button they had to get creative with the inputs, and sometimes they simply don't work in time as your opponent will break free. The other issue is how difficult the computer is, as they are almost god like. To give you an idea of how tough they are, imagine stepping into the ring back in 1987 and facing off against Ric Flair. That's how much of a mismatch playing against the computer is.

Everything else about the game is OK. The graphics are pretty good as all four wrestlers are distinct, and the sound is solid as well. Unfortunately this came out a couple of years after the NES took over the gaming landscape, so this game fell by the wayside.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

Pressing "SELECT" will cycle you through the match selections. Once you have selected a match, choose your wrestlers beginning with player No. 1 (the person using the left joystick). Move the joystick to highlight your selection and then press the joystick button. Once player No. 1 has selected a wrestler, it is player No. 2's turn. In a tag team match, this selection occurs twice. The contenders are from left to right:



**Mad Dog** - From Mad Dog, Louisiana, and weighing in at a whopping 390 lbs., this redneck husky vows to "chew up and spit out" *anyone* who tries to tangle with him.

**Skin Head** - Weighing in at 265 lbs., from Cowpoke, Idaho, this farmboy was brutally forced to shave his head after losing in a cow-tipping contest. To overcome his humiliation, Skin Head turned to wrestling at the age of 9, and today is one of the most feared wrestlers of our time.



**Mr. Mean** - Currently weighing in at 320 lbs., from Hoboken, New Jersey, Mr. Mean acquired virtually all of his early training on the streets, defending himself against *slime*.

**Big Chief** - One part Apache and one part hulk, from Big River, Utah, he is merciless at 420 lbs. Big Chief pow wow doesn't miss a trick - he will crush you without a second's thought.

5. Once contenders have been chosen, the arena screen is displayed and the match can begin. At any point during gameplay, pressing "RESET" will restart the currently selected match.

## TAKING THE BELT

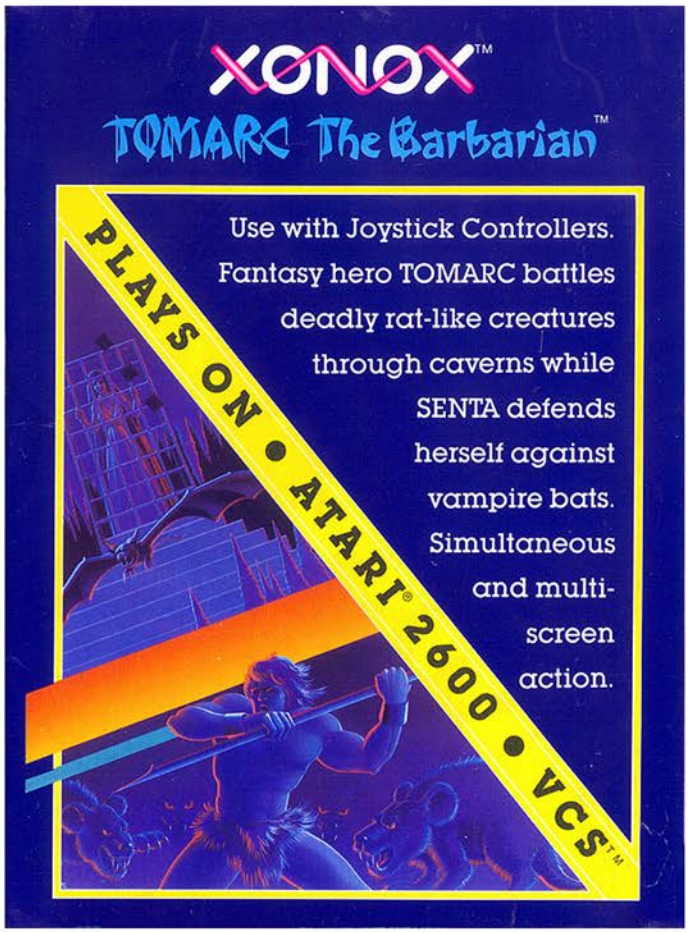
Each wrestler's strength is displayed by power bars on the scoreboard. The upper bar represents the strength of wrestler No. 1 (left joystick), and the lower bar represents the strength of wrestler No. 2 (right joystick or computer). Your challenge will be to sustain your strength while depleting your opponent's. **Strength, used in combination with skillful manuevering will enable you to pin your opponent.** Next to each wrestler's power bar is a digit representing how many times the opposition has fallen. Pinning your opponent for 3 counts will constitute a fall. The rule for winning a match is best out of three falls.

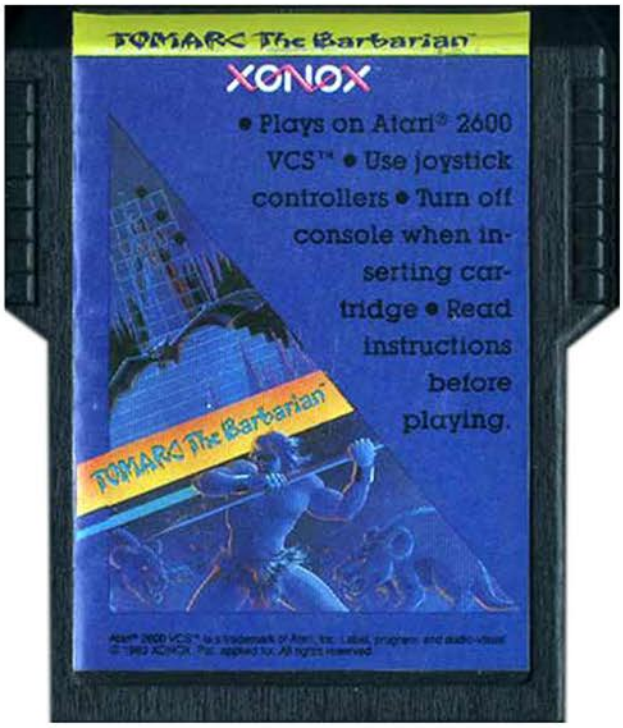
# TOMARC THE BARBARIAN

Release Date: 1983
Publisher: Xonox
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 99007
Rarity: 7
Programmer: Anthony R. Henderson

This is one of the most laughably bad games on the 2600.



You are the legendary Tomarc the Barbarian (no relation to Conan), and the love of your life Senta has been kidnapped. It's up to you to raid the treacherous dungeons in search of your sword so that you can free her from bondage.

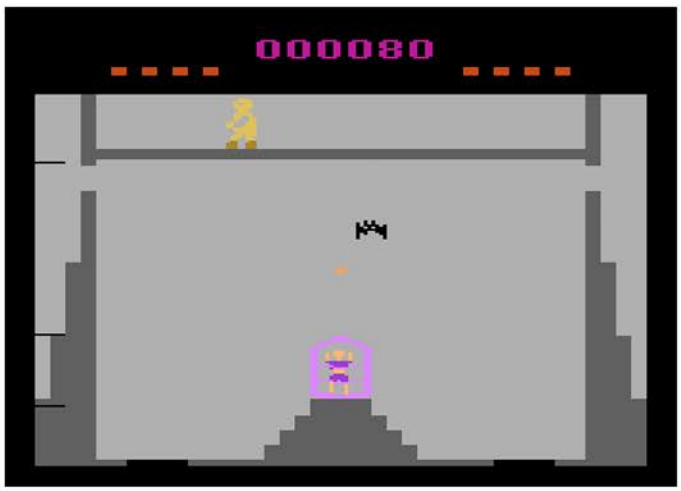
The game begins with our hero on the bottom level of a four story dungeon. Openings that lead to other rooms can appear on either side of the screen as well as the top of it, and even though they may look impossible to reach they in fact are thanks to Tomarc having a seven hundred and thirty-five inch vertical leap. You are not alone in this dungeon however, as you will have to face off with rats. Not giant rats mind you, just your normal everyday rats, that apparently give him the Black Plague when they come into contact since it costs him a life.

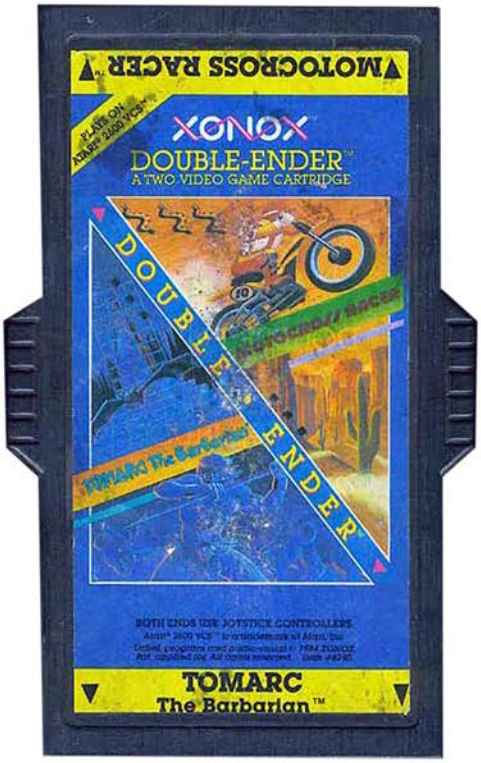
Controlling your warrior is difficult to say the least. He can fly through the air and reach the second floor with a single jump, provided you leap at the exact right angle. If you jump straight up, he'll briefly appear on the next level only to fall back to the first. The only way to get through the ceiling (or the side exits) is to jump at an angle, which allows passage. If you don't hit it just right, you'll smack the ceiling and fall straight down, usually on top of a rat.

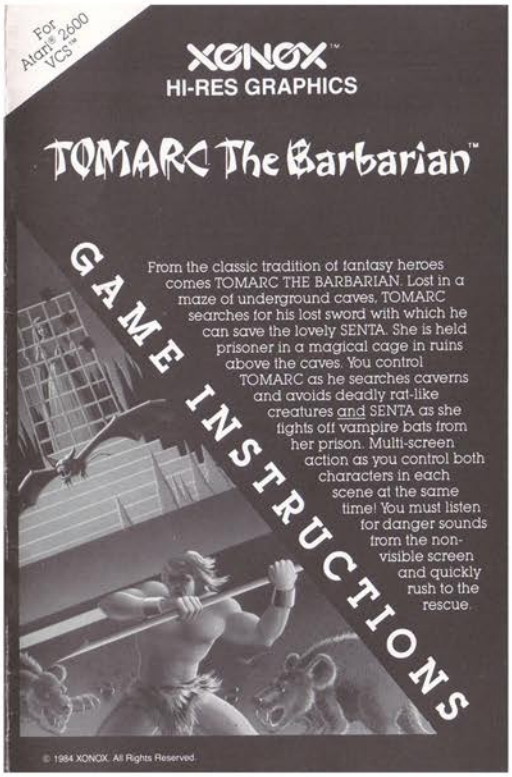
While you are attempting to explore the dungeon, a warning signal will blare, letting you know that your lady Senta is in danger. If you hit down on the controller you'll switch screens to her in the cage and a bat attacking her. Here you must use her to throw fireballs to dispatch the winged menace, or else you'll lose one of your eight collective lives. Once she's safe, switch back and let the leaping continue.

After you've managed to find your sword, it's time for the final battle. Journey through the rest of the dungeon, jumping over the plague rats, until you find the entrance to the fourth floor prison. Leap through and prepare to do battle with her captor! Just kidding, he'll walk over and free her, then restart at the bottom of the level. No fighting whatsoever with your barbarian.

Everything about this game is terrible, from the graphics to the controls. Most unforgivable though is the fact the game is called Tomarc the Barbarian, yet you never get to use him in any sort of combat. This game should be played at least once however, just to experience the large number of idiotic design decisions.






Top Left: Double Ender Cartridge
Top Right: Manual Cover
Below: Manual Page Samples

## GAME LAYOUT:

On the opposite page an overall view of the game playing area is depicted. You will only see one screen at a time, but by keeping the layout in mind as you play the game, you can easily recognize where you are as you guide TOMARC in the search for the sword.

### TOMARC SEARCHES THE CAVES

When you start the game you will be in control of TOMARC. He will be located in one of the three bottom level caves. In each of the caves on this level will be a deadly monster rat whose bite will cause the loss of one of your eight (8) lives. Explore the caves on the bottom level first to try and find the sword. If the caves are empty, you will have to leap to the next level and continue your search.

On the second level there will be two rats in each cave and they will move faster than the lower level rats. If the sword is not on this level, you must go to the top level where three rats await in each room.

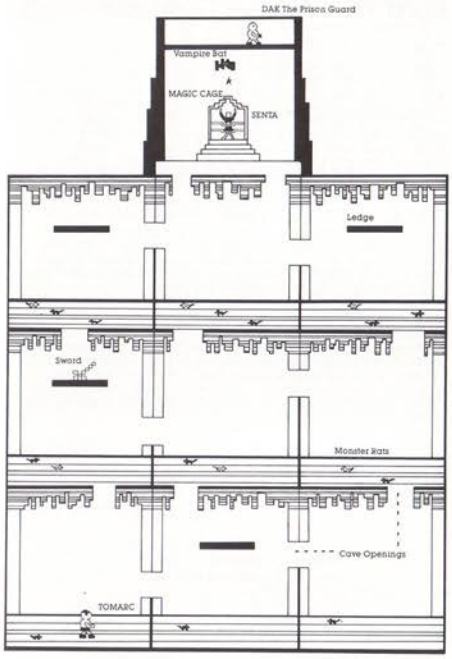
Once you have picked up the sword, the life indicators at the top of the screen will change color. You must now move TOMARC into the top center cave and leap out through one of the two cave exits in order to save SENTA.

### SENTA FIGHTS OFF THE BATS

SENTA is imprisoned in a magical cage that only TOMARC'S sword can open. While she is imprisoned, vampire bats attack and if they succeed in biting her, one of the eight (8) lives will be lost. SENTA has mystical powers and she can shoot energy stars at her attackers. You control the direction and firing of the stars with your JOYSTICK and FIRE BUTTON.

### THE SOUNDS OF DANGER

As you guide TOMARC in his search for the sword, certain sounds will help you identify impending danger. When a bat enters the ruins where SENTA is imprisoned, a "thunder" sound occurs. This tells you to go to her rescue and control SENTA as she fires at the bats. If TOMARC jumps up on a ledge in one of the caves to get away from the rats while defending SENTA, a rat will eventually start to scale the cave wall. When this happens a "scratching" sound will be heard and you know to go to TOMARC'S rescue before the rat takes one of the remaining lives.

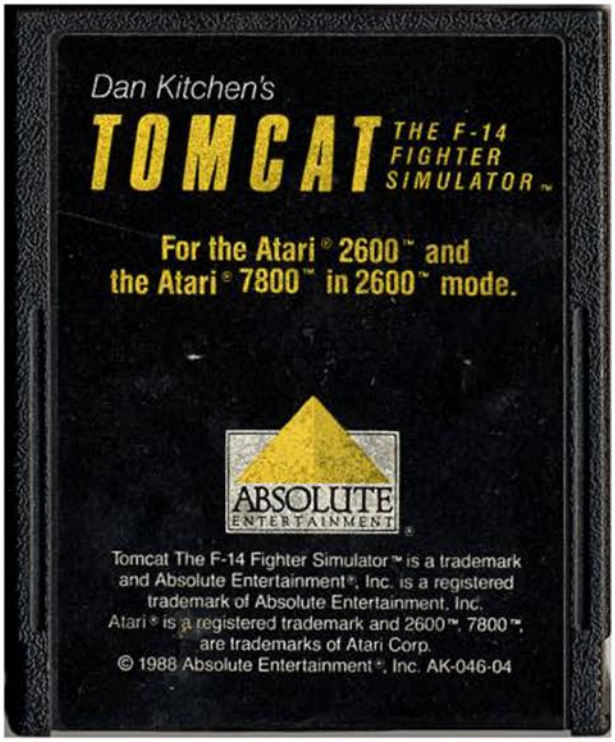


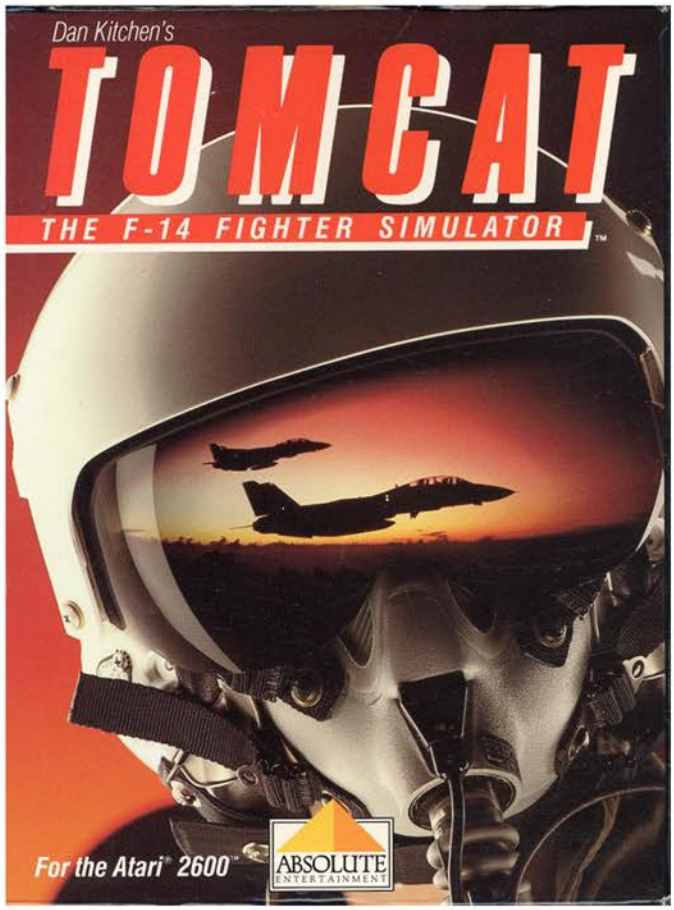
# TOMCAT

Release Date: 1988
Publisher: Absolute Entertainment
Controller: Joystick
Players: 1
Genre: Simulation

Alternate Title: N/A
Model #: AK-046
Rarity: 4
Programmer: Dan Kitchen

This is not a game for the casual player.



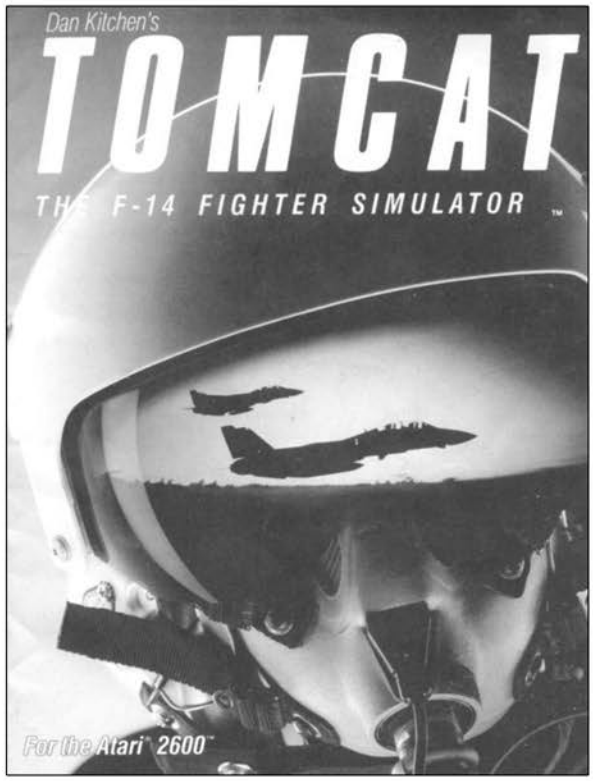
Strap into your very own F-14 Fighter and take to the skies to engage in thrilling dogfights against the enemy. Well, this is assuming you have memorized the manual and have the patience of a daycare worker.

The game begins with you sitting in the cockpit, waiting for it to get loaded up with weapons and fuel. Once you are fully charged up and ready to go, the flight deck officer will appear and give you a wave of his hand letting you know you're ready for takeoff. From there you must navigate the menu and power up your engines to over 200%, at which point you'll automatically be flung from the deck and over the sea.

If you don't immediately pull up from launch, you'll crash and it's game over. If you don't find and hit the switch to raise your landing gear, you'll crash and it's game over. If you don't throttle down you'll burn out, crash and it's game over. if you manage to do all of that, congratulations, it's now time to sit back and enjoy the view over the water. If you want anything else to happen in the game you'll have to climb to over 5000 feet, at which point the enemy will engage you.

Like everything else in the game, combat is slow and fairly realistic. The enemy will appear on your radar first, letting you know what direction you need to fly in. Once you have gotten yourself in position you can open fire with either your machine gun or heatseeking missiles. If you aim just right you can blow it out of the sky, collect a point for the life you just took, and prepare for the next combatant. The game plays out over the course of a day, with the sun getting low on the horizon before night falls. After completing your mission of shooting down enemy aircraft you'll have to find your carrier and land on the deck in order to get refueled.

If you are a fan of pick up and play shooters, this is not the game for you. However, if you like flying simulations this is a good way to go.



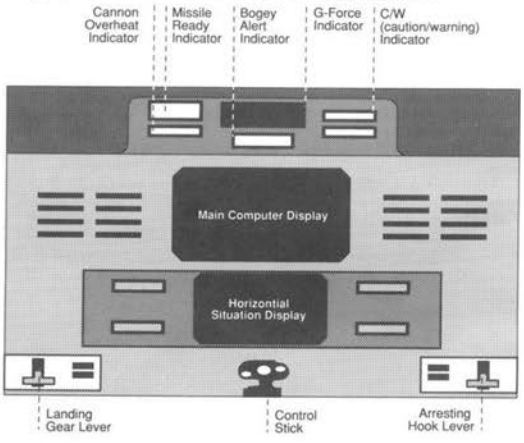

Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## READY FOR FLIGHT:

You're at the controls of your F-14 TOMCAT fighter at 1900 hours, waiting to receive authorization for take off from the U.S.S. Enterprise. During your mission you'll face the enemy's most challenging air combat forces. At your disposal are the state-of-the-art computer controls and weapons systems of one of the U.S. Navy's most sophisticated fighters: the F-14 TOMCAT.

Your first take-off will be during daylight hours. But by the time you receive orders to return to the U.S.S. Enterprise, you'll notice the approach of dusk and you'll have to successully perform a most dangerous nighttime landing on the aircraft carrier. Your next mission will be a night mission. You'll have to take off, engage in combat and return to the Enterprise in total darkness, relying more on your computer control systems to see you through safely.

After each successful return to the aircraft carrier, or if you crash or are shot down, you'll receive a MISSION RATING score (from 0 to 9) that is based on your flying skills, the number of weapons fired, and kills. There are four phases of flight operation: LAUNCH, FLYING, COMBAT, and LANDING.




You have 15 missiles available of each type. Move the joystick to highlight the missile type you want and press the joystick button to arm your aircraft. At this point you'll return to the flying mode. By pressing the joystick button, you fire missiles or machine guns. When the BOGEY is within machine gun range (aprox. 500 feet) the HUD will flash red. You must continually fire the guns for about three seconds to destroy the enemy aircraft.

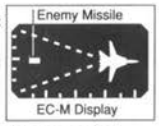
Each time you fire a missile you must wait until the MISSILE READY INDICATOR lights to fire another missile.

If you run out of a missile type, the computer will automatically select the most effective missile type from your remaining armaments. You may also select another type of missile by bringing up the THREAT screen and pressing the RESET button.

When using missiles, use the HEADS UP DISPLAY to lock your missile onto your target by moving the BOGEY into the center of the HUD. The HUD flashes red when your computer has locked on to the target. Firing at this time guarantees a hit.

If you run out of machine gun ammunition, the computer will automatically not allow you to turn on your machine guns and arms any remaining missiles. If you use all of your missiles, the computer will not allow you to select a missile type.

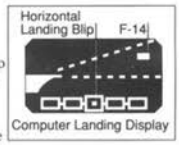
## DEFENSIVE WEAPONS AND MANEUVERS:




When the BOGEY is on your tail and fires a missile at you, the CAUTION WARNING INDICATOR (see cockpit diagram) will flash. As the enemy missile approaches the C/W INDICATOR will flash faster. If your electronic counter measures (**EC-M**) are on, the EC-M screen will automatically appear on your Horizontal Situation Display. The on-coming missle will appear as a flashing blip approaching your aircraft.

In order to avoid the missile you will want to take evasive action by banking, climbing or diving. When the C/W INDICATOR has stopped flashing you have successfully avoided the missile.

## LANDING:



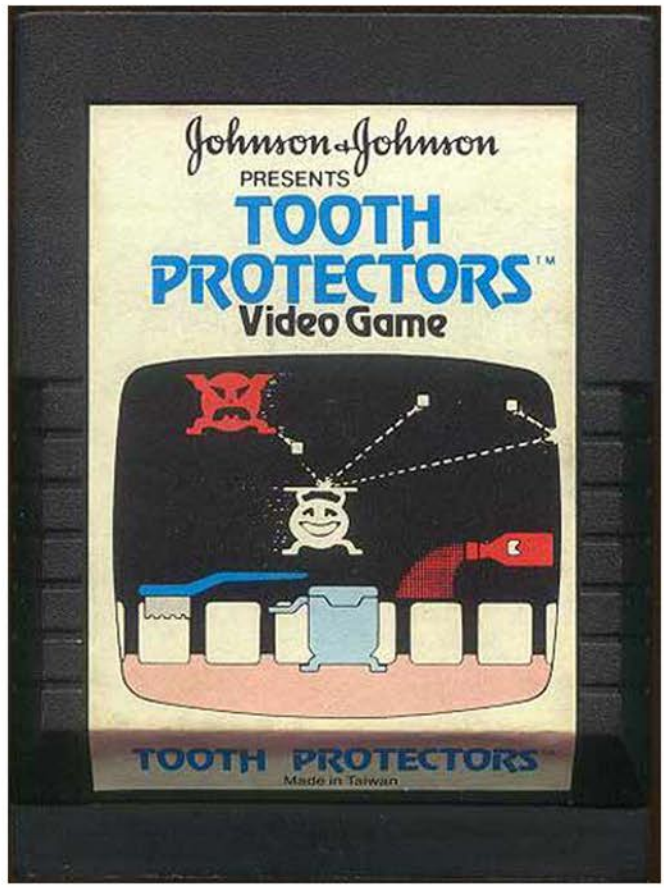

When you are running low on fuel or have used up most of your available armaments, you'll be called back to the aircraft carrier. The LANDING screen will appear on your MAIN COMPUTER DISPLAY showing your **SPEED**, **ALT**itude, range (**RNG**, your distance from the carrier), and your **A**ngle **O**f **A**ttack, along with an audible return signal.

# Tooth Protectors

Release Date: 1983
Publisher: DSD / Camelot
Controller: Joystick
Players: 1
Genre: Arcade

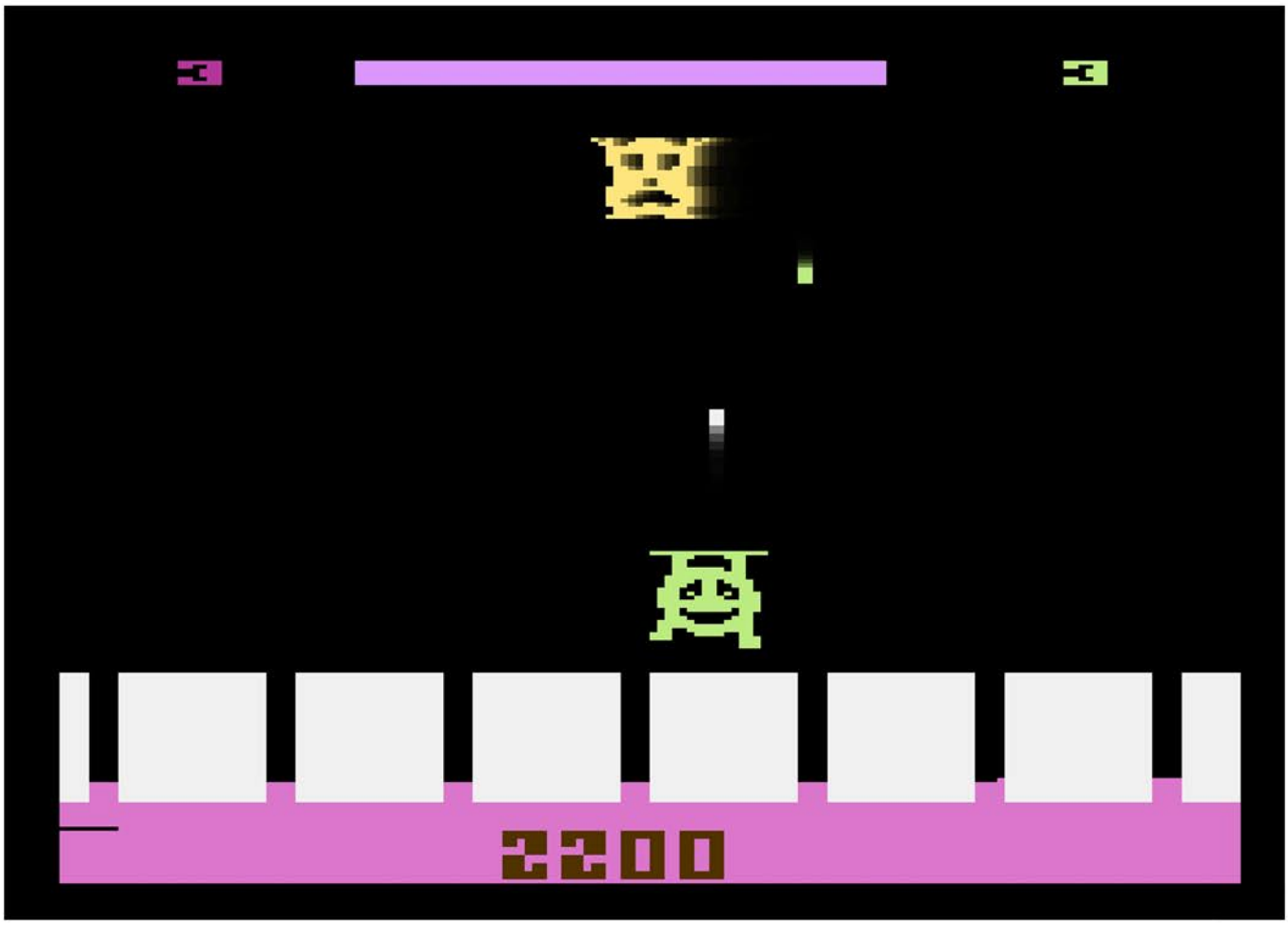
Alternate Title: N/A
Model #: N/A
Rarity: 9
Programmer: Clyde Hager / Michael Doherty

With simplistic gameplay and challenge, this is the lesser of the two tooth protection games on the 2600.



You are the Tooth Protector, or T.P. for short, and it's your job to protect the bottom row of teeth from the evil Snack Attack. The sugar monsters roam above you, throwing down cavity causing bit of food that you must deflect back in their direction. Survive long enough for the timer to deplete and you'll be rewarded with bonus points before taking on a slightly more challenging version of the Snack Attack.

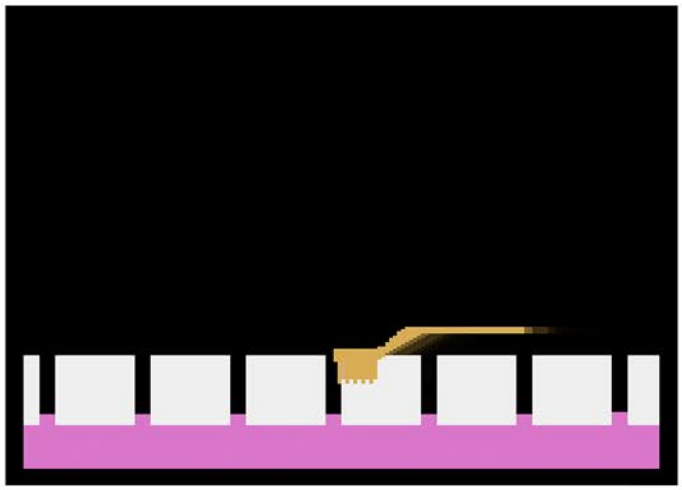
You have six teeth to protect with your comically oversized character (he's the size of an entire tooth). As the projectiles rain down, it's up to you to send them flying back to destroy the sender. When you take one out, a different colored one appears, however that's the only change as the movement and fire rate remains the same. It is vital that you don't delay in sending them to the great beyond, because if they remain onscreen for a certain amount of time, they will break rank, fly down, and carry you off to your death.



The teeth you are charged with defending are fairly resistant, as they can handle three direct hits before starting to flicker. Once they begin flashing you only have a short amount of time to hit the fire button and trigger the cleanup crew. When this happens the game pauses for a musical interlude while the teeth are brushed, flossed, and rinsed with fluoride mouthwash, which replenishes the health of the teeth. Given how easy it is to deflect bits of food, you won't need to trigger this often.

With the relative slow speed of your snacker invaders, and the limited way you can return fire, there really isn't much of a challenge here. It's more luck than skill to prevent being carried off as the enemy moves at a random pace and direction, not to mention there are so few projectiles on screen at any given time that you just have to sit back and hope they come towards them. Just like brushing your teeth in real life, this is an exercise in tedium.

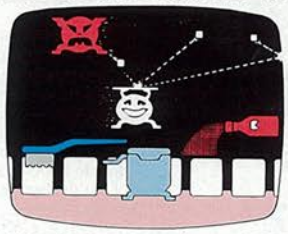
Very few people back in the day were exposed to this title since it was only available as a mail order option from Johnson & Johnson. The extreme rarity has driven up the collector price, with the game selling for several hundred dollars when it does pop up.



Johnson & Johnson
PRESENTS

# TOOTH PROTECTORS™

## Video Game Instructions



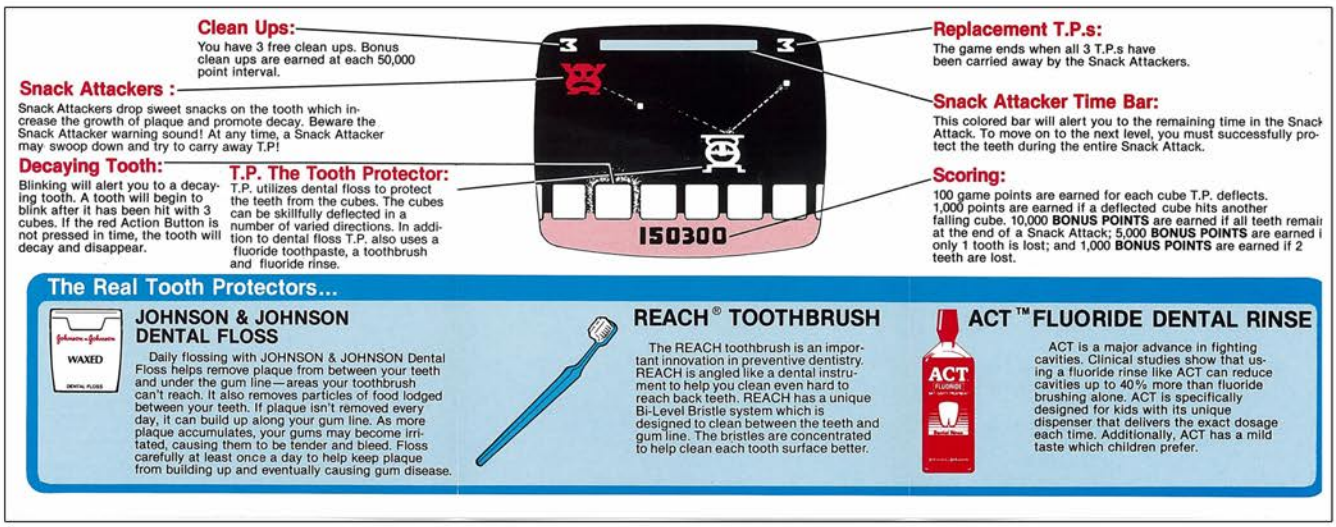
The object of Tooth Protectors is to guide T.P. (the Tooth Protector) as he protects the teeth during a Snack Attack. Valuable points are accumulated as T.P. deflects the cubes dropped by the Snack Attackers™. Additionally, if you are successful in protecting the teeth from decay, valuable bonus points can also be earned.

If T.P. misses a number of cubes, the teeth begin to blink, a sign of decay. Additional Tooth Protectors can be called by pressing the red Action Button. The toothbrush, dental floss and fluoride dental rinse pass over the teeth, in order, cleaning up the teeth by removing all the plaque.

The game ends if 3 teeth disappear, or if 3 T.P.s are carried away and eliminated by the Snack Attackers.

When you are successful in protecting the teeth, valuable points will be accumulated, and there will be no end to the fun you can have!

Top Left: Title Screen
Top Right: Manual Cover
Below: Manual Page Sample

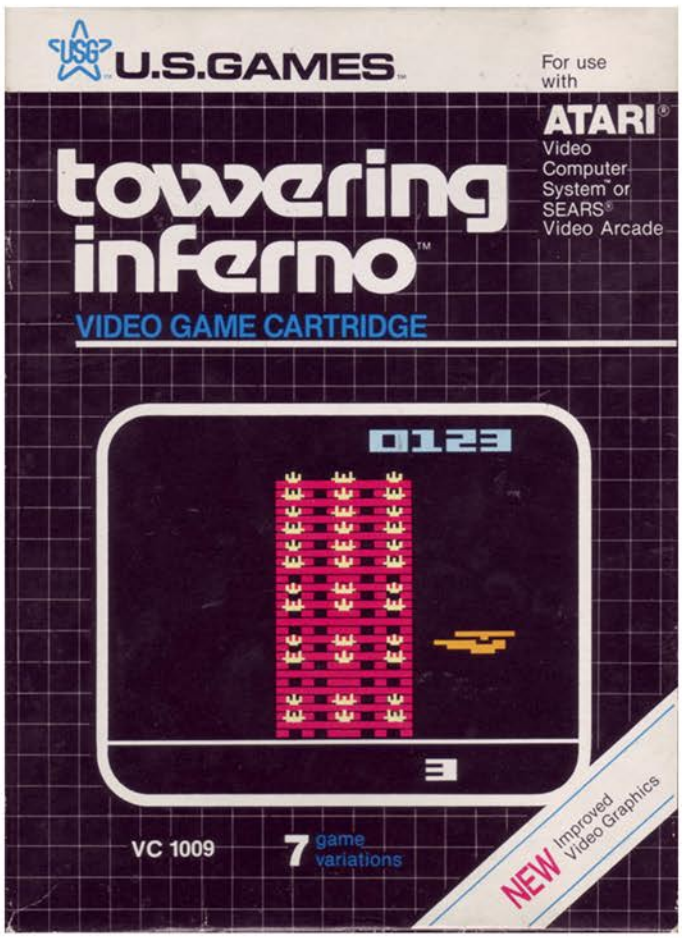


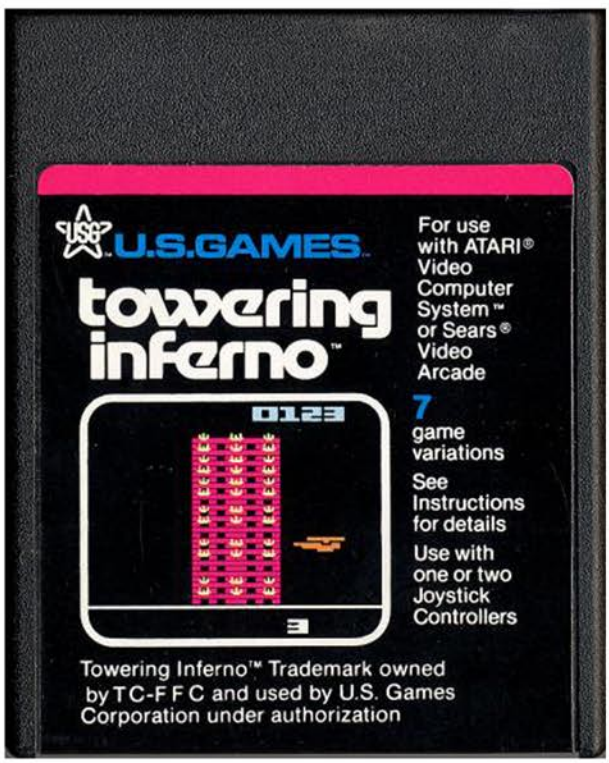
# Towering Inferno

Release Date: 1982
Publisher: U.S. Games
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: VC1009
Rarity: 3
Programmer: Paul Newell

This movie based game is a surprisingly solid experience.

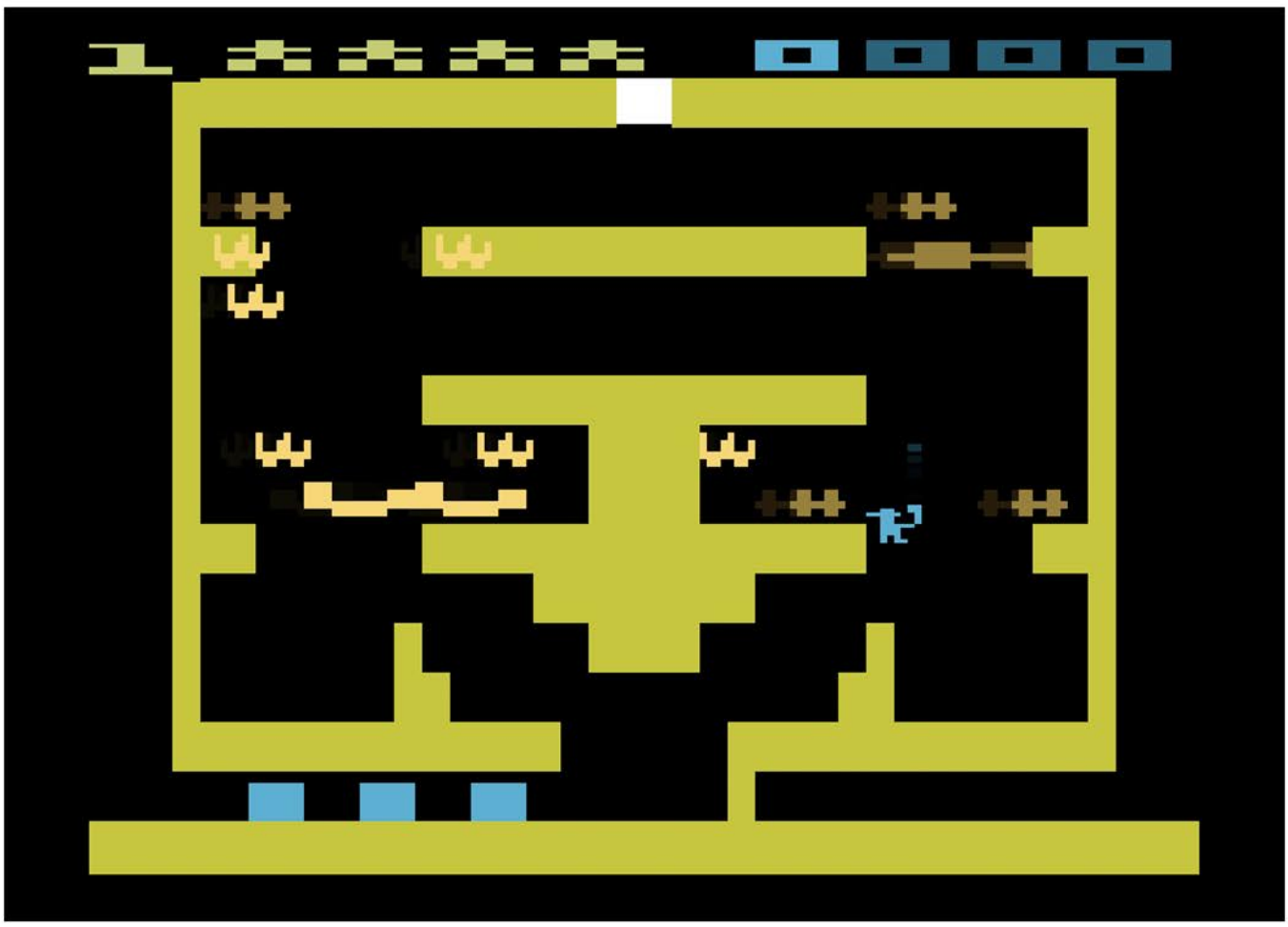


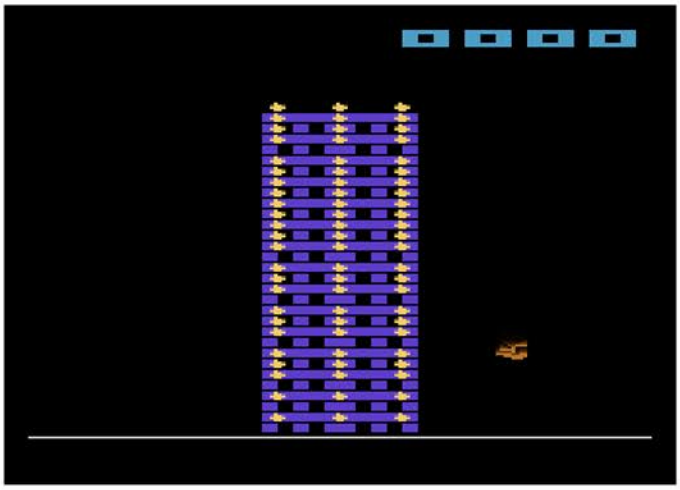



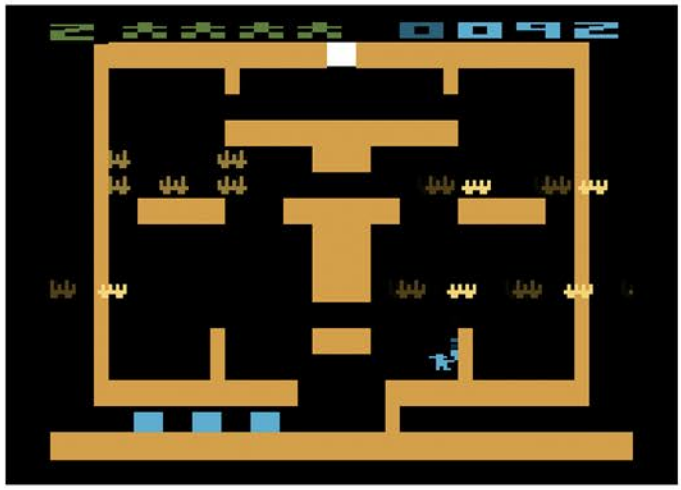
Based on the 1974 Paul Newman and Steve McQueen movie, The Towering Inferno puts you in control of a lone firefighter who must battle the blaze in order to rescue people from certain doom.

The game begins with the helicopter flying off the roof of the fire consumed building and dropping you off on the first floor. As you rush inside you find that flames are everywhere, dancing about through the walls and across the floor. At the top of the screen is a white door where the four survivors are taking refuge from the fire. Your mission is to clear a path and escort them to safety, or douse the entire floor with water extinguishing the flames entirely.

There are two types of flames that you will be doing battle with, a Flameoid and a Wall of Fire. The Flameoid is a single ball of fire that moves rapidly from side to side, and can be defeated with a well timed dose of water. The Wall of Fire is a bit trickier due to it breaking up into multiple Flamoids upon being attacked. Defeating the wall requires a bit more patience and can result in some unexpected deaths if you try and rush through them.



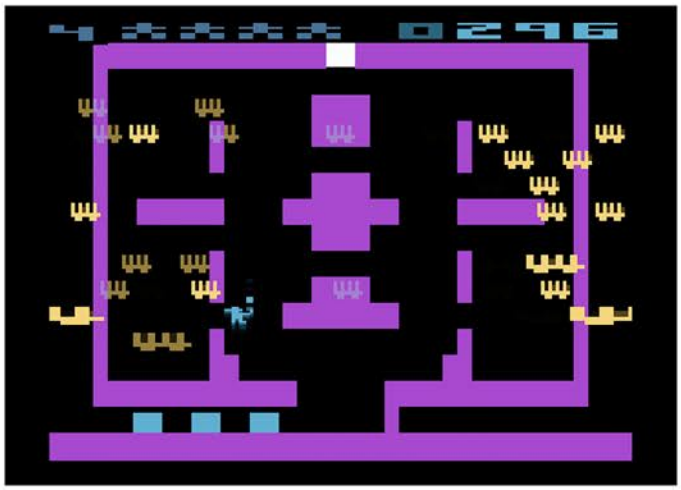


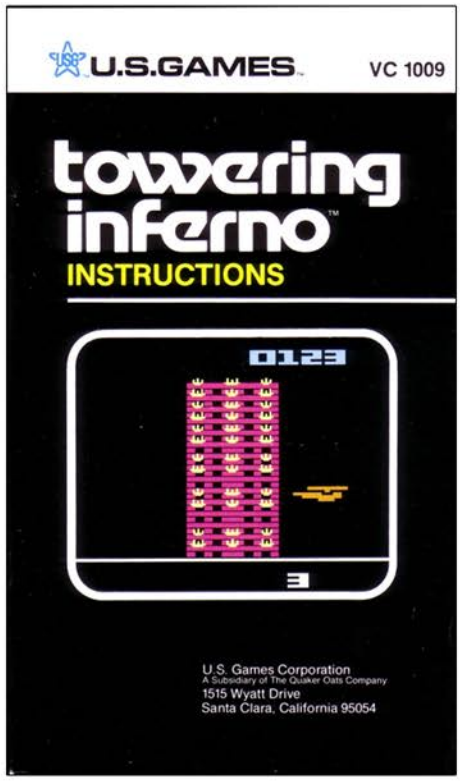


Your fireman comes equipped with a standard issue fire hose, which also happens to have an unlimited supply of water. This is vital because not only are there flames everywhere, but your firefighter apparently skipped the day in training where they taught how to fire horizontally. This makes battling the blaze much more difficult since the fire will oftentimes hide in narrow hallways that can't be reached with your vertical firing. This detracts from the fun a bit since nobody like standing around just waiting for something to cross your path.

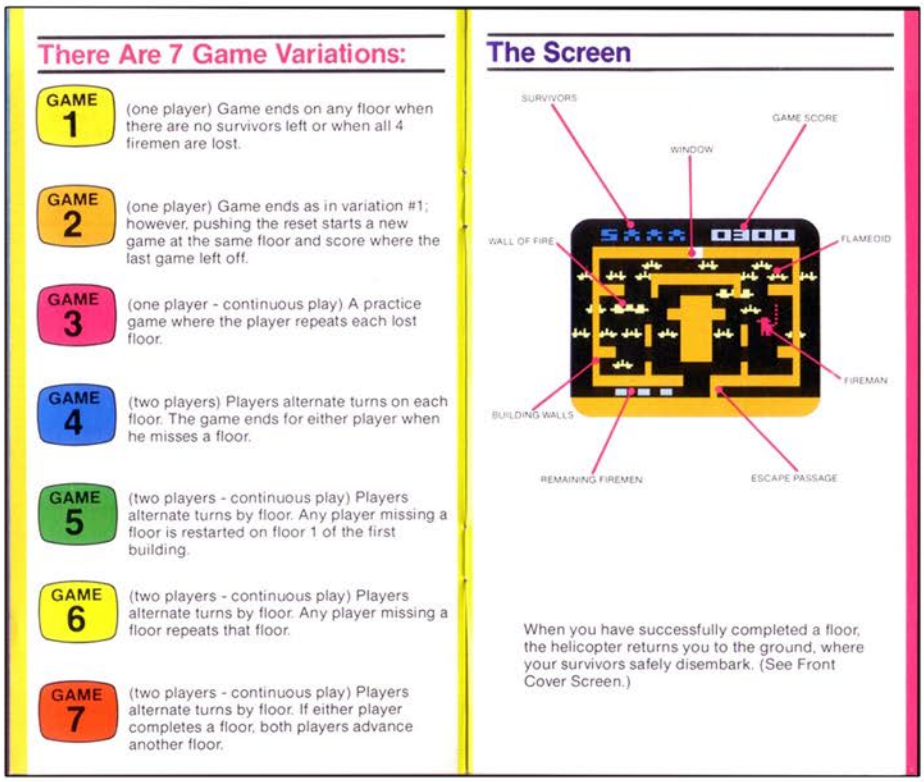
If you are successful in extinguishing the flames, or rescuing the survivors, your helicopter will rescue the lot of you and take you to the ground. Your victory is short lived however as you are sent right back into the blaze to save more hapless survivors.

This is a robust game, with nine buildings and nine floors per building. The stage layout varies quite a bit, so you'll have to constantly be adjusting your route through the rooms. Even with the lack of a horizontal firing option, the gameplay is solid and rarely feels unfair. If you like arcade action, this is worth checking out.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



## There Are 7 Game Variations:

**GAME 1** (one player) Game ends on any floor when there are no survivors left or when all 4 firemen are lost.

**GAME 2** (one player) Game ends as in variation #1; however, pushing the reset starts a new game at the same floor and score where the last game left off.

**GAME 3** (one player - continuous play) A practice game where the player repeats each lost floor.

**GAME 4** (two players) Players alternate turns on each floor. The game ends for either player when he misses a floor.

**GAME 5** (two players - continuous play) Players alternate turns by floor. Any player missing a floor is restarted on floor 1 of the first building.

**GAME 6** (two players - continuous play) Players alternate turns by floor. Any player missing a floor repeats that floor.

**GAME 7** (two players - continuous play) Players alternate turns by floor. If either player completes a floor, both players advance another floor.

## The Screen




When you have successfully completed a floor, the helicopter returns you to the ground, where your survivors safely disembark. (See Front Cover Screen.)

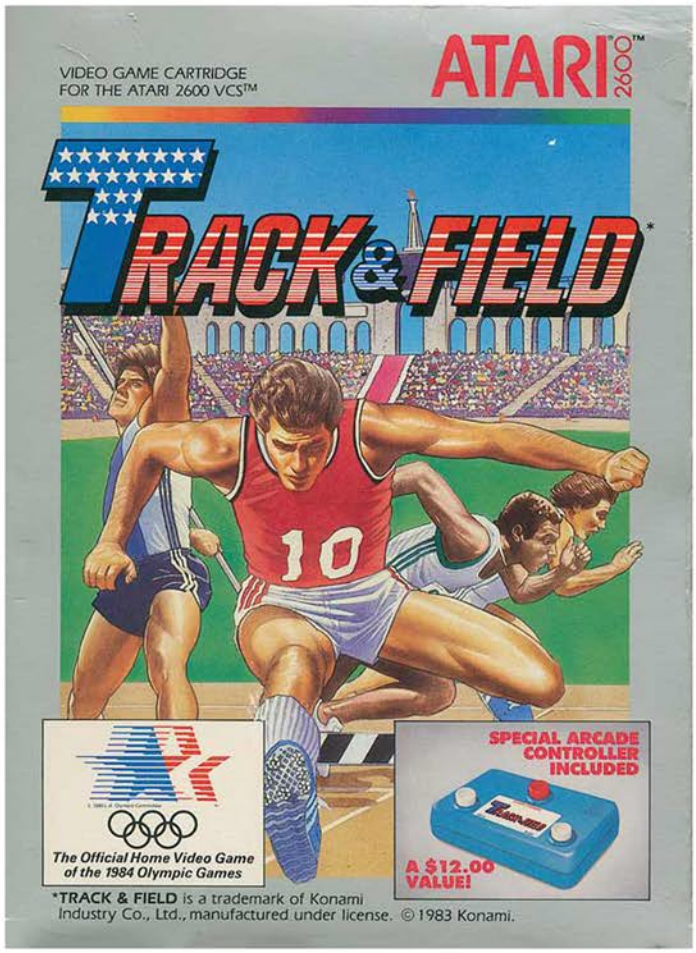
# Towering Inferno

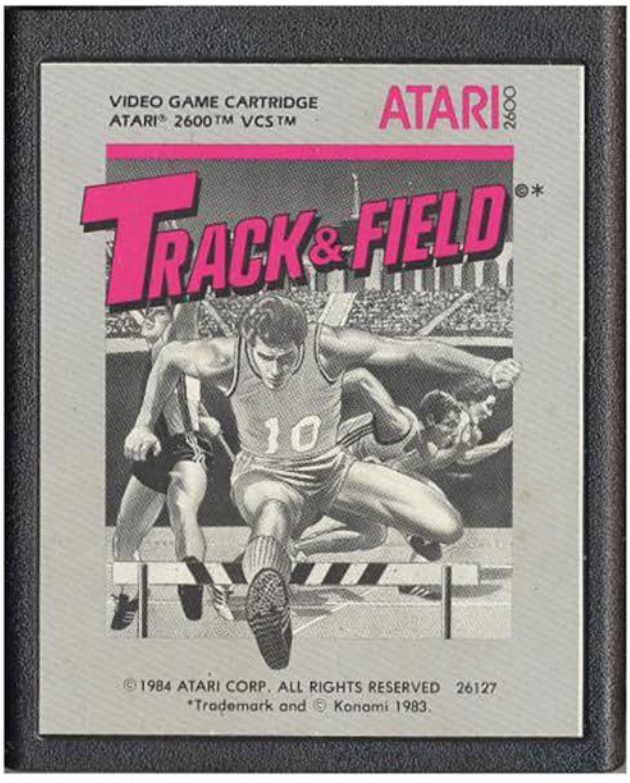
# Track & Field

Release Date: 1984
Publisher: Atari
Controller: Track & Field Controller
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: CX26125
Rarity: 6
Programmer: Seth Lipkin / Jaques Hugon

Thanks to the controller, this is one of the best ports of the arcade classic.



Strap on your cleats and hit the track to chase your dreams of Olympic gold. Over the course of six events you'll face off against the computer and your own personal best in a quest to win it all.

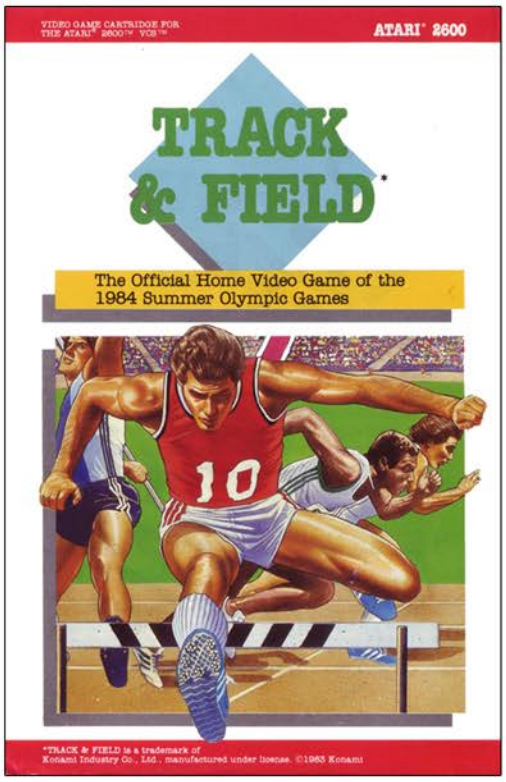
The first event is the 100 meter dash, which is about as straightforward as you can get. When the gun fires you'll have to alternate your button presses (or move the joystick back and forth) to gain and maintain speed. While you are racing head to head against an opponent, your real enemy is the qualifying time located at the bottom of the screen. Beat that and you'll be off to the next even regardless if you beat your opponent or not.

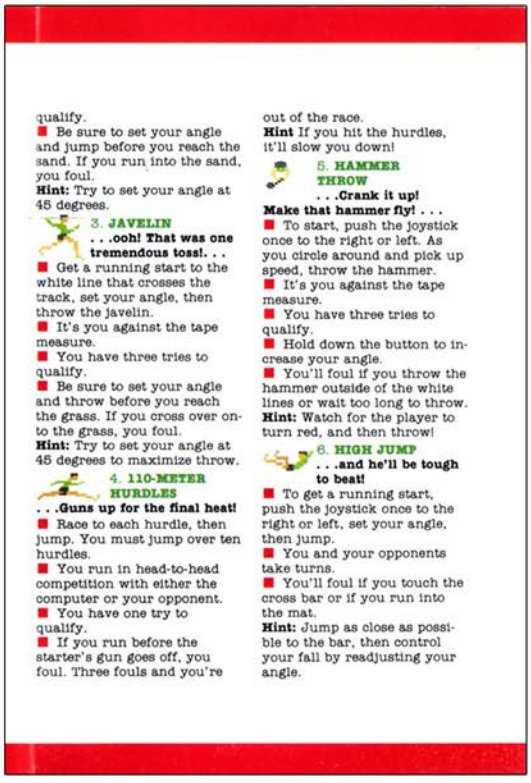
The long jump is up next, and it has the same speed generating controls as the previous event. The goal here is to run as fast as you can to the end of the track and jump at the last possible moment. When you hit the button you'll have to hold it down so you get your launch angle, with forty-five degrees being optimal. Beat the qualifying mark and you're off to the next event.

The javelin plays the same way as the long jump, only this time you are throwing a spear as far as you can. The 110 meter hurdles follows the javelin and is just like the 100 meter dash, only this time you'll have to press the fire button to jump the hurdles. The final two events are the hammer throw and high jump, both of which have a similar mechanic to the long jump. Generate as much speed as you can and hit the fire button at the appropriate time to launch either your hammer or yourself.

While the graphics are crude and there are some events missing, this is arguably the most accurate port of the arcade game due to the inclusion of the controller. With two buttons on either side and a fire button in the center, it perfectly captures the spirit and gameplay of the original in a way others simply can't. If you are a fan of sports games, or the arcade version, and can track down one of the original controllers, this is worth checking out.

Top Left: Title Screen
Top Right: Controller
Below: Manual Cover and Page Sample



qualify.
■ Be sure to set your angle and jump before you reach the sand. If you run into the sand, you foul.
**Hint:** Try to set your angle at 45 degrees.

3. **JAVELIN**
**. . .ooh! That was one tremendous toss!. . .**
■ Get a running start to the white line that crosses the track, set your angle, then throw the javelin.
■ It's you against the tape measure.
■ You have three tries to qualify.
■ Be sure to set your angle and throw before you reach the grass. If you cross over onto the grass, you foul.
**Hint:** Try to set your angle at 45 degrees to maximize throw.

4. **110-METER HURDLES**
**. . .Guns up for the final heat!**
■ Race to each hurdle, then jump. You must jump over ten hurdles.
■ You run in head-to-head competition with either the computer or your opponent.
■ You have one try to qualify.
■ If you run before the starter's gun goes off, you foul. Three fouls and you're out of the race.
**Hint** If you hit the hurdles, it'll slow you down!

5. **HAMMER THROW**
**. . .Crank it up!**
**Make that hammer fly! . . .**
■ To start, push the joystick once to the right or left. As you circle around and pick up speed, throw the hammer.
■ It's you against the tape measure.
■ You have three tries to qualify.
■ Hold down the button to increase your angle.
■ You'll foul if you throw the hammer outside of the white lines or wait too long to throw.
**Hint:** Watch for the player to turn red, and then throw!

6. **HIGH JUMP**
**. . .and he'll be tough to beat!**
■ To get a running start, push the joystick once to the right or left, set your angle, then jump.
■ You and your opponents take turns.
■ You'll foul if you touch the cross bar or if you run into the mat.
**Hint:** Jump as close as possible to the bar, then control your fall by readjusting your angle.

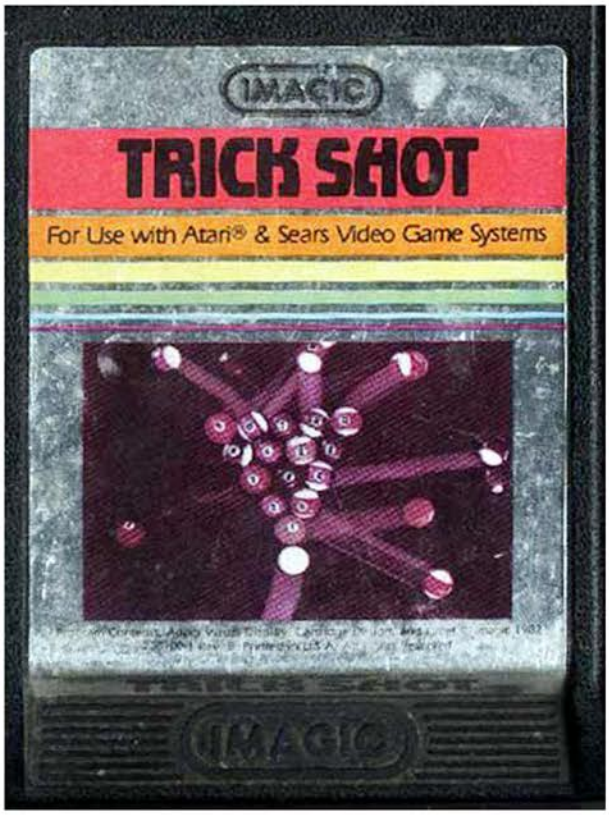
# TRACK & FIELD

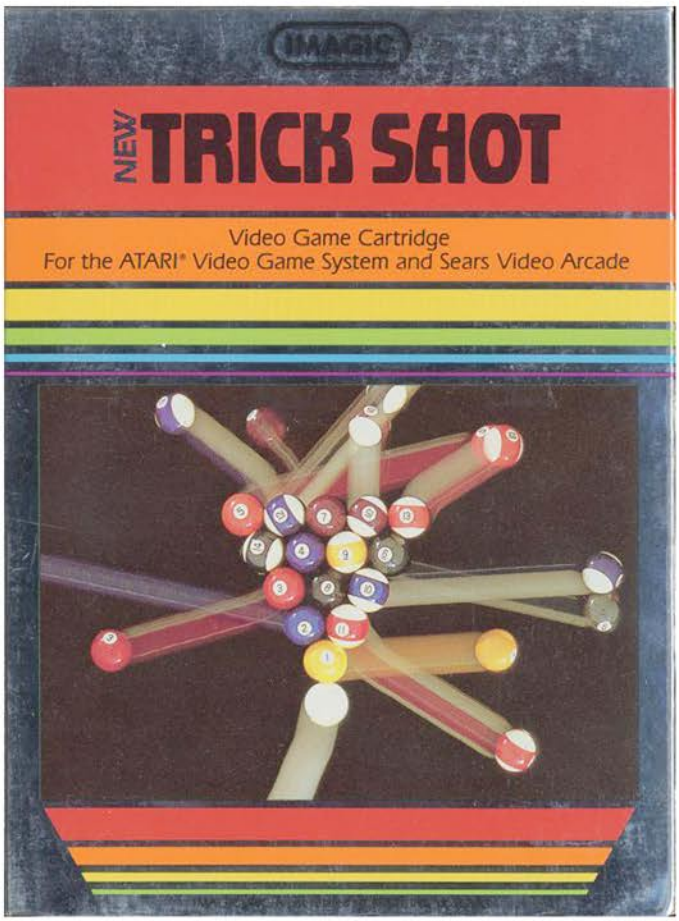
# Trick Shot

Release Date: 1982
Publisher: Imagic
Controller: Joystick
Players: 1 - 2
Genre: Sports

Alternate Title: N/A
Model #: IA3000
Rarity: 3
Programmer: Dennis Koble

This is an overly ambitious attempt at replicating the popular bar game.



Billiards is a real life game that should translate well to the video game medium. The rules are simple so all you really need are a few moving objects with basic physics, a power meter and half a dozen holes for the balls to fall in to. Unfortunately instead of opting for simplicity, the designers decided to go overboard with the graphics and making a nearly unplayable game.

There are three varieties of gameplay. The Trickshot mode where you take on nine different set shots, with the goal being to score as many points with a single shot as possible (gaining one point for each ball sunk, with a two point bonus if you sink all of them in a single go). This makes use of two or three targets per stage, and would work great if not for some major control limitations.

The meat of the game is the standard Pool mode, where you play solo or against a friend to see who can get the most points while sinking fifteen balls, which is the standard number for a regulation pool game. Due to some major graphical restrictions however, only three balls are on the screen at a given time. This not only opens up the play field, but really takes a lot of the strategy out of the game.

The final variation is traditional English Billiards, which has a long set of complicated rules that they only briefly touch on in the manual (in fact they openly admit to doing away with a fair amount of them). The basic premise is that there is a single red ball to go along with the two cue balls, with the goal being to sink the red one more times than your opponent.

As mentioned earlier, the controls leave a lot to be desired. There are thirty-two points of impact on the cue ball, at least that is what is claimed. A lot of the times the precision just isn't there, meaning instead of hitting a perfect shot and sinking your target, your cue ball goes wildly off course and straight into a pocket for a scratch. Another big issue is the constant flickering. With only four moving objects on screen it's unforgivable that they are all pulsating rapidly at all times. Finally, part of the game is knowing how hard to hit the ball to get the desired outcome, which this game does allow you to by holding down the button to build up your shot power. Unfortunately there is no onscreen representation of this power meter, so it's really a guess as to how hard you will ultimately hit the cue.

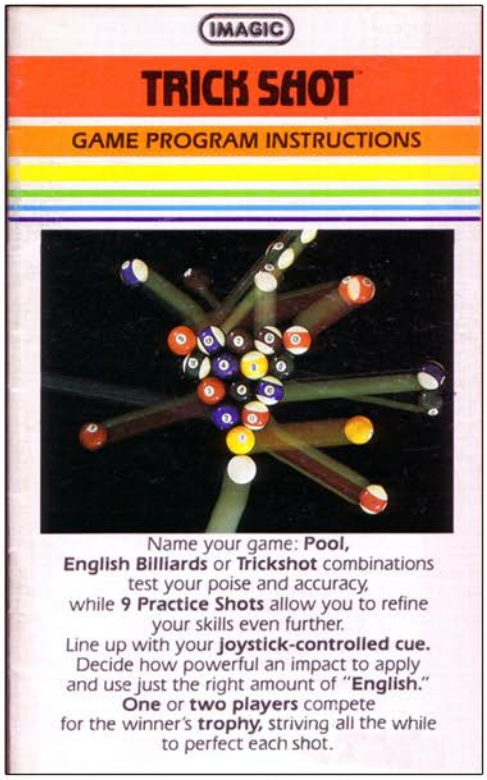
If you have the desire to play some digital billiards, this is really your only option on the 2600, but there are far better versions of the game available today.

**STAR VOYAGER™**

You pilot the Astro-Cruiser Star Voyager through treacherous space. Your mission: penetrate the seven star portals. Radar tells you where star portals lie—and fierce enemy ships. Blast them with laser fire or photon torpedoes. Keep energy levels up—or risk destruction! Only passing through a star portal restores energy reserves. One or two players battle to survive. Each passage becomes more and more perilous. But there's no turning back!

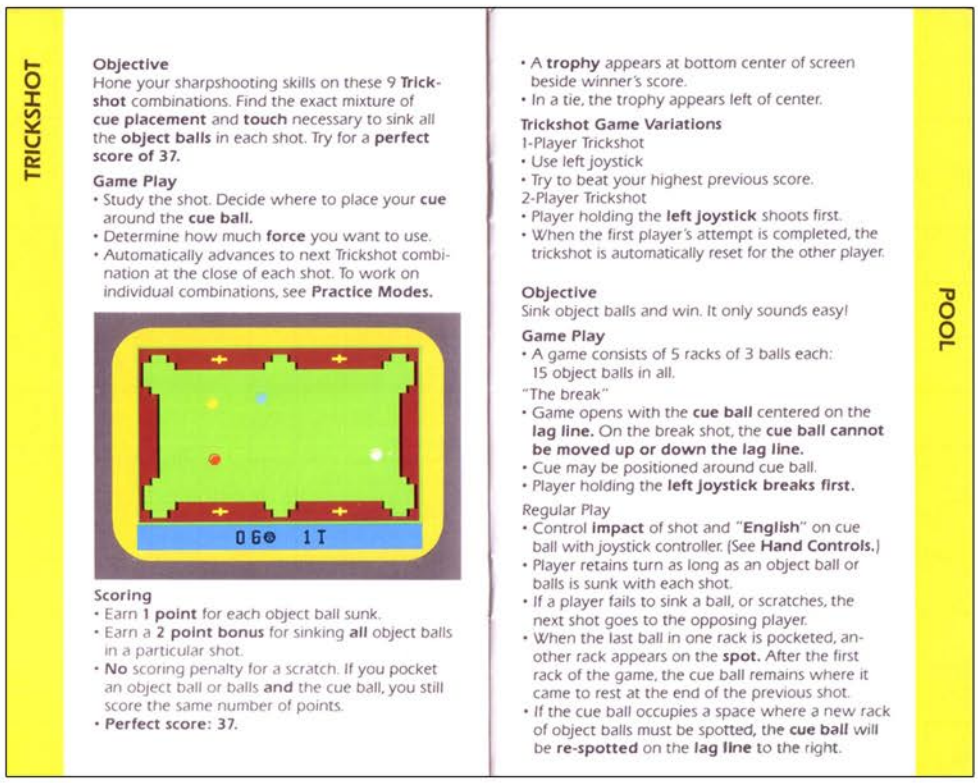
**TRICK SHOT**

Name your game: Pool, English Billiards or Trick Shot combinations will tax any expert. One or two players compete for the winner's trophy. Authentic game play and sounds pull you irresistibly into the action. Cushion shots and just the right touch of "English" increase the challenge. Test your poise and accuracy as you chalk up your stick for some pool hall action.




Name your game: **Pool, English Billiards** or **Trickshot** combinations test your poise and accuracy, while **9 Practice Shots** allow you to refine your skills even further.
Line up with your **joystick-controlled cue.** Decide how powerful an impact to apply and use just the right amount of "**English.**"
**One** or **two players** compete for the winner's **trophy,** striving all the while to perfect each shot.

Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples



TRICKSHOT

**Objective**
Hone your sharpshooting skills on these 9 **Trick-shot** combinations. Find the exact mixture of **cue placement** and **touch** necessary to sink all the **object balls** in each shot. Try for a **perfect score of 37.**

**Game Play**
- Study the shot. Decide where to place your **cue** around the **cue ball.**
- Determine how much **force** you want to use.
- Automatically advances to next Trickshot combination at the close of each shot. To work on individual combinations, see **Practice Modes.**

**Scoring**
- Earn **1 point** for each object ball sunk.
- Earn a **2 point bonus** for sinking **all** object balls in a particular shot.
- **No** scoring penalty for a scratch. If you pocket an object ball or balls **and** the cue ball, you still score the same number of points.
- **Perfect score: 37.**

- A **trophy** appears at bottom center of screen beside winner's score.
- In a tie, the trophy appears left of center.

**Trickshot Game Variations**
1-Player Trickshot
- Use left joystick
- Try to beat your highest previous score.

2-Player Trickshot
- Player holding the **left joystick** shoots first.
- When the first player's attempt is completed, the trickshot is automatically reset for the other player.

**Objective**
Sink object balls and win. It only sounds easy!

**Game Play**
- A game consists of 5 racks of 3 balls each: 15 object balls in all.

"The break"
- Game opens with the **cue ball** centered on the **lag line.** On the break shot, the **cue ball cannot be moved up or down the lag line.**
- Cue may be positioned around cue ball.
- Player holding the **left joystick breaks first.**

Regular Play
- Control **impact** of shot and "**English**" on cue ball with joystick controller. (See **Hand Controls.**)
- Player retains turn as long as an object ball or balls is sunk with each shot.
- If a player fails to sink a ball, or scratches, the next shot goes to the opposing player.
- When the last ball in one rack is pocketed, another rack appears on the **spot.** After the first rack of the game, the cue ball remains where it came to rest at the end of the previous shot.
- If the cue ball occupies a space where a new rack of object balls must be spotted, the **cue ball** will be **re-spotted** on the **lag line** to the right.

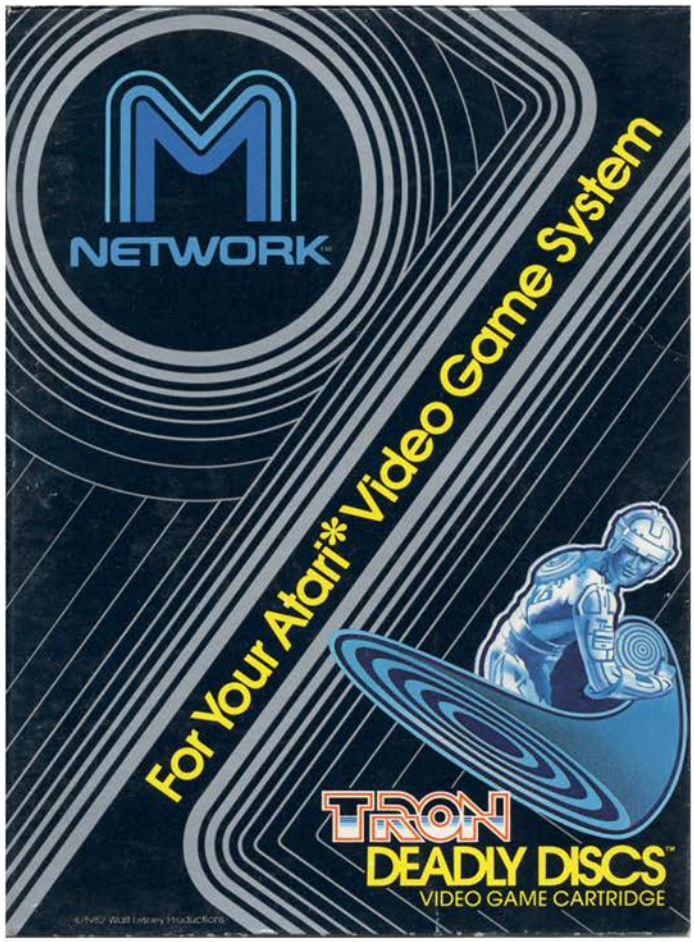
POOL

# Tron Deadly Discs

Release Date: 1982
Publisher: M Network
Controller: Joystick
Players: 1
Genre: Arcade

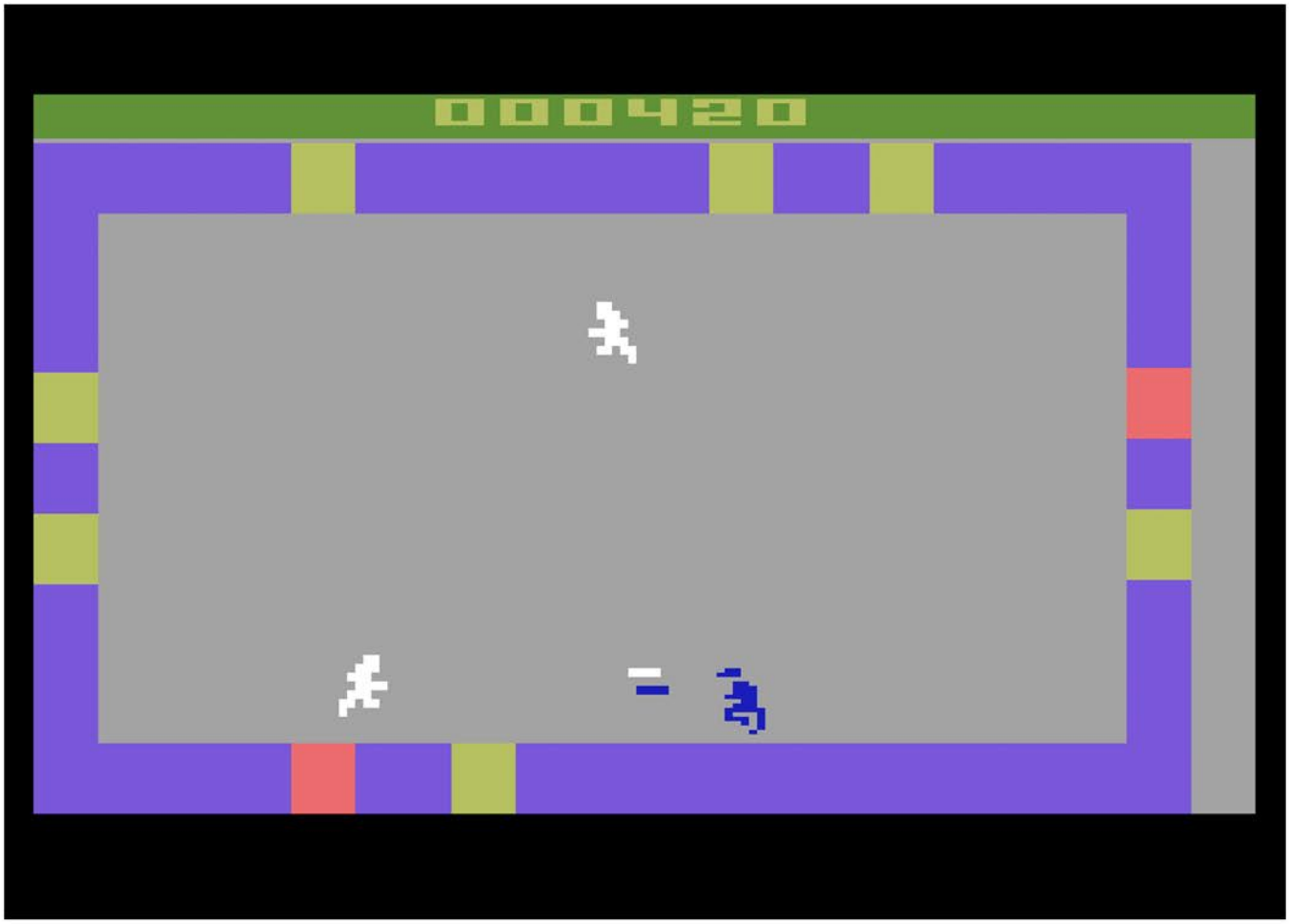
Alternate Title: N/A
Model #: MT5662
Rarity: 3
Programmer: Brett Stutz / Jeff Ronne

Take control of Tron and help him survive the arena of death!



Inspired by the groundbreaking 1982 movie, Tron Deadly Discs puts you in control of the man himself as he fights off wave after never ending wave of enemy warriors. Armed with only a single disc, he takes them on three at a time, dodging and throwing his weapon with deadly accuracy.

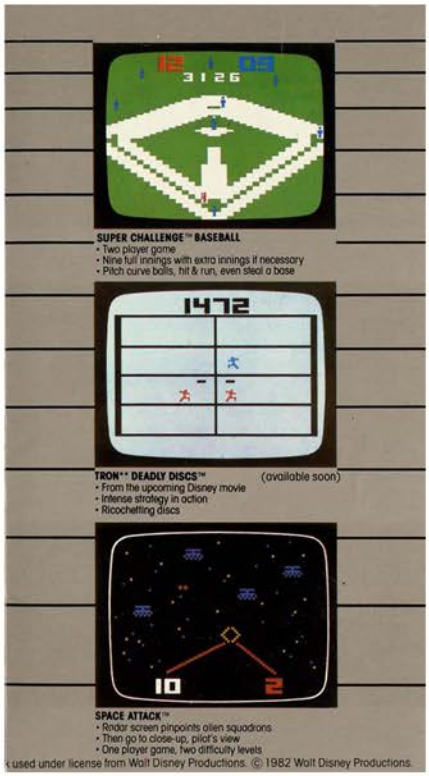
As the game begins you find yourself in the center of the arena. Within seconds a trio of enemy warriors appear randomly around you and the battle is on. You can throw your disc in any of eight directions, making it possible to attack from just about anywhere. If you hit your target they vanish from the screen, but also trigger a timer. From there you have ten seconds to clear the rest of the wave, or else everyone you've killed will respawn. Take out all three warriors in the allotted time and you get a brief moment to catch your breath before the next, more difficult wave begins.

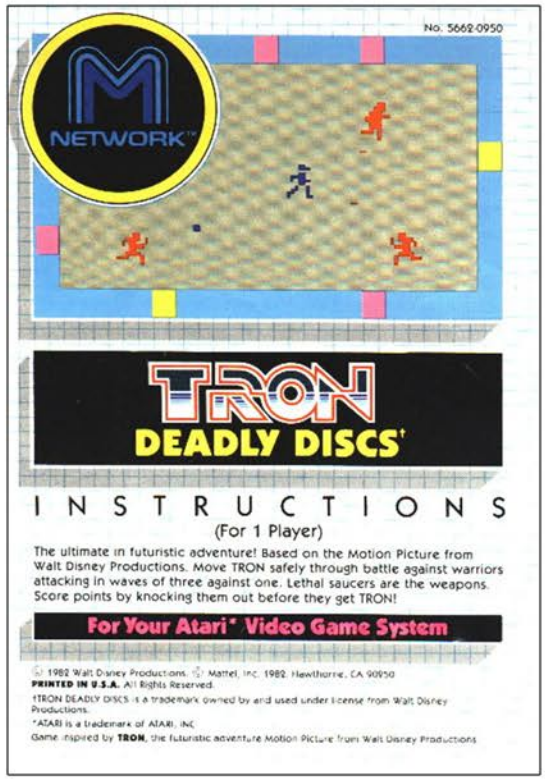


Your disc weapon is very effective and responsive to your commands. If you miss your target, or if it has already cut through one, a simple button press will send it flying back in your direction. This is good because it's the only disc you have, so while it's out and about, you are essentially defenseless. On the plus side, you are quite durable and can withstand five hits before disintegrating into nothingness. If you to take a hit during a wave, don't worry as you can recover a hit point by clearing that wave. This adds a level of safety since if you have a particularly bad round it isn't a death sentence.

Whenever an enemy warrior enters the screen, they create a doorway. If you hit it with your disc, it becomes yours, and if another door appears on the opposite end of the screen, it can be your salvation from a sticky situation. By running into an open door, it will teleport you to the other side of the screen, however it's a one way trip and will require another door to appear and be claimed before you can do it again.

The action is fast paced, the controls are as tight as can be, and the enemies come at an unrelenting pace. If you are looking for some arcade survival action, this is a great way to go.




Top Left: Catalog Sample
Top Right: Manual Cover
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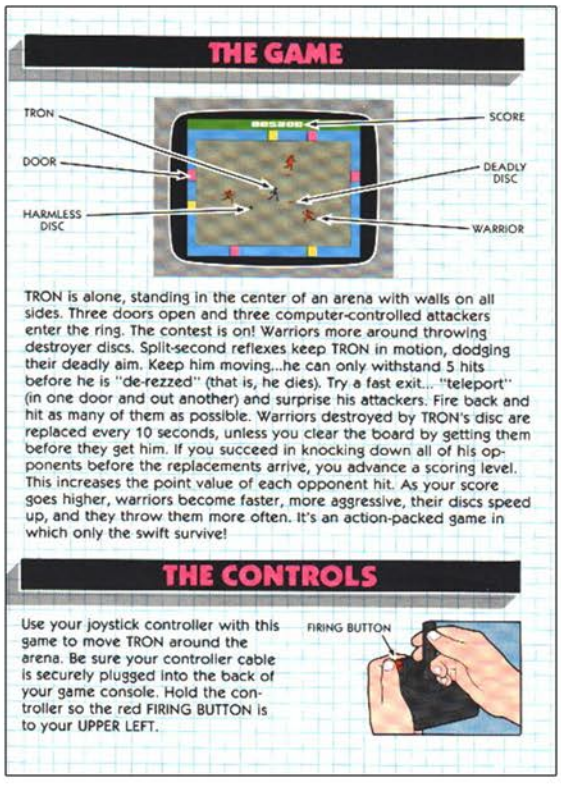
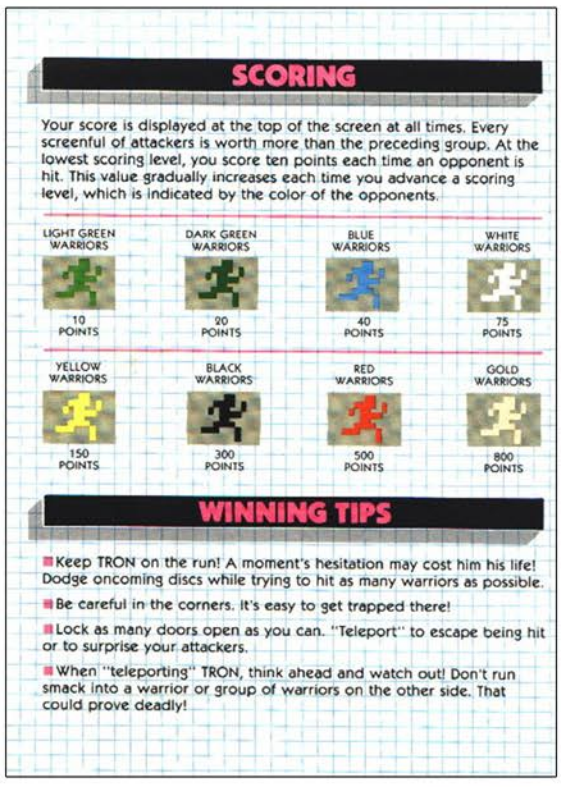


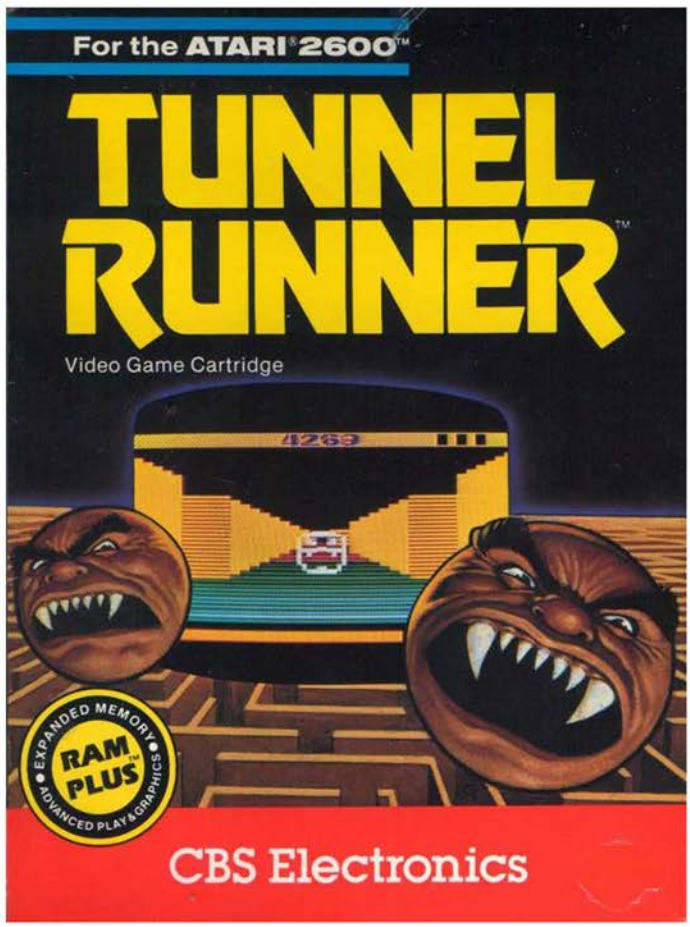



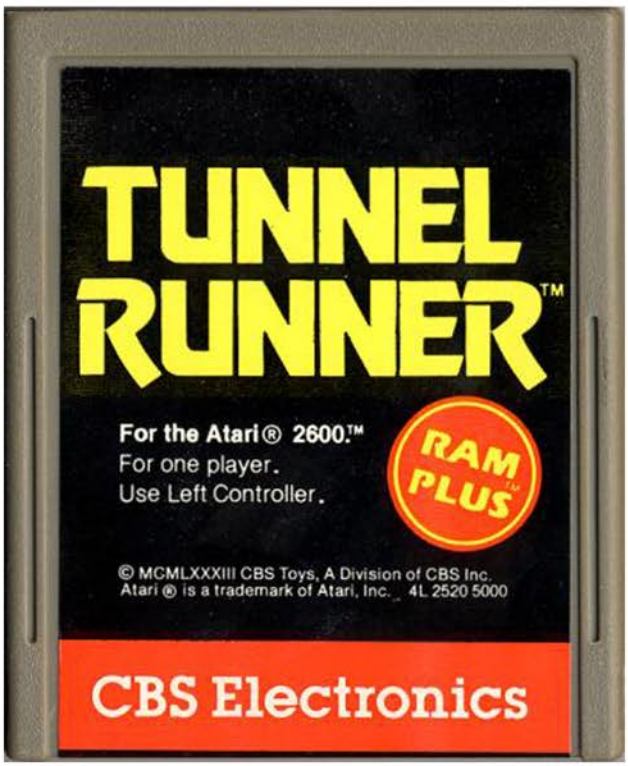
# Tunnel Runner

Release Date: 1983
Publisher: CBS Electronics
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 80070
Rarity: 4
Programmer: Richark K. Balaska Jr.

This graphically impressive first person perspective game is lacking when it comes to fun.

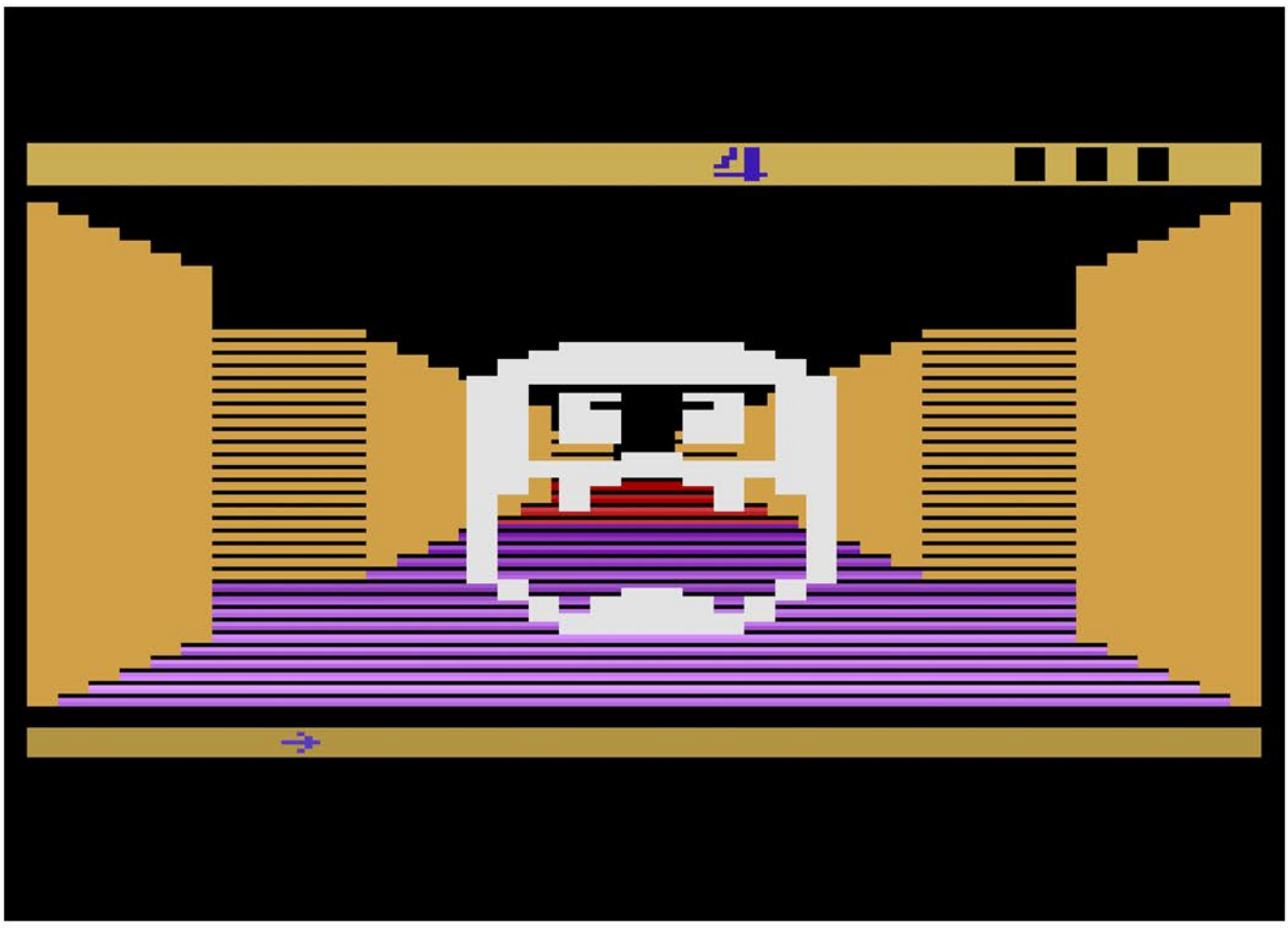


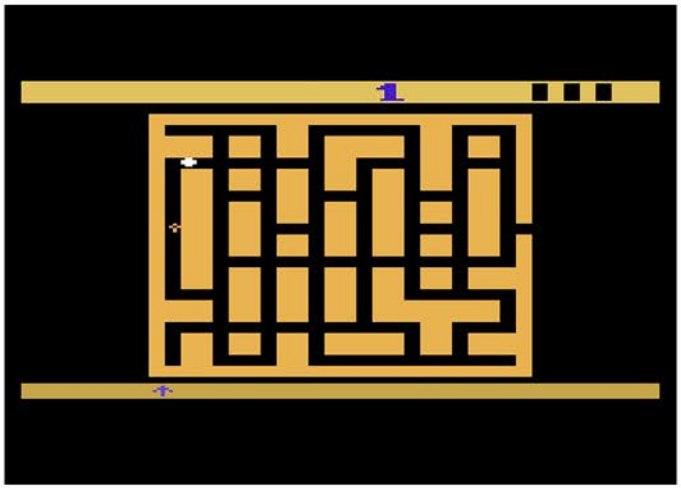



You are the Tunnel Runner, who is trapped in a maze that is infested with Maze Zots. These evil creatures roam the halls in search of food, which just happens to be you.

The game begins with the maze being randomly generated before throwing you into the mix. With a press of the fire button you'll be able to see where you are, and more importantly, where your enemies are. Your goal is to avoid being eaten while scrounging around for the key and the hidden door which will take you to the next maze.

As you explore the dungeon you'll receive audio cues when one of the Zots are nearby, which is your sign to get the heck out of Dodge. If the creature is on a straightaway you'll be able to see them in the distance, and they'll get larger as they get closer.



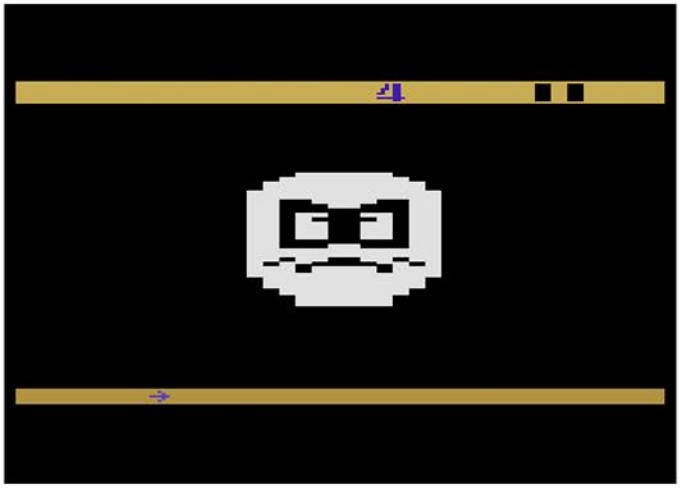


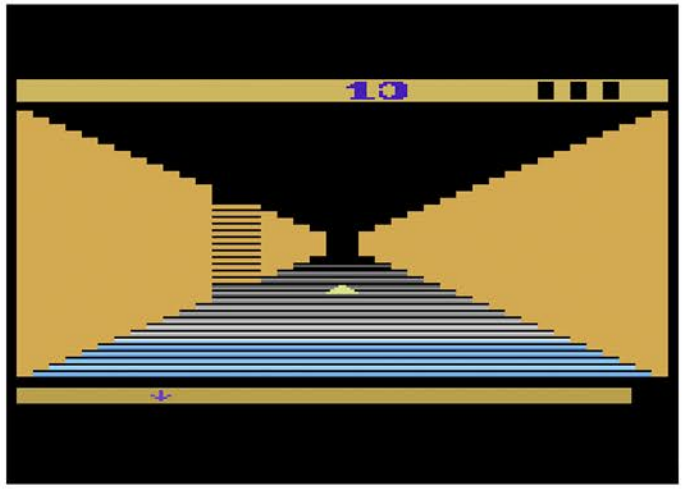
Get too close and the screen will go black, all except them who will take their time in devouring you. Unfortunately there is no way to combat these creatures, so your only hope of survival is to run away screaming.

At the beginning of the game there will only be a single door that will take you to the next level, however as you progress in the game there will be doors that will trip you up. Some doors will be transports, which will randomly deposit you somewhere on the level you are currently on. The down doors are the worst, as they will send you to the preceding level, forcing you to do it again.

Your character also has the ability to run, which is a nice addition. If you hold the joystick in the forward position he'll pick up steam until you turn or run into a wall, which is vital in escaping from an enemy Zot.

The only real issue with the game is the complete lack of offensive capability, which means you'll constantly be in flight mode as opposed to fight. Even with that, this game is a technological marvel, with the randomly generated 3D mazes. For that reason alone this game is worth checking out.



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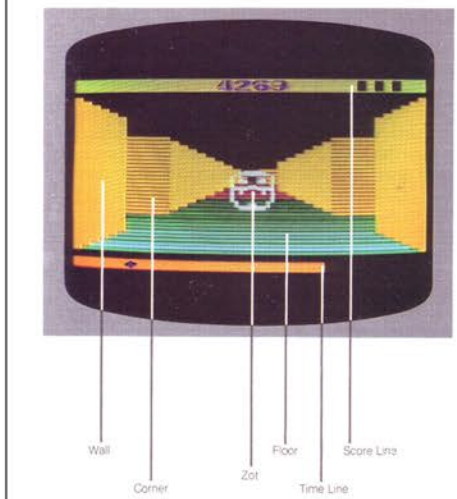



If, at any time, you crash into a wall, you'll hear a loud thud indicating a need to try a different direction.

You will be awarded one extra life for every 1000 points scored up to a maximum of four lives in reserve at any particular time.

**RUNS**

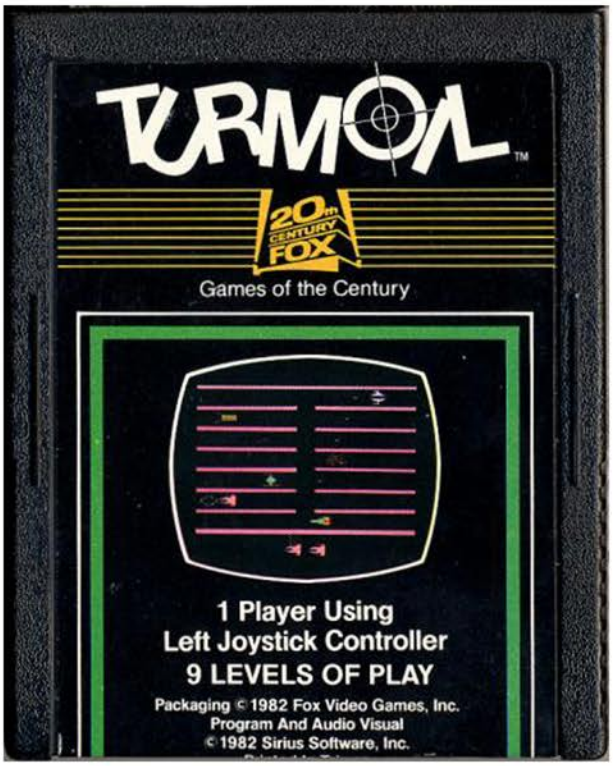
Runs are made up of intricate patterns of walls which form the twisting tunnels and corridors you must run through. As you move down a tunnel, you'll notice breaks in the wall pattern. These breaks indicate corners. You can turn a corner by changing the direction you're pointed in. As you approach the intersection, ready yourself on the Joystick. As soon as you reach it, push the Joystick in the direction of the desired turn and you'll then be looking down a new tunnel. After some practice, you'll be speeding down tunnels and turning corners like a pro!

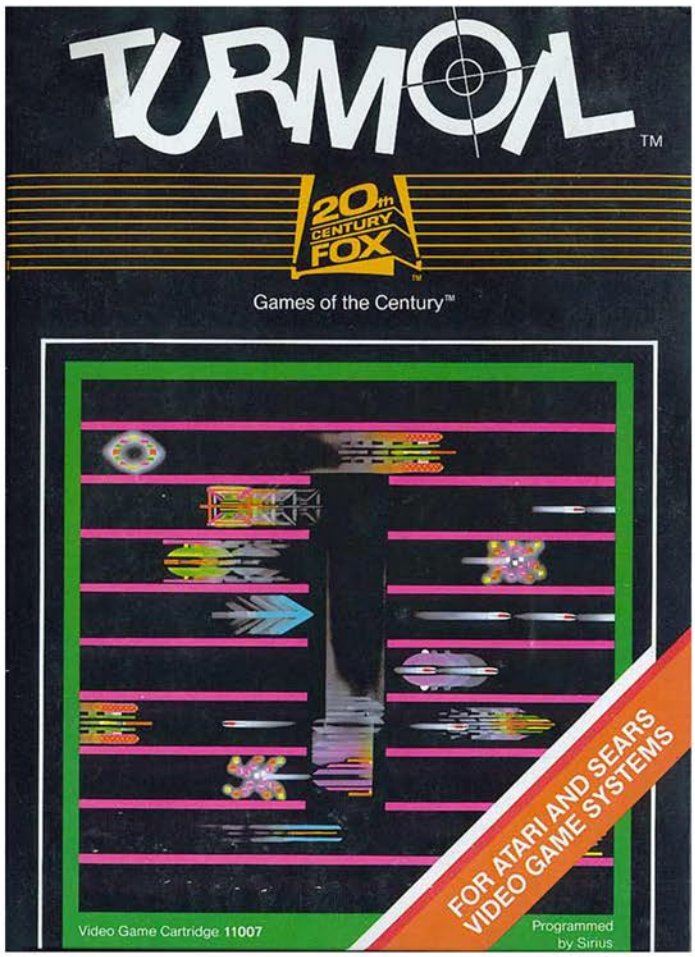
# TURMOIL

Release Date: 1982
Publisher: 20th Century Fox
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 11007
Rarity: 3
Programmer: Mark Turmell

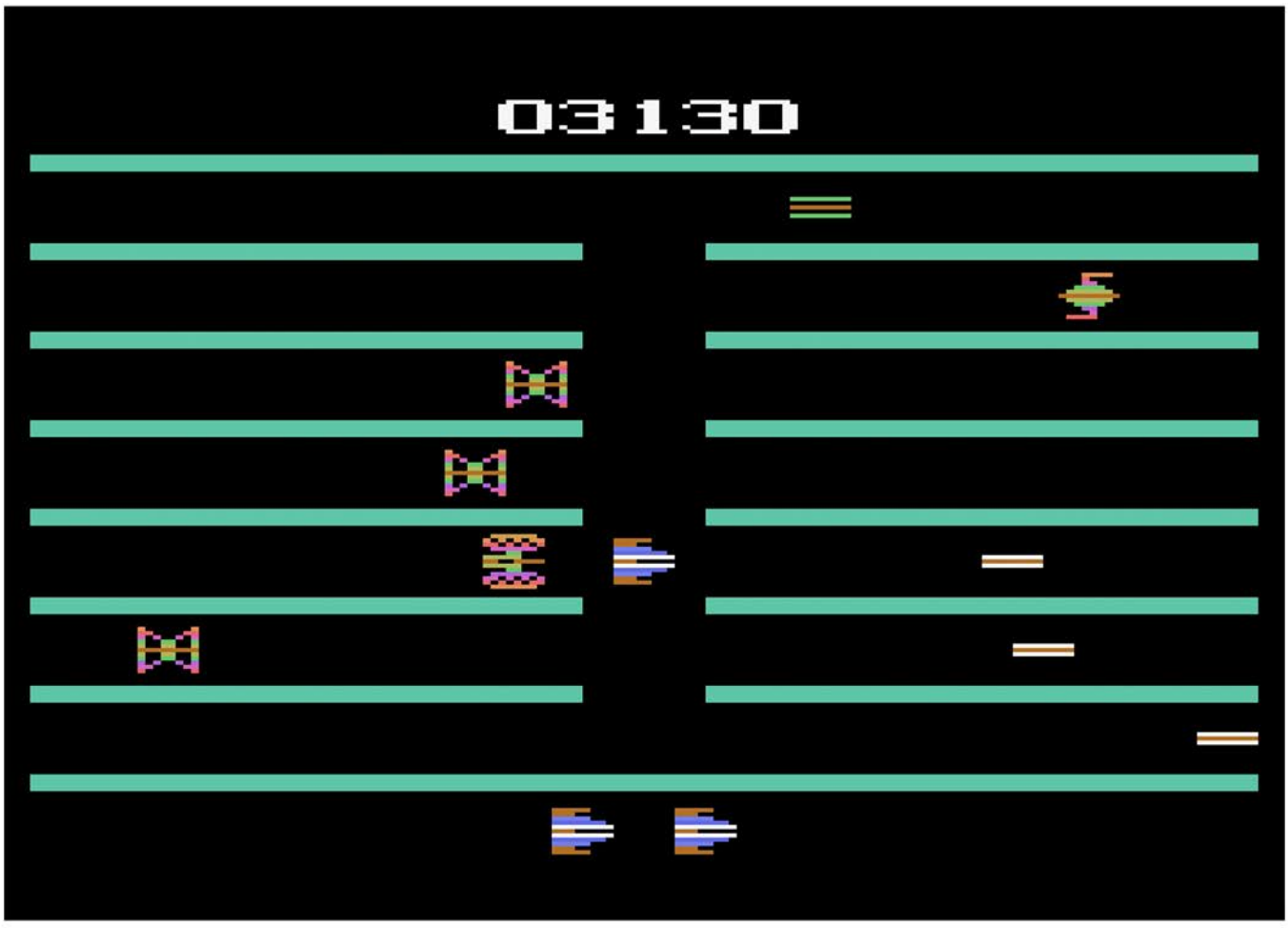
This is pure twitch shooter gameplay at its finest.

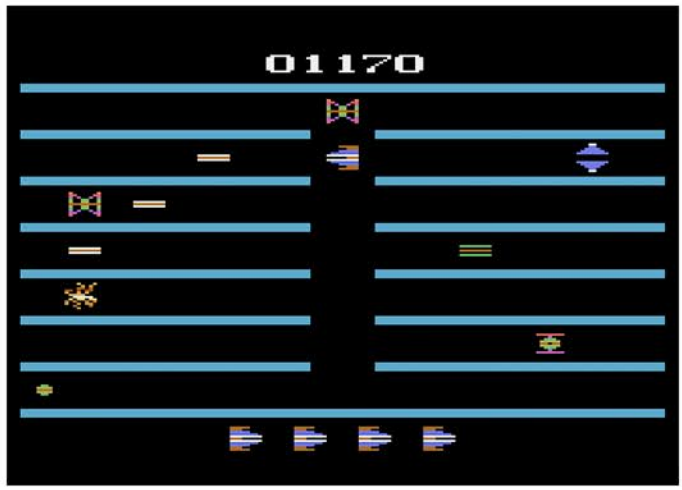


You are in control of a highly powered warship that is trapped in the middle of an eight level room of doom. To each side are a wide variety of enemies that will appear and move across the screen, some slow, some rapidly, but all in pursuit of one thing. Your death.

The game begins with you at the bottom of the screen and a pathway running straight up the middle of the screen. Your ship can face in either direction while ascending and descending, and can fire a shot on each level without having to wait for it to impact something. As you move, strange aliens begin to appear, all of whom take a single well placed shot to destroy. The only exception to this is the ghost ship, which has a hole in the center which allows your beam to pass straight through without doing any harm to it. Luckily they are easy enough to dodge.

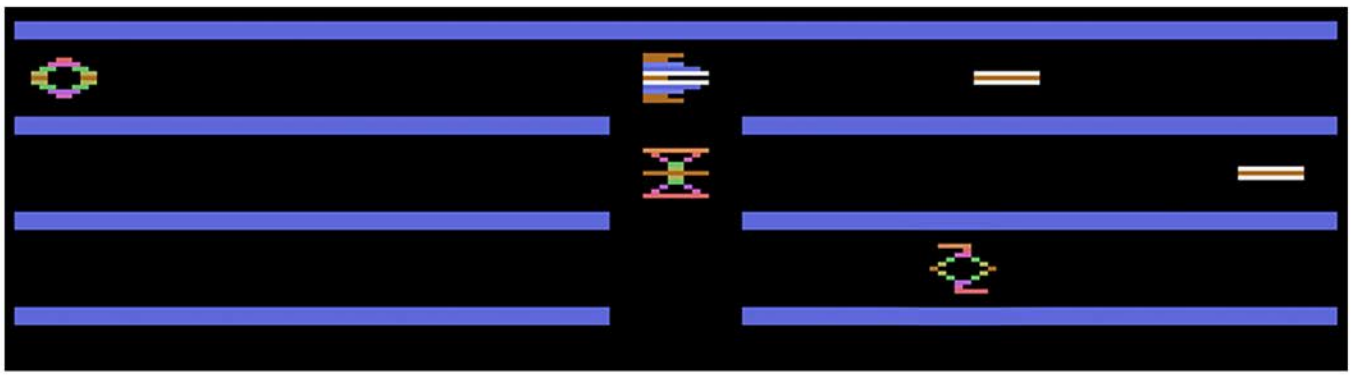


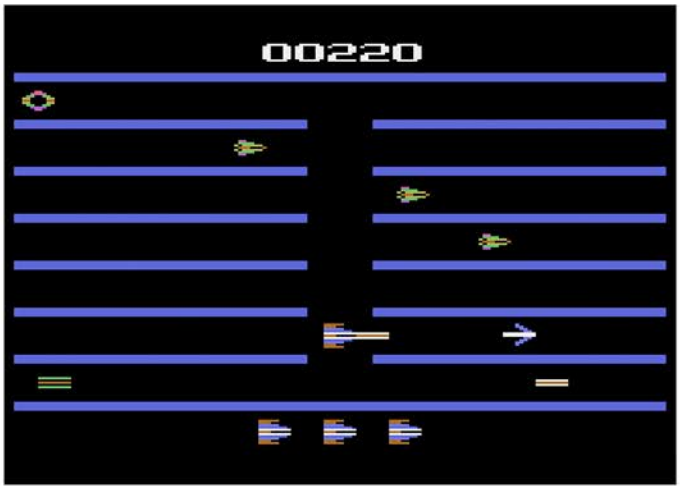


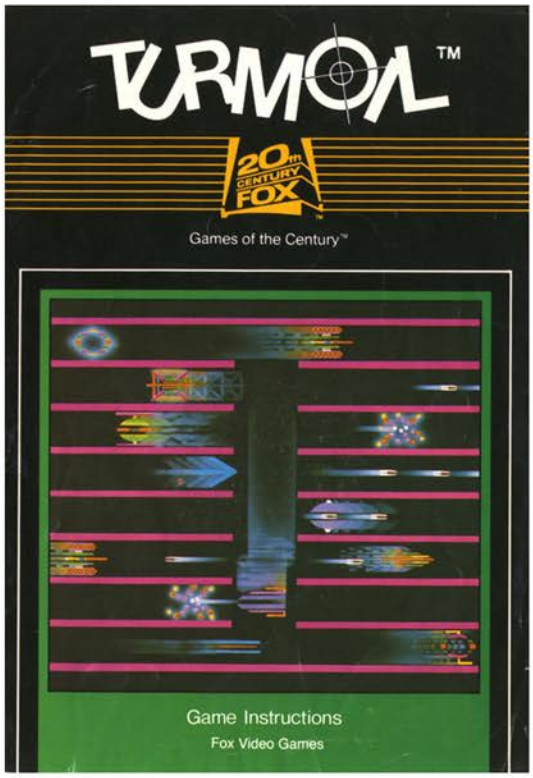

As you frantically shoot everything in sight, a treasure will randomly appear at the end of a row. This is the only time you can break from the center column and move horizontally. If you grab it in time, the aforementioned ghost ship will appear at the opposite end of the row and pursue you, giving you a limited window with which to escape. If you fail to grab the treasure in time however, it will morph into a fast moving cannonball that will bounce back and forth until you are able to hit it with a well placed shot.

The enemies are varied in appearance, although outside of the ghost ship the only enemy with special engagement requirements is the tank. If you shoot one of these beasts in the front, it will simply bounce back a little before continuing to pursue you. Instead you must wait until it passes the vertical corridor so that you can sneak up behind it and hit their weak spot. One well placed shot and it's gone for good. Once you clear the screen of enough enemies, you'll be moved to the second level, which looks and plays just like the first only with more enemies. This will continue until your lives have been extinguished.

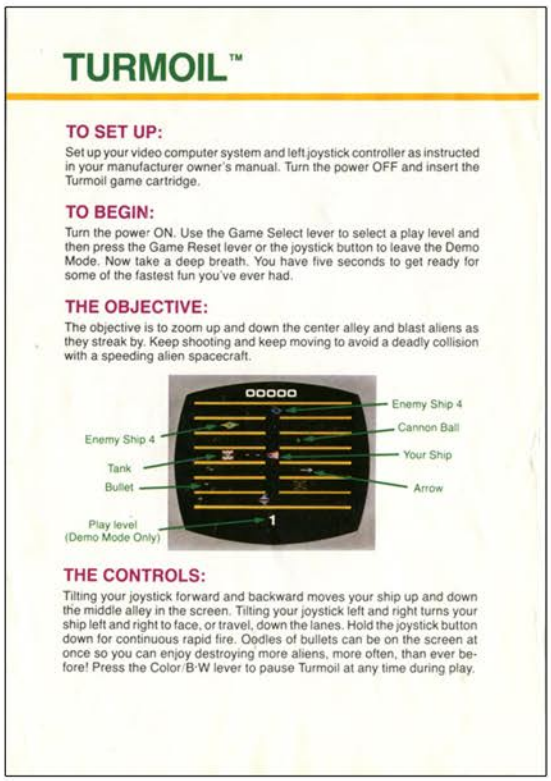
This is by far one of the best shooters on the 2600. The action is fast and furious, there is always plenty of things to shoot, and it never feels unfair. If you are a fan of the genre this one should be at the top of your list.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



# TURMOIL™

## TO SET UP:

Set up your video computer system and left joystick controller as instructed in your manufacturer owner's manual. Turn the power OFF and insert the Turmoil game cartridge.

## TO BEGIN:

Turn the power ON. Use the Game Select lever to select a play level and then press the Game Reset lever or the joystick button to leave the Demo Mode. Now take a deep breath. You have five seconds to get ready for some of the fastest fun you've ever had.

## THE OBJECTIVE:

The objective is to zoom up and down the center alley and blast aliens as they streak by. Keep shooting and keep moving to avoid a deadly collision with a speeding alien spacecraft.



## THE CONTROLS:

Tilting your joystick forward and backward moves your ship up and down the middle alley in the screen. Tilting your joystick left and right turns your ship left and right to face, or travel, down the lanes. Hold the joystick button down for continuous rapid fire. Oodles of bullets can be on the screen at once so you can enjoy destroying more aliens, more often, than ever before! Press the Color/B-W lever to pause Turmoil at any time during play.

**ENEMY SHIPS:** There are five different Enemy Ships to blast. A collision will be deadly no matter which ship you hit.

**ARROWS:** If allowed to cross the screen, Arrows turn into Tanks.

**TANKS:** These can only be destroyed from behind. If shot head on, your bullet blasts will merely push the Tanks back a bit.

**PRIZES:** When a Prize appears at the edge of the screen, you have just a few seconds to race down the lane and touch it. (If you don't get there in time, the Prize will turn into a Supersonic Cannon Ball.) After touching the Prize, you must quickly return to the center alley to avoid getting smashed by the indestructible Ghost Ship.

## PLAY LEVELS:

Play levels, one through nine, may be selected at any time during the game by pressing the Game Select lever. You must wipe out wave after wave of aliens to advance through the levels during play. The further you progress, the faster and/or more plentiful the aliens become. The alien traffic lanes will occasionally become invisible after level four.



## HINTS FROM THE DESIGNER . . .

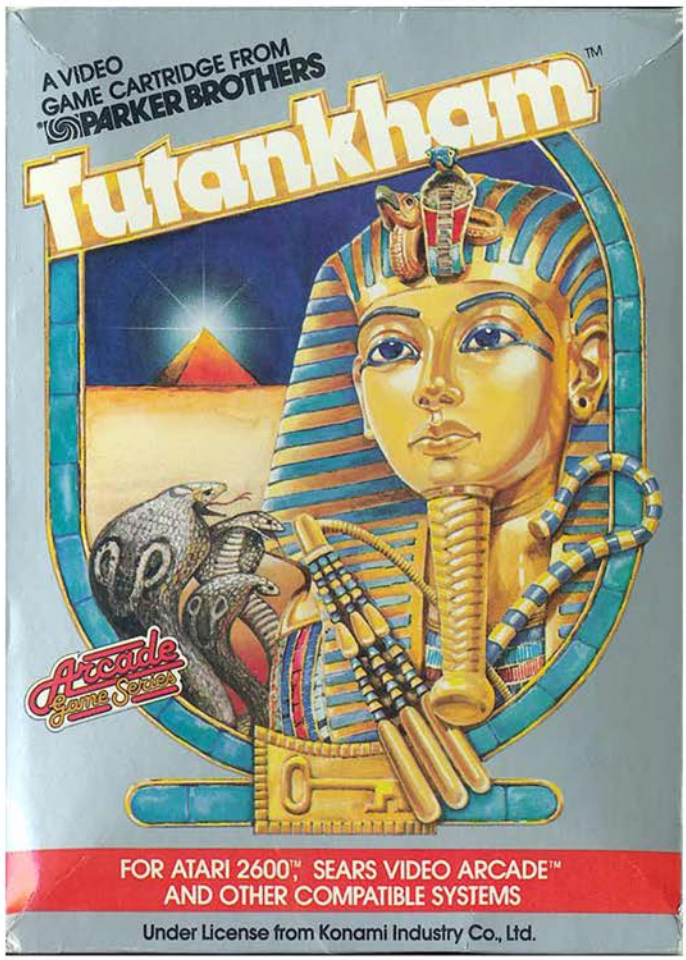
Hold the joystick button down and race up and down the screen to wipe out the aliens. Go touch the Prizes as soon as they appear and then race back to the middle as fast as you can. Your ship will stop automatically when it reaches the center alley.

# TUTANKHAM

Release Date: 1983
Publisher: Parker Brothers
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

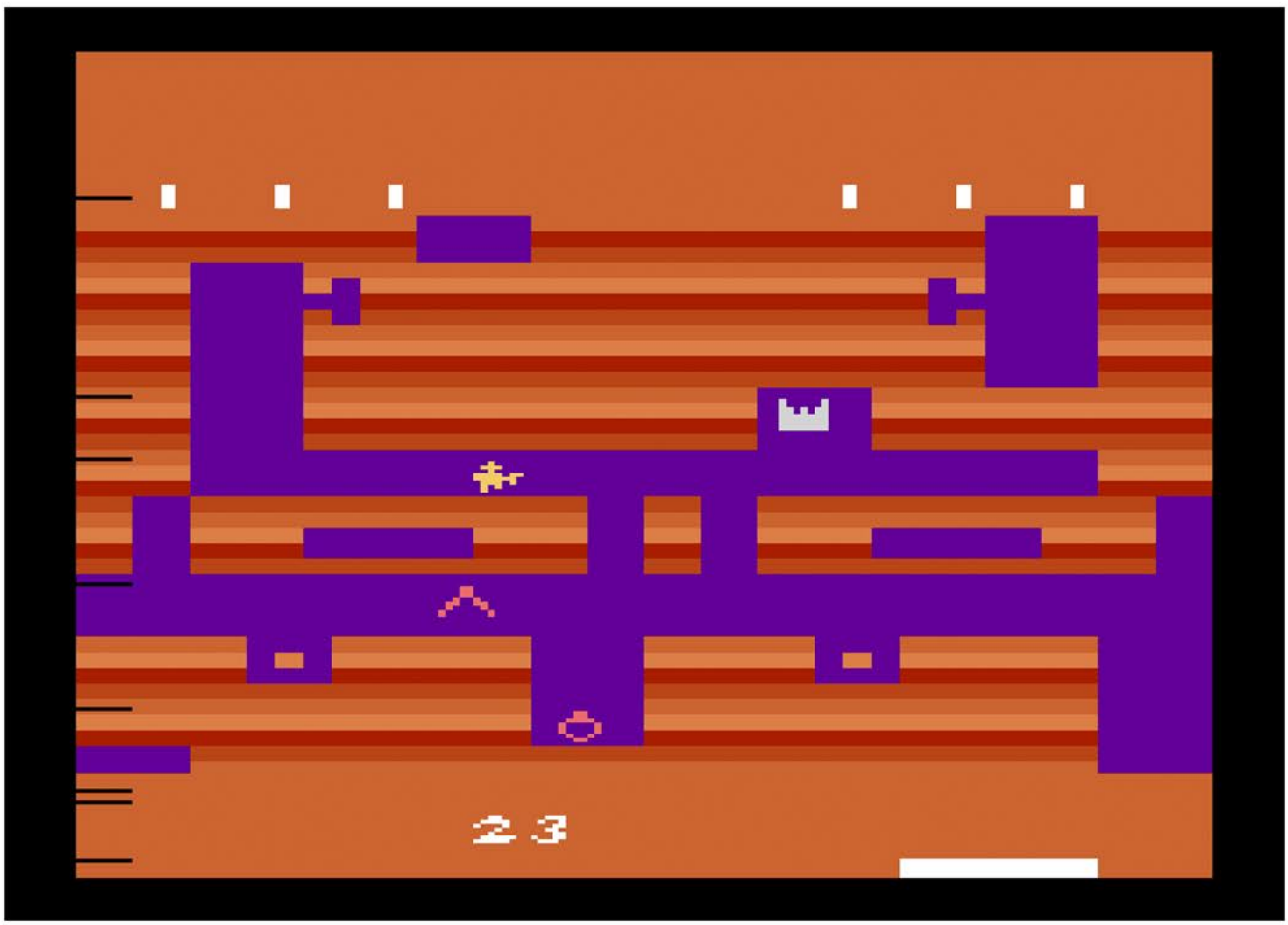
Alternate Title: N/A
Model #: PB5340
Rarity: 3
Programmer: David Engman

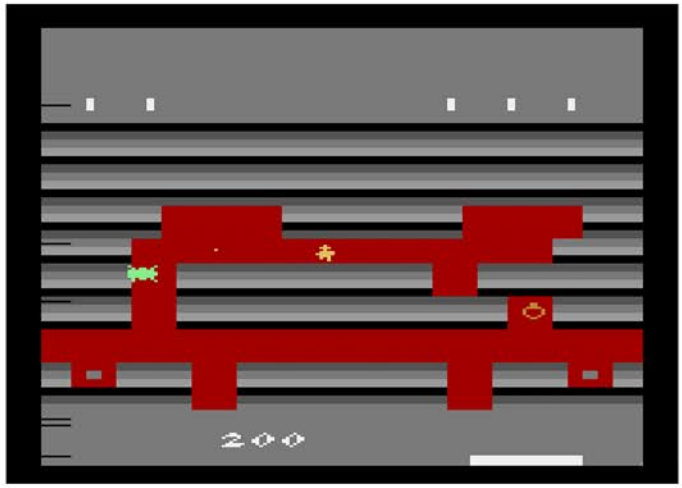
This tomb raiding adventure is a passable shooter.



You are a daring treasure hunter who has decided to delve into King Tut's tomb in search of riches. Unfortunately there are guards who aren't too happy you are disturbing their home for your own enrichment.

The game begins with your adventurer at the entrance to a treasure filled maze like tomb. Armed with a laser gun he moves through the level to collect rings, rubies, crowns and golden chalices. As he explores the dungeon there will be an audio cue alerting him to enemies spawning. These can range from cobras to scorpions to bats on the first level, and includes turtles, monkeys and condors in later ones. Regardless of what they are, one shot with your laser pistol and they're down for good. If you do manage to get overwhelmed by enemies, you can trigger a laser flash which will clear the screen of them.

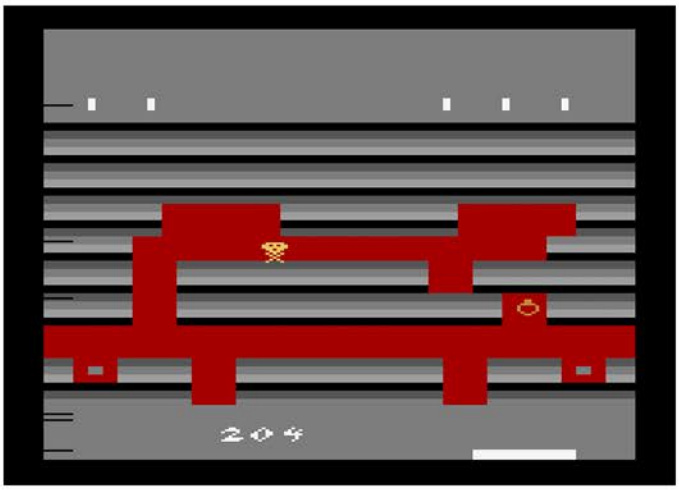


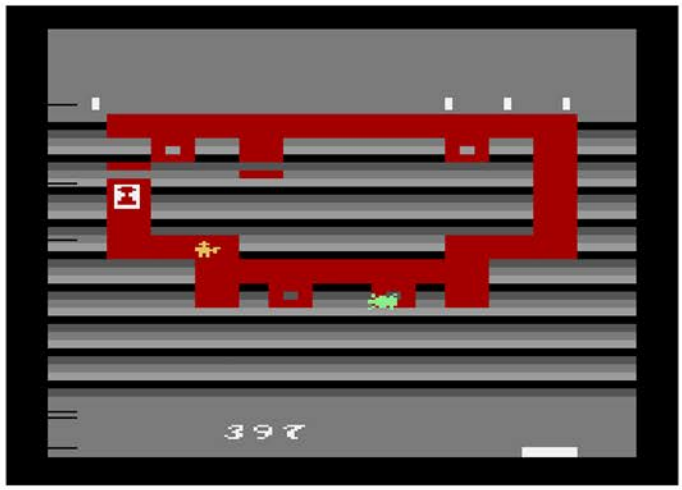


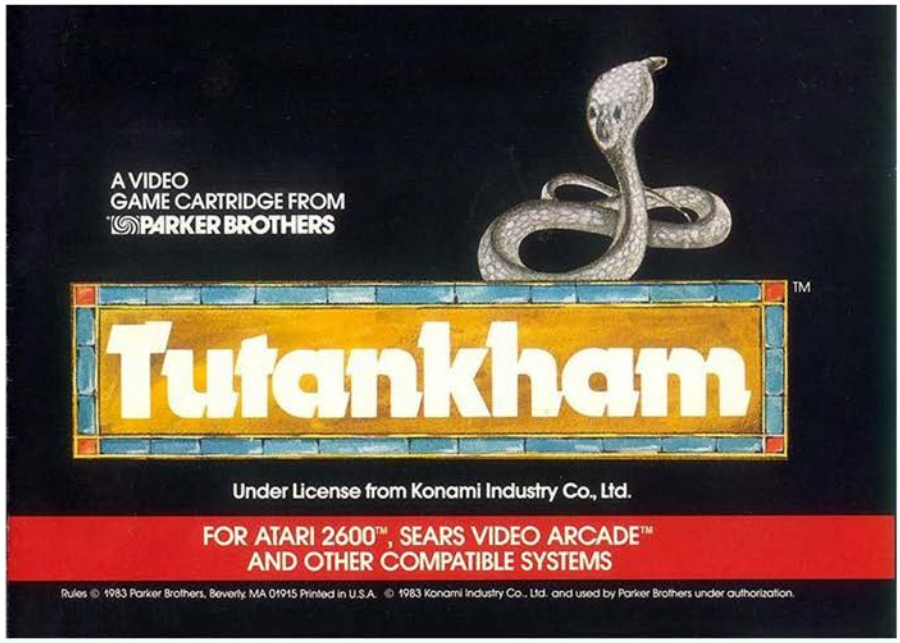

Each level is fairly large, giving you plenty to explore, with the key item being located at the very bottom. Touch that and you're on to the next level. There are four chambers to explore before you find the death mask of Tutankham, but they are all pretty similar outside of enemies and layout.

There are several problems with the game, most notably the graphics. Everything is rather blocky, and the characters on screen are incredibly small. Firing your weapon is also an issue as you have to press in the direction you want to fire, and can only fire horizontally. As a result you'll fall victim to cheap deaths as some enemies will lay in wait in chambers above the path you are on, striking you down before you can do anything about it. On the plus side however, the music is quite good with both a theme song and tunes that play at the completion of each level.

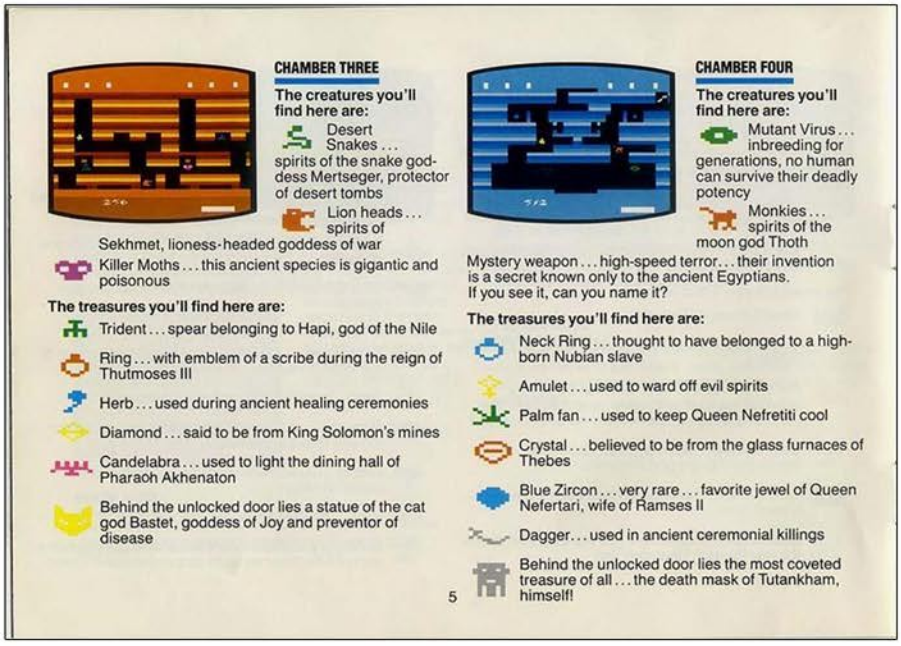
While there are issues with the game, it's still a solid enough shooter. There are plenty of things to gun down, lots of treasure to collect, and four levels to explore. If you are a fan of the genre there are certainly worse ways to go.





Above: Manual Cover
Left: Catalog Sample
Below: Manual Page Sample



**CHAMBER THREE**

**The creatures you'll find here are:**

Desert Snakes... spirits of the snake goddess Mertseger, protector of desert tombs

Lion heads... spirits of Sekhmet, lioness-headed goddess of war

Killer Moths... this ancient species is gigantic and poisonous

**The treasures you'll find here are:**

Trident... spear belonging to Hapi, god of the Nile

Ring... with emblem of a scribe during the reign of Thutmoses III

Herb... used during ancient healing ceremonies

Diamond... said to be from King Solomon's mines

Candelabra... used to light the dining hall of Pharaoh Akhenaton

Behind the unlocked door lies a statue of the cat god Bastet, goddess of Joy and preventor of disease

**CHAMBER FOUR**

**The creatures you'll find here are:**

Mutant Virus... inbreeding for generations, no human can survive their deadly potency

Monkies... spirits of the moon god Thoth

Mystery weapon... high-speed terror... their invention is a secret known only to the ancient Egyptians. If you see it, can you name it?

**The treasures you'll find here are:**

Neck Ring... thought to have belonged to a high-born Nubian slave

Amulet... used to ward off evil spirits

Palm fan... used to keep Queen Nefretiti cool

Crystal... believed to be from the glass furnaces of Thebes

Blue Zircon... very rare... favorite jewel of Queen Nefertari, wife of Ramses II

Dagger... used in ancient ceremonial killings

Behind the unlocked door lies the most coveted treasure of all... the death mask of Tutankham, himself!

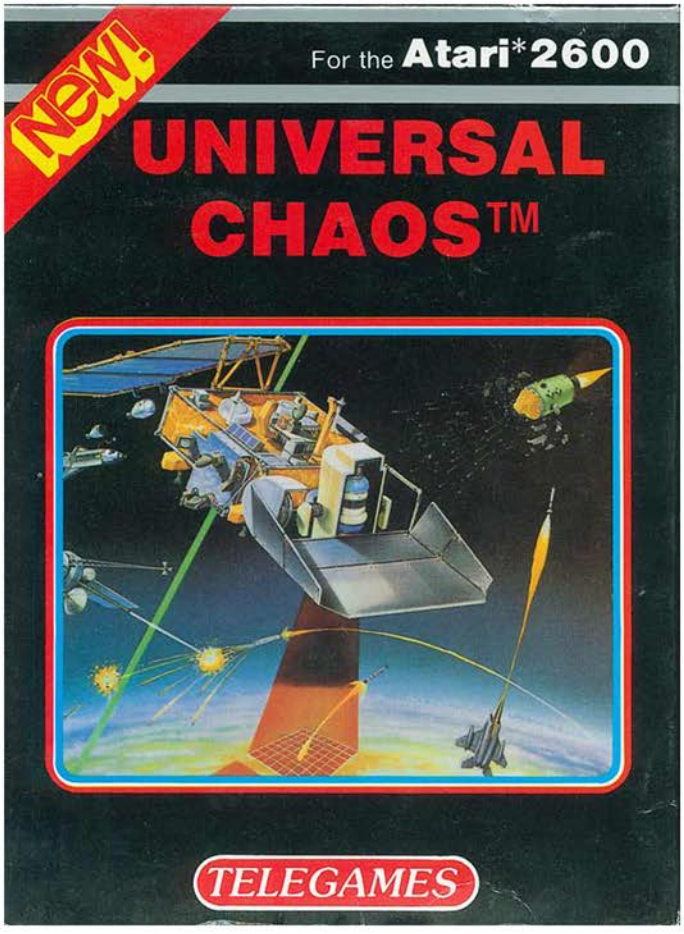
5

# Universal Chaos

Release Date: 1988
Publisher: Telegames
Controller: Joystick
Players: 1
Genre: Shoot'em Up

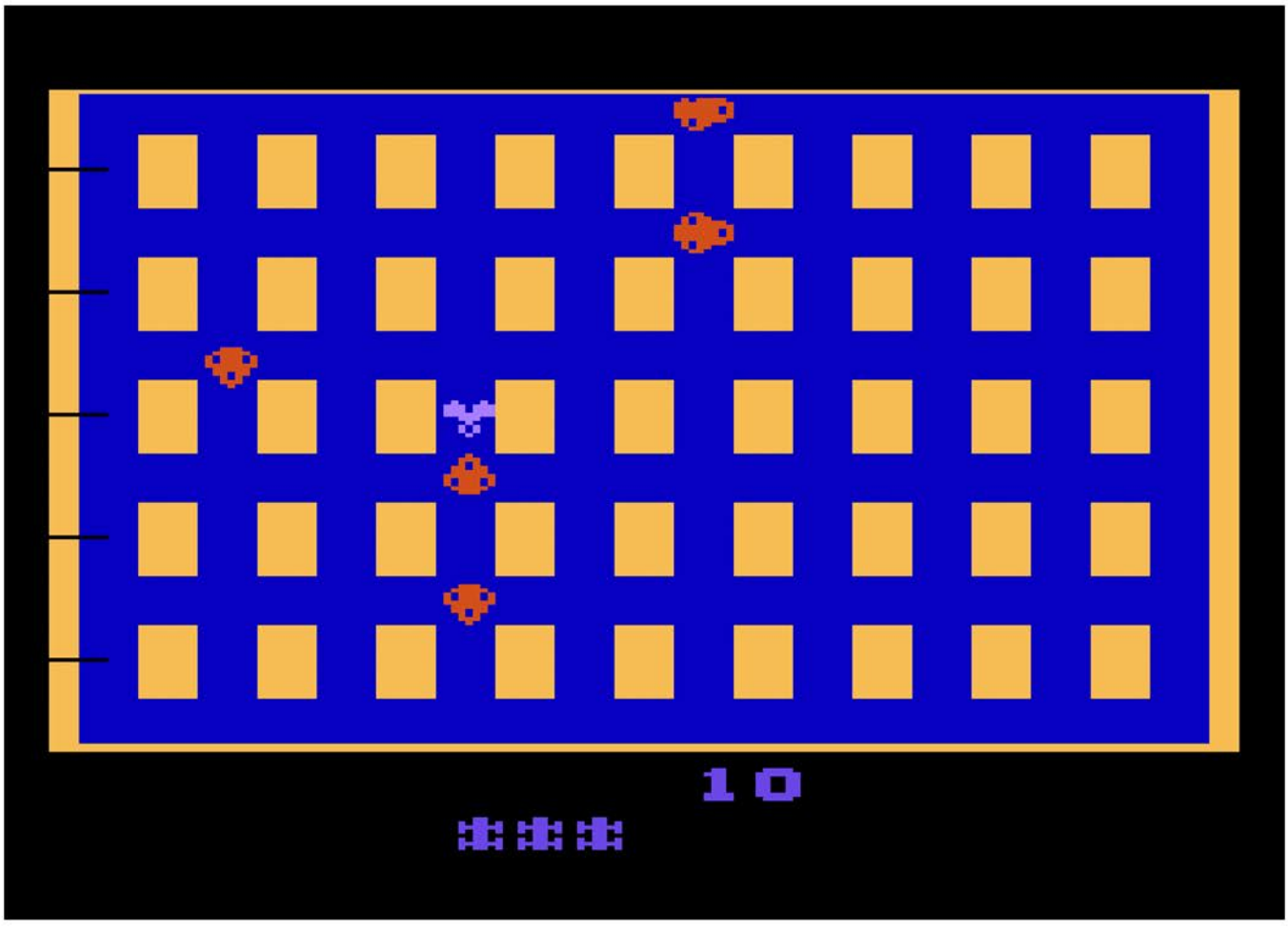
Alternate Title: N/A
Model #: 7062A305
Rarity: 5
Programmer: N/A

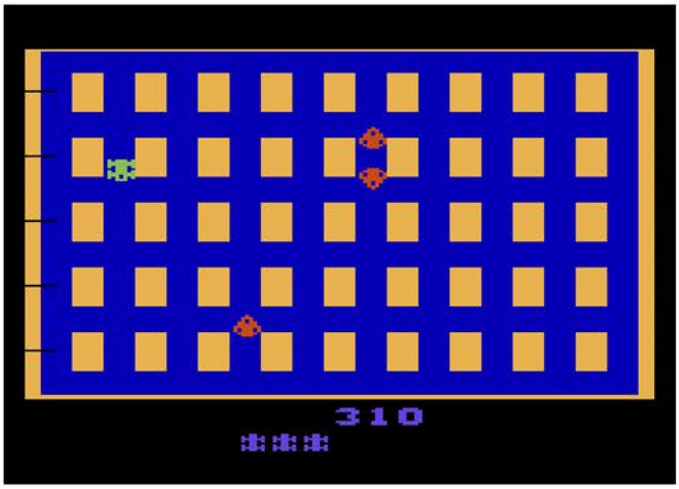
This port of the arcade game Targ had the potential to be fun, but ultimately falls flat.

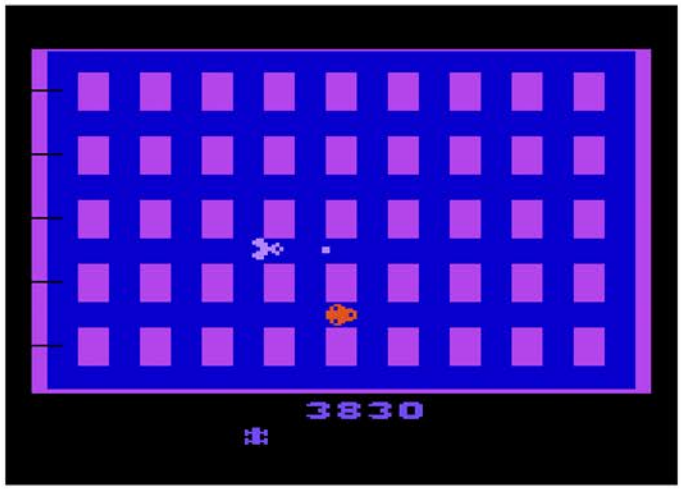


You are in the futuristic city of Phenix and are the only person who can stop the invasion of the Mortii. Armed in your state of the art Space Coup, it's up to you to patrol the streets and destroy all of the alien enemies before they destroy you. You'll have to be a warrior because it's six against one, with the odds further tilting against you when the Mortii Warlord randomly appears.

The game starts with you and your enemy on opposite sides of the city. There are rows of streets with buildings lining the way, giving you plenty of room to play cat and mouse against the invasion force. The good news is that you have an unlimited number of bullets, the bad news is that you can only have one bullet deployed at a time. As you eliminate your adversaries, the remaining ships will become more aggressive, moving faster in an attempt to ram you as they can't fire. Destroy all six vessels and you'll be warped to another infested part of the city to start the mission anew.

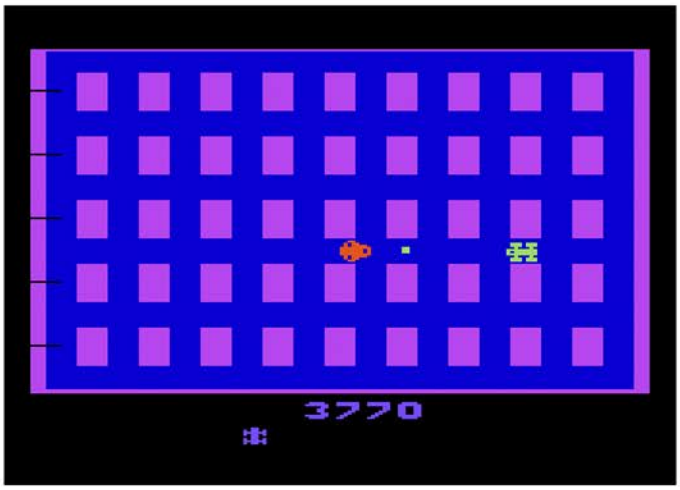


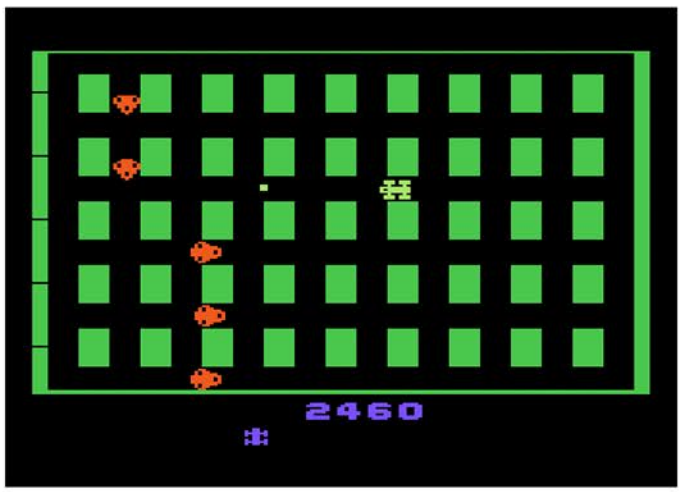


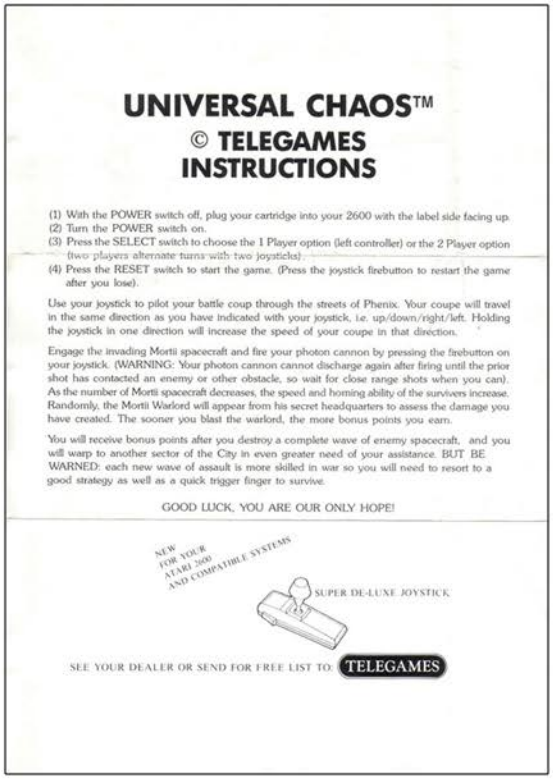




The graphics are pretty crude, with the building being a solid block and neither your ship or theirs having any animation. Even so, this had all the makings of a fast paced, enjoyable title. Unfortunately the controls make this game all but unplayable. The combination of laggy inputs and outright ignoring of direction changes means you will often run headlong into an enemy or a wall because of it. In a game where the enemy can quickly surround you and move at twice your speed, having precise movement is a necessity. Instead half of your lives will go to waste as you franticly hit the controller in vain trying to turn around and shoot an incoming ship.

Universal Chaos was originally slated to be released in 1983 under the arcade name Targ, but it sat on a shelf for a number of years until TeleGames picked it up and put it out. Unfortunately by then the NES had been out for several years (with games like RC Pro-Am and Bionic Commando coming out the same year as this), so the market for this type of game had all but completely dried up. Even if it had precise controls, this game would still be all but forgotten.





# UNIVERSAL CHAOS™

## © TELEGAMES
## INSTRUCTIONS

(1) With the POWER switch off, plug your cartridge into your 2600 with the label side facing up.
(2) Turn the POWER switch on.
(3) Press the SELECT switch to choose the 1 Player option (left controller) or the 2 Player option (two players alternate turns with two joysticks).
(4) Press the RESET switch to start the game. (Press the joystick firebutton to restart the game after you lose).

Use your joystick to pilot your battle coup through the streets of Phenix. Your coupe will travel in the same direction as you have indicated with your joystick, i.e. up/down/right/left. Holding the joystick in one direction will increase the speed of your coupe in that direction.

Engage the invading Mortii spacecraft and fire your photon cannon by pressing the firebutton on your joystick. (WARNING: Your photon cannon cannot discharge again after firing until the prior shot has contacted an enemy or other obstacle, so wait for close range shots when you can). As the number of Mortii spacecraft decreases, the speed and homing ability of the survivers increase. Randomly, the Mortii Warlord will appear from his secret headquarters to assess the damage you have created. The sooner you blast the warlord, the more bonus points you earn.

You will receive bonus points after you destroy a complete wave of enemy spacecraft, and you will warp to another sector of the City in even greater need of your assistance. BUT BE WARNED: each new wave of assault is more skilled in war so you will need to resort to a good strategy as well as a quick trigger finger to survive.

GOOD LUCK, YOU ARE OUR ONLY HOPE!

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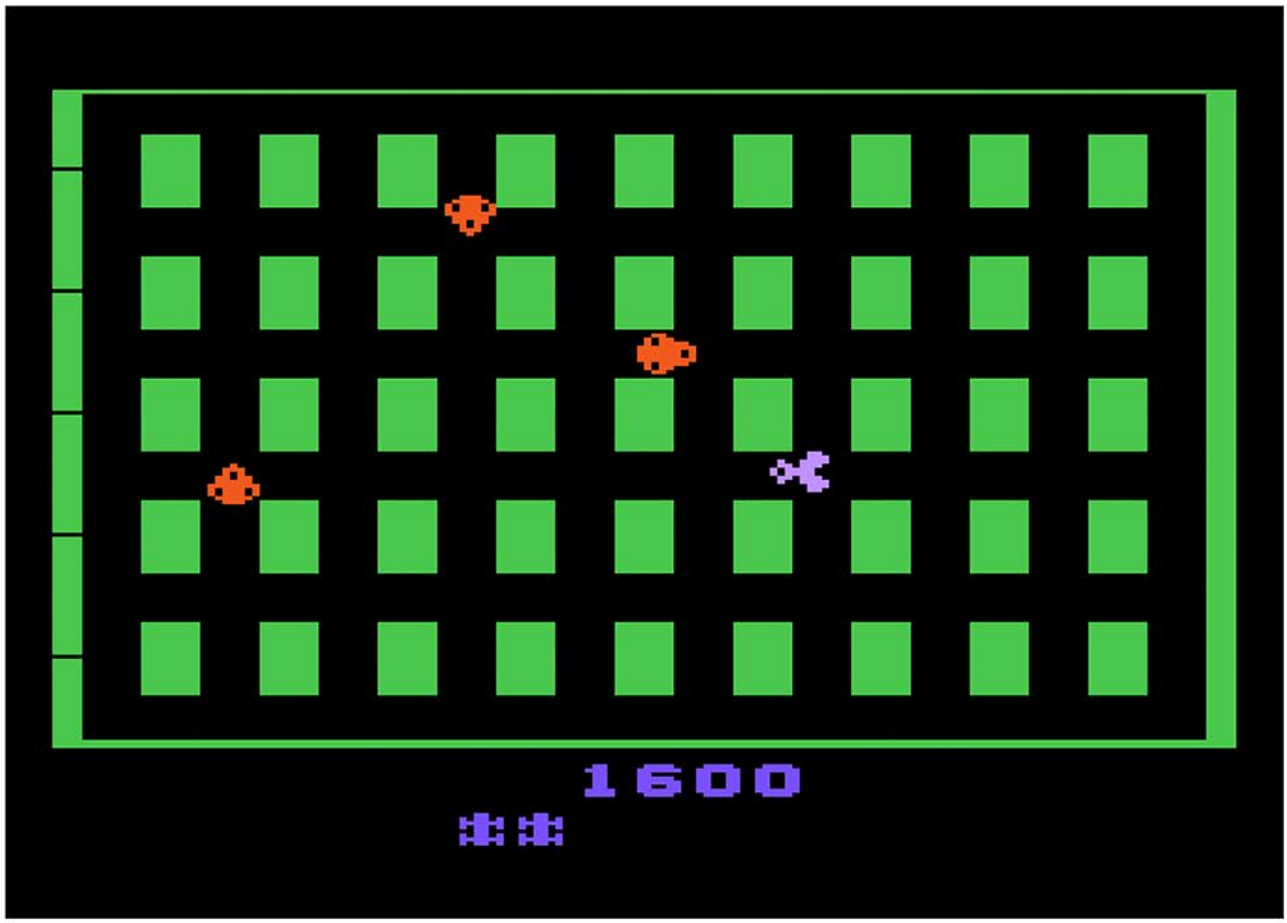
Left: Manual Cover

Below: Additional Screenshot



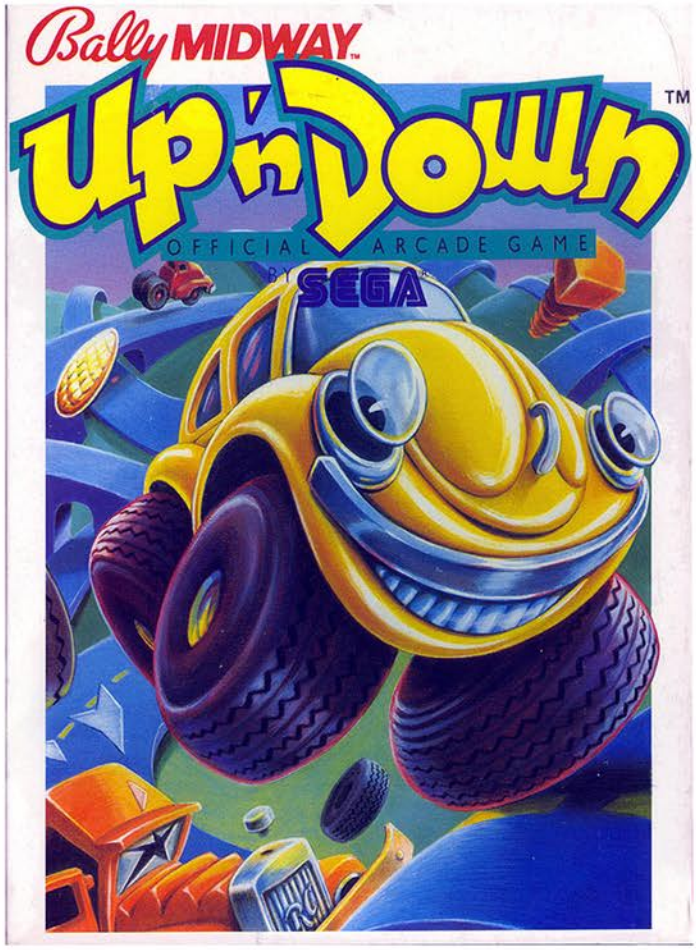

# UNIVERSAL CHAOS

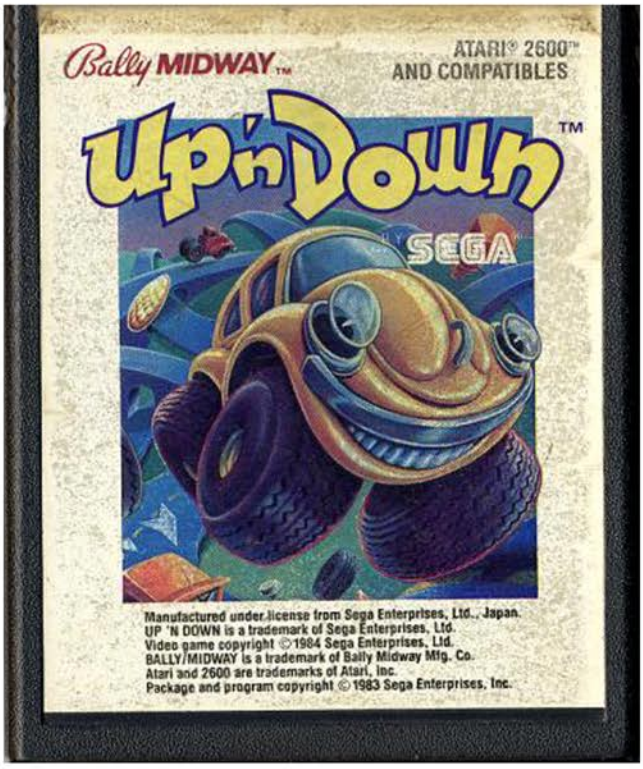
# Up n Down

Release Date: 1984
Publisher: Sega
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: 009-01
Rarity: 7
Programmer: Phat Ho

This arcade port is overly simplistic to the point where the challenge is taken out of it.



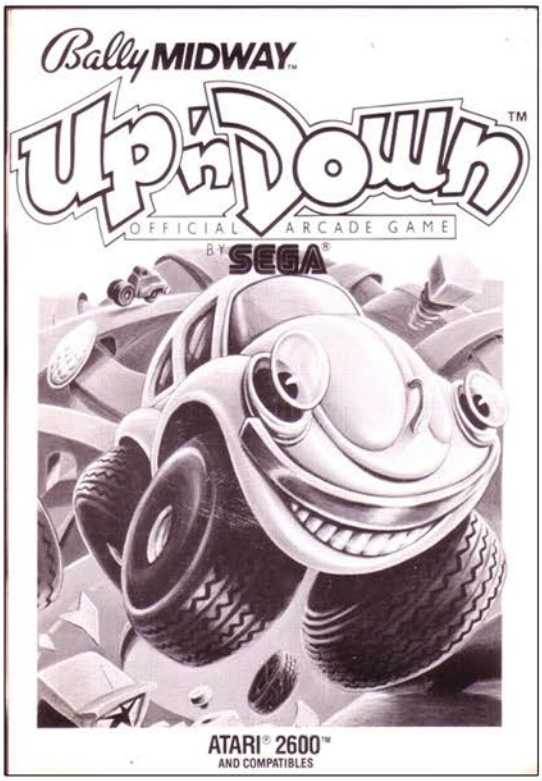



Ready for an uphill climb against some bloodthirsty opponents? Well hop into your state of the art Baja Bugger, hit the gas and have the jump button ready to go. Unlike most races where the goal is to outdrive your fellow racers, your only method of passing is to jump onto the other vehicles on the track. Not over them, on to them. As in crushing the other cars and trucks into scrap metal, leaving the drivers a squishy mess as you continue up the hill in pursuit of victory.

As the race begins you start at the bottom of the hill on one of two winding roads that intersect after every few turns. More often than not you'll be forced to jump to avoid a collision, or you can jump a bit earlier and leave another racer trapped in burning wreckage. There is no finish line, rather the goal of each race is to collect eight different colored flags that randomly appear throughout the track. If points are your thing, then there are also several bonus items like cherries and lollypops that appear.

The most glaring problem with the game is just how dull the racing action is. Normally when you are behind the wheel of a racing machine and have turn after turn, it takes precise controller movement to navigate it. However the designers decided to put all the focus on the jumping portion, so they decided to make your buggy self driving. Just by holding the accelerator down, you will fly through the track with you vehicle making all the tight, precise turns on its own. The only thing you have to worry about is jumping to avoid other cars, and making sure you don't jump when you are facing the wrong direction or else you'll leap right off the track.

Nothing about this game is really entertaining. The graphics are blocky, the sound is basic, and the actual gameplay has been reduced to holding up and hitting the button to jump. Unless you have an overwhelming desire to act like a monster truck driver and crush every car you come across, there are better games on the system that you can spend your time on.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

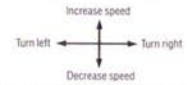
You're racing your BAJA BUGGER over a dangerous, treacherous road. But your opponents aren't just trying to win the race, they're trying to make it the last race you run. To stay alive, jump your BAJA BUGGER and land on top of your opponents.

Earn points by collecting flags, balloons and other prizes along the course. Watch out for PICK-UP TRUCKS and WEDGE CARS. They'll try to collide with you . . . and if they do, you're dead.

Fasten your seat belt and get ready for the wildest strip of road you've ever been crazy enough to drive.

## USING YOUR CONTROLS

1. Insert the game cartridge while power is OFF.
2. Turn the power ON and you'll see the UP 'N DOWN title screen.
3. Use GAME SELECT switch to select ONE or TWO players. If no selection is made, you are automatically in the one-player mode. When two are playing, the players take turns, Player 1 using the LEFT joystick and Player 2 using the RIGHT joystick. The game will continue as a two-player game until power is turned off.
4. Game Settings
   Choose the EASY game (which gives you five lives) or the HARD game (which gives you only three lives).
   Left Difficulty Switch: (B) or NOVICE chooses EASY JUMPS.
   (A) or EXPERT chooses HARD JUMPS.
   Right Difficulty Switch: (B) or NOVICE chooses 5 game lives
   (A) or EXPERT chooses 3 game lives
   EASY JUMPS: The jumps from road to road are very forgiving until Round 4; i.e., the game makes up for incomplete jumps from one road to another. From Round 4 on the jumps from road to road must be exact.
   HARD JUMPS: These jumps must be exact from the start.
5. Press ACTION button on left joystick to start the game. If no game is started after one minute of turning the game on, the play will automatically begin.
6. Use your four-way joystick control to maneuver your BAJA BUGGER over the race course.




7. Press the ACTION button to make your BAJA BUGGER jump. You can jump from one road to another, or from point to point on the same road.
   NOTE: The BAJA BUGGER can only jump while moving forward and can only jump straight up. If you pull back on the joystick control while jumping, the BAJA BUGGER will accelerate backwards until the jump "action" is complete. This is important because you may want to move backwards to collect flags and other prizes.
8. After a game is finished, you may use the ACTION button to start another game.

## HOW TO PLAY

**SCREEN AND GAME PLAY**
The screen shows a race track which scrolls from the top of the screen to the bottom. A flag display at the top of your screen indicates the number of flags you've collected. The flags in the display turn white as you collect them. Flags are collected simply by driving over them with your BAJA BUGGER.

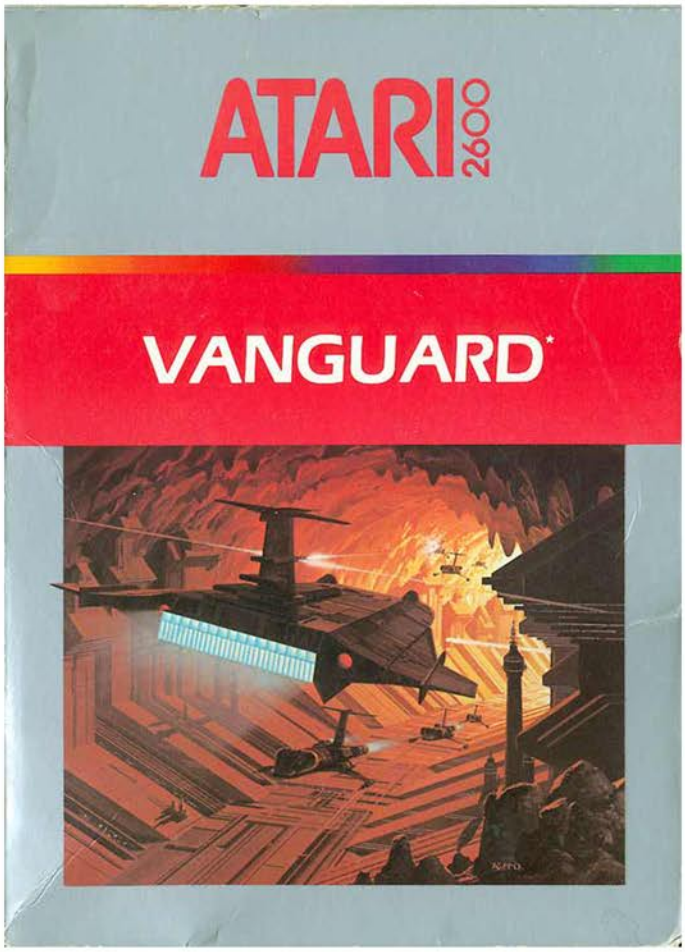
The course has at least two lanes which zig-zag across the screen and will intersect along the way. Some roads might lead to maps which let you jump across stretches of broken road.

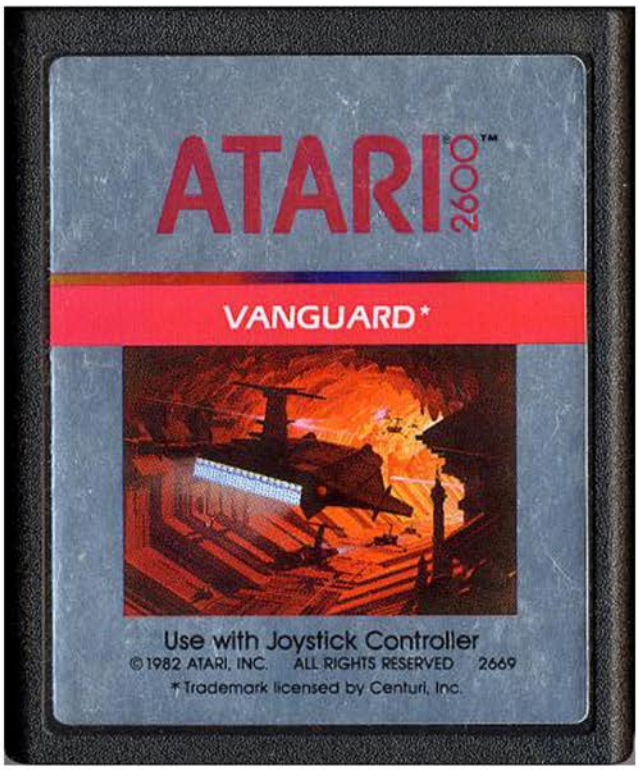
# VANGUARD

Release Date: 1982
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2669
Rarity: 2
Programmer: David Payne

This arcade port is one of the finest shooters on the 2600.



You are a daredevil pilot who has set out to explore the tunnel zones that lead to the City of Mystery. Awaiting your arrival is a giant snowman looking creature known as Gond, who must be destroyed.

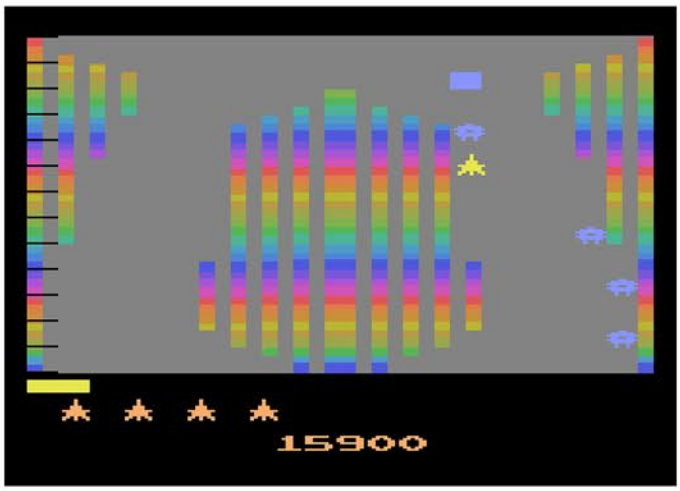
When the game begins you are presented with a map showing a couple of turns and a long corridor at the end. Shortly after getting your bearings you are sent off into the first horizontal war zone that takes place in the mountains. During you travels here there will be two types of enemy ships that attack, a jet fighter that comes straight at you while firing, and a Mist ship that will occasionally pause and move up and down in an attempt to catch you off guard. Once you get through this you made a right turn towards the next area.

The Rainbow Zone is next and you'll be flying vertically towards the bottom of the screen. Coming at you from the left and right are egg like creatures called Helms that don't fire but will destroy you should they hit your ship. Luckily your ship can fire in all four directions, which allows you to defend yourself from enemies coming at you from the sides. Make it through this and you're off to the next horizontal area.

The Stick Zone is like the opening stage with the same mix of enemies, however there is a bit less room to maneuver due to the sticks jetting out from the ground and ceiling. It doesn't take long to clear this before sending you to the long climb up the final corridor.

This area is comprised of four areas, starting with another Rainbow Zone that is covered in eggs. The Striped Zone is arguably the most difficult since it requires you to weave in and our of tight areas while shooting force field generators and dodging moving platforms. Finally you'll enter the Bleak Zone, which has enemies attacking from the rear. Navigate this and you'll face off with the big bad Gond in the City of Mystery. Just don't blink because a single shot destroys him, and since your ship fires automatically he'll be dead before you know what's going on. And your reward? You get to start again in a different maze.

Everything about this game is spectacular. The graphics, the music, the controls, just perfection. There is always something to shoot or something to dodge, and the constant changes in levels keeps you on your toes. If you like shooters this needs to be near the top of your list.



SPACE STATION

VANGUARD [9]

This is a space journey of the highest order! As leader of the Vanguard expedition, you must pilot your spaceship through endless tunnel zones in search of the City of Mystery. Danger abounds, with ruthless enemies and deadly obstacles at every turn. This exciting space action and strategy game features an invincible "attack mode" and fantastic four-directional firing ability! CX2669.





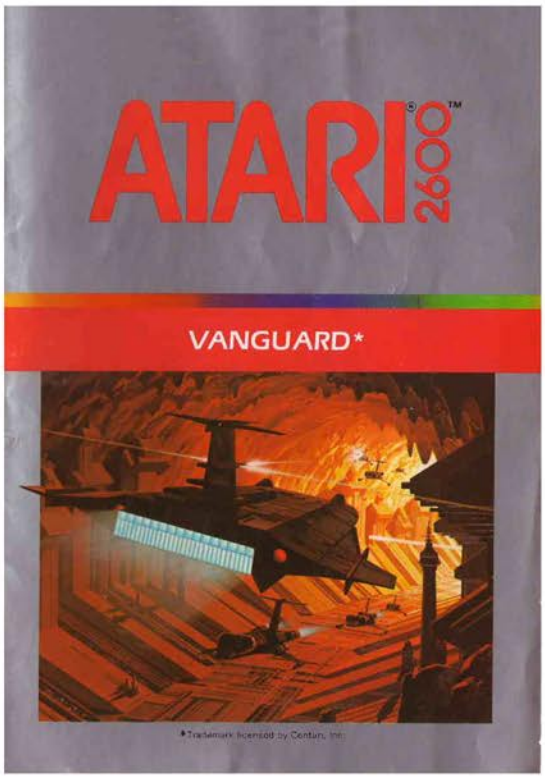
GALAXIAN [10]

Beware of the mighty Galaxian fleet, for it is fast, strong and experienced in battle! The winged Galaxian warriors attack in ferocious waves, with each wave approaching faster and faster. Exceptional graphics and sound effects make the home version of this exciting "shoot 'em up" space game just as much fun as the arcade game. With ATARI FORCE ™ comic book. CX2684.
(Estimated availability March, 1983)

Simulated game screen.








Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

laser guns on the forward, aft, starboard (right), and port (left) sides.

*Fuel.* Keep an eye on your fuel gauge at the bottom of the screen (**Figure 8**). If you run out of fuel, your spaceship will go into a dive and crash on the rocks. Your supply lasts 40 seconds and decreases at the rate of one notch a second. Each time you hit an enemy or obstacle, your fuel supply increases one notch. At the start of a new life, your fuel is completely replenished.

*Figure 8 - Game Elements*

*Energy.* The fuel gauge keeps track of energy remaining when you are operating on pod power. Pod energy lasts only 10 seconds and is depleted four times faster than fuel. Listen for the siren that warns you when you are about to run out of pod energy.

CONTINUOUS PLAY

If you lose your last life in Tunnel 1 during a one-player game, you have the option to continue through the tunnel (starting with zero score) or to begin a new game from the first zone in Tunnel 1.

At the end of your last life, CONTINUE? appears at the bottom of the screen and the computer pauses 10 seconds for your reply. The 10-second counter, a white line in place of the fuel gauge, ticks off the seconds. If you want to continue, press the red button on your Joystick Controller. The lives remaining counter will reset to five lives and the score counter will reset to zero, but your position in the tunnel will not change.

**NOTE:** If you're pressing the red button when CONTINUE? appears, release the button and then press it again.

If you do not press the red button within 10 seconds, the computer resets to the Auto-Play mode. Then you must start a new game from the beginning of Tunnel 1.

The Continuous Play option is not offered in the City of Mystery, Tunnel 2, or two-player games.

TWO-PLAYER GAMES

To select a two-player game, press the **GAME SELECT** switch. The number of players in the game appears above the score counter at the bottom of the screen (*see* **Figure 9**).

Player 1, using the left Joystick, starts the game. When he loses a life, Player 2 takes a turn. Players alternate turns until one player loses his last life. The surviving player continues playing until he too runs out of lives. The Tunnel Map (**Figure 1**) appears before each turn and shows the player's position in the tunnel.

*Figure 9 - Game Selection*

## 3. USING THE CONTROLLERS

Use your Joystick Controllers with this ATARI Game Program cartridge. For one-player games, plug one Joystick into the **LEFT CONTROLLER** jack at the back of your 2600 Video Computer System console. For two-player games, plug a second Joystick into the **RIGHT CONTROLLER** jack. Hold the Joystick with the red button pointing to your upper left, toward the television screen. (*See your Owner's Manual for details.*)

STARTING THE GAME

Press the red button on your Joystick Controller or the **GAME RESET** switch to start the game.

**NOTE:** You cannot use the red button to interrupt a game and begin a new game. Use the **GAME RESET** switch for that purpose.

MOVING THE SPACESHIP

You can move your spaceship up, down, right, left, or diagonally on the screen (**Figure 10**). Just move the Joystick in the direction you want the spaceship to go.

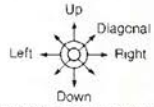


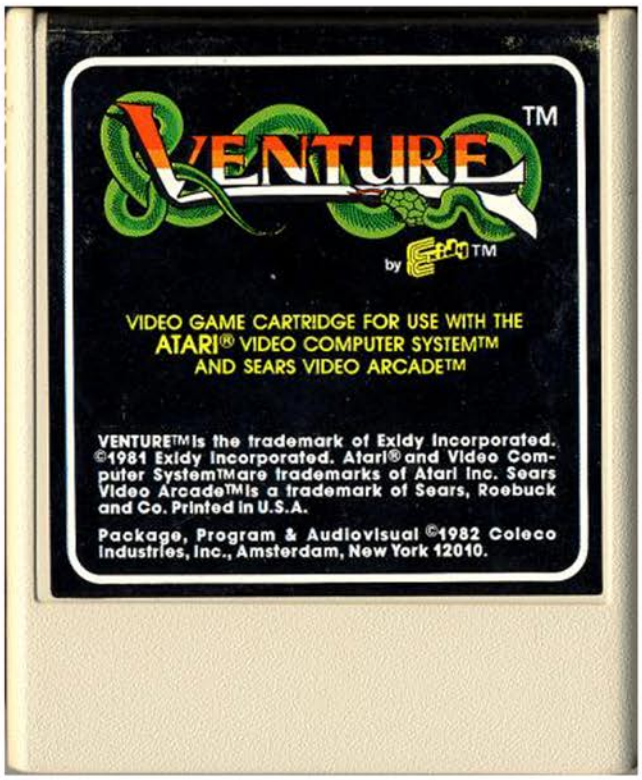

*Figure 10 - Spaceship Moves*

# VENTURE

Release Date: 1982
Publisher: Coleco
Controller: Joystick
Players: 1
Genre: Arcade

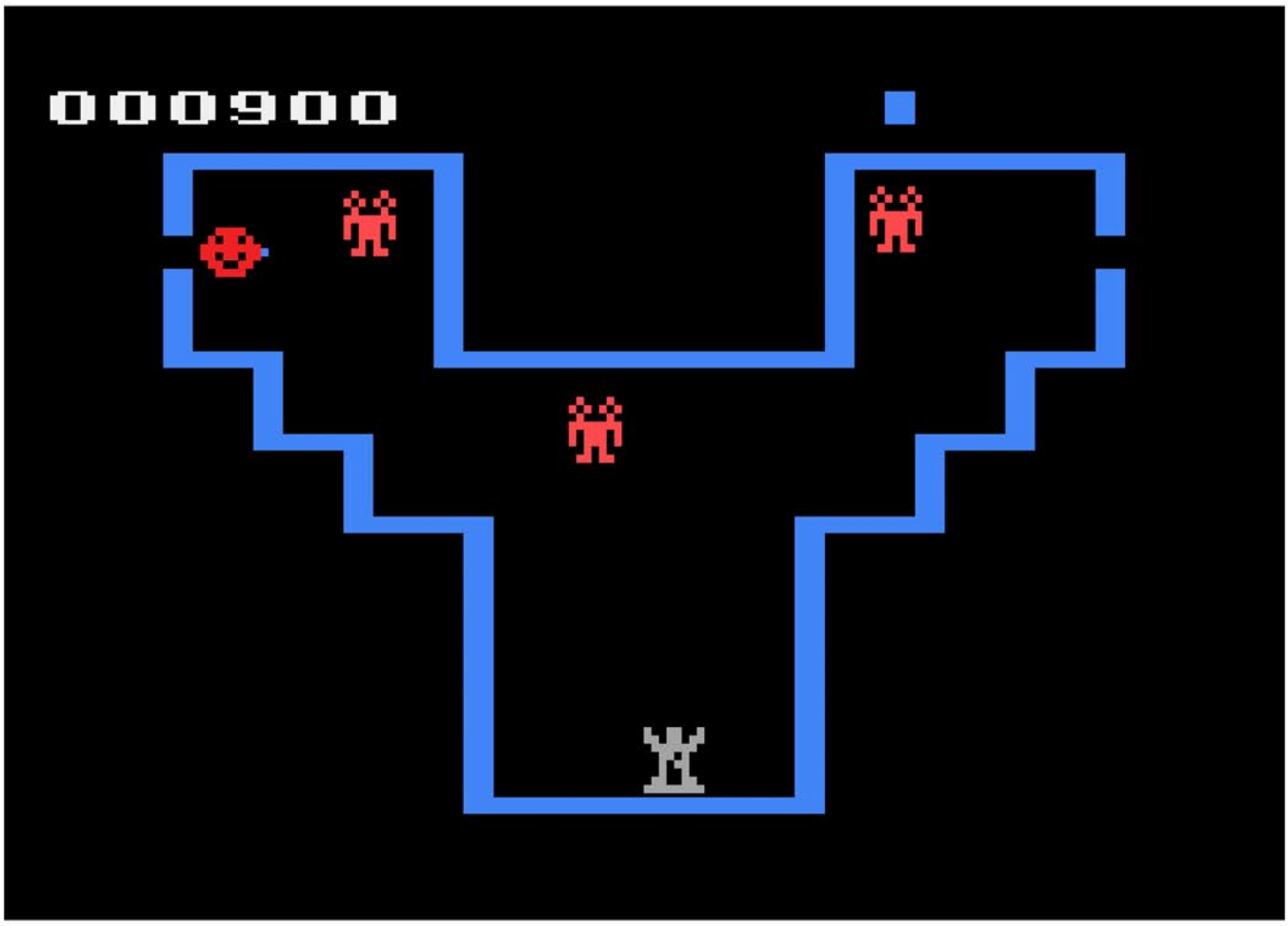
Alternate Title: N/A
Model #: 2457
Rarity: 2
Programmer: Joseph Biel

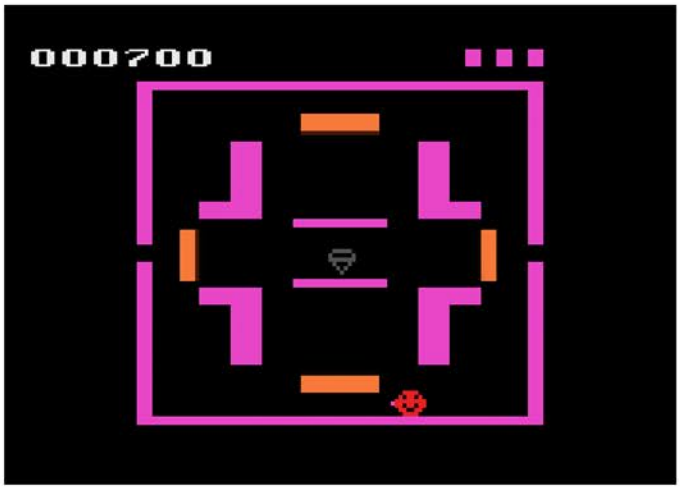
This is a moderately successful attempt at bringing the arcade action home to the 2600.

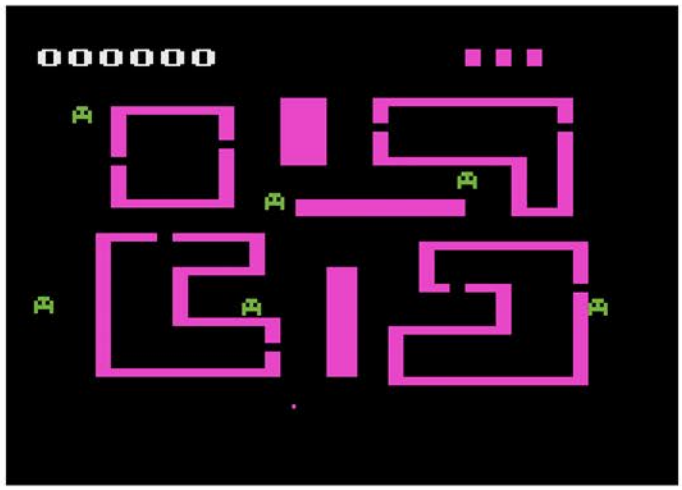


You are the mighty barbarian Winky. No, that's not a typo, someone actually thought it was a good idea to name the Conan looking barbarian Winky. At any rate, armed with a simple bow and arrow, Winky must delve deep into two dungeons in search of magnificent treasures. This task won't be easy however, as there are a long list of obstacles standing in his way.

When the game begins you control a dot roaming the hallways of this massive cavern. Roaming the area are invincible hall monsters, that track you with ruthless precision, and move nearly twice as fast as you can. If you are able to avoid being eaten alive and make it to a door entrance, the treasure hunt begins. This is also when you get a good idea of where the name Winky came from, as instead of a mighty warrior you are a large smiley face.



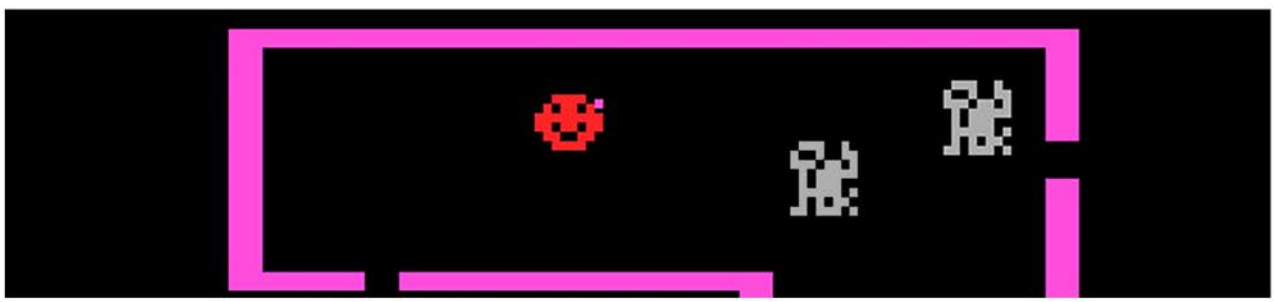


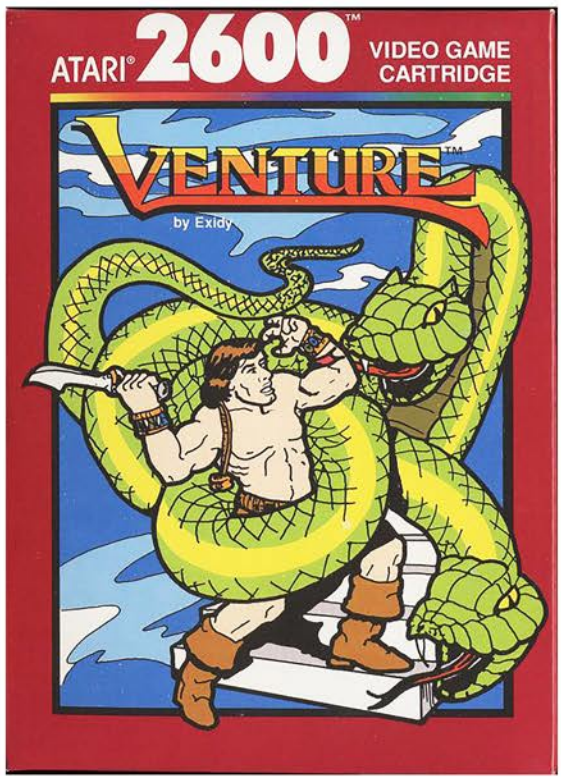




Over the course of two main dungeons there are eight treasure rooms that have a variety of things that can end your journey in a hurry. The most common are monsters like snakes and sphinx looking creatures, but regardless of their appearance they go down in a single blow. You must be careful however because even after reducing them to mush, you have to avoid their rotting carcass because one touch will kill you just like it would if they were alive. This leads to some stressful times because in the narrow hallways it's easy to get yourself trapped, losing valuable seconds. Stay in a room for too long and one of the invulnerable hall monsters will show up and quickly hunt you down unless you are able to escape.

As to be expected with arcade ports, there are some issues to be found. The most glaring are the bevy of cheap deaths to be had in the hallway section. In addition to the hall monsters being able to chase you down whenever they want, there will be occasions when you step out of a treasure room and have an enemy descend on you in under a second, with absolutely no chance at avoiding it. While not a fatal blow to the game, it does remove some of the enjoyment out of it.

Flaws and questionable main character naming aside, this is a solid little arcade title that provides a good bit of variety. It's worth checking out, if for no other reason than getting to control a sentient smily face named Winky.






Top Left: Catalog Sample
Top Right: Atari Release Box
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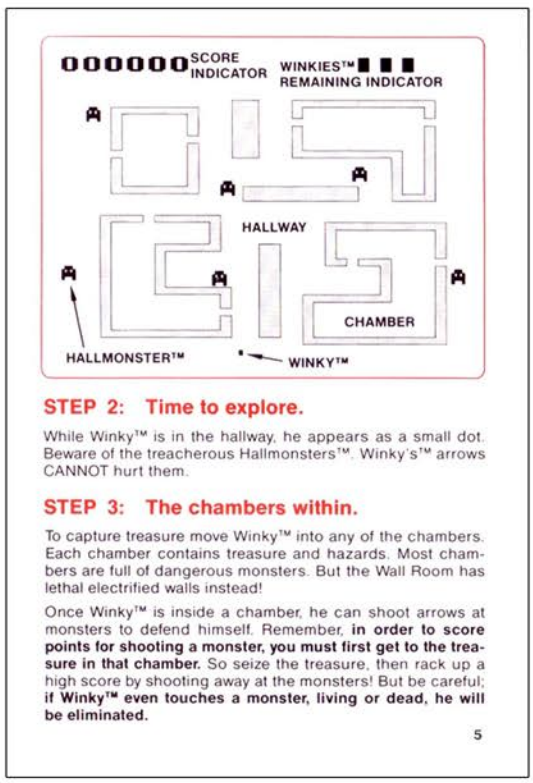
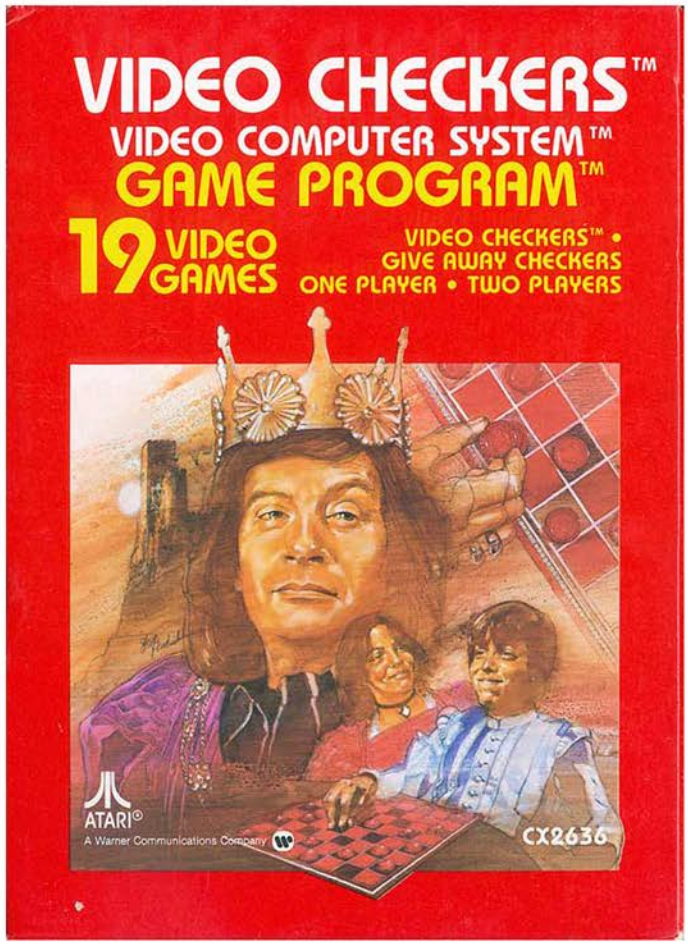


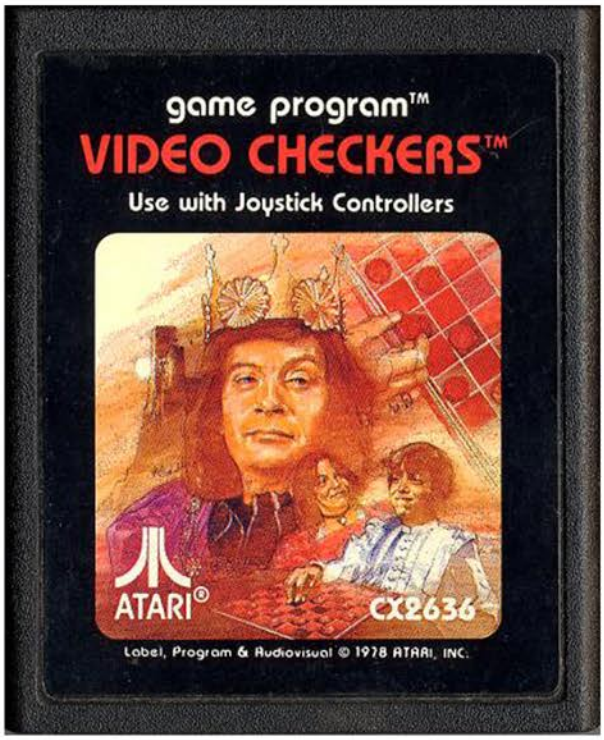
# Video Checkers

Release Date: 1980
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Board Games

Alternate Title: N/A
Model #: CX2636
Rarity: 2
Programmer: Carol Shaw

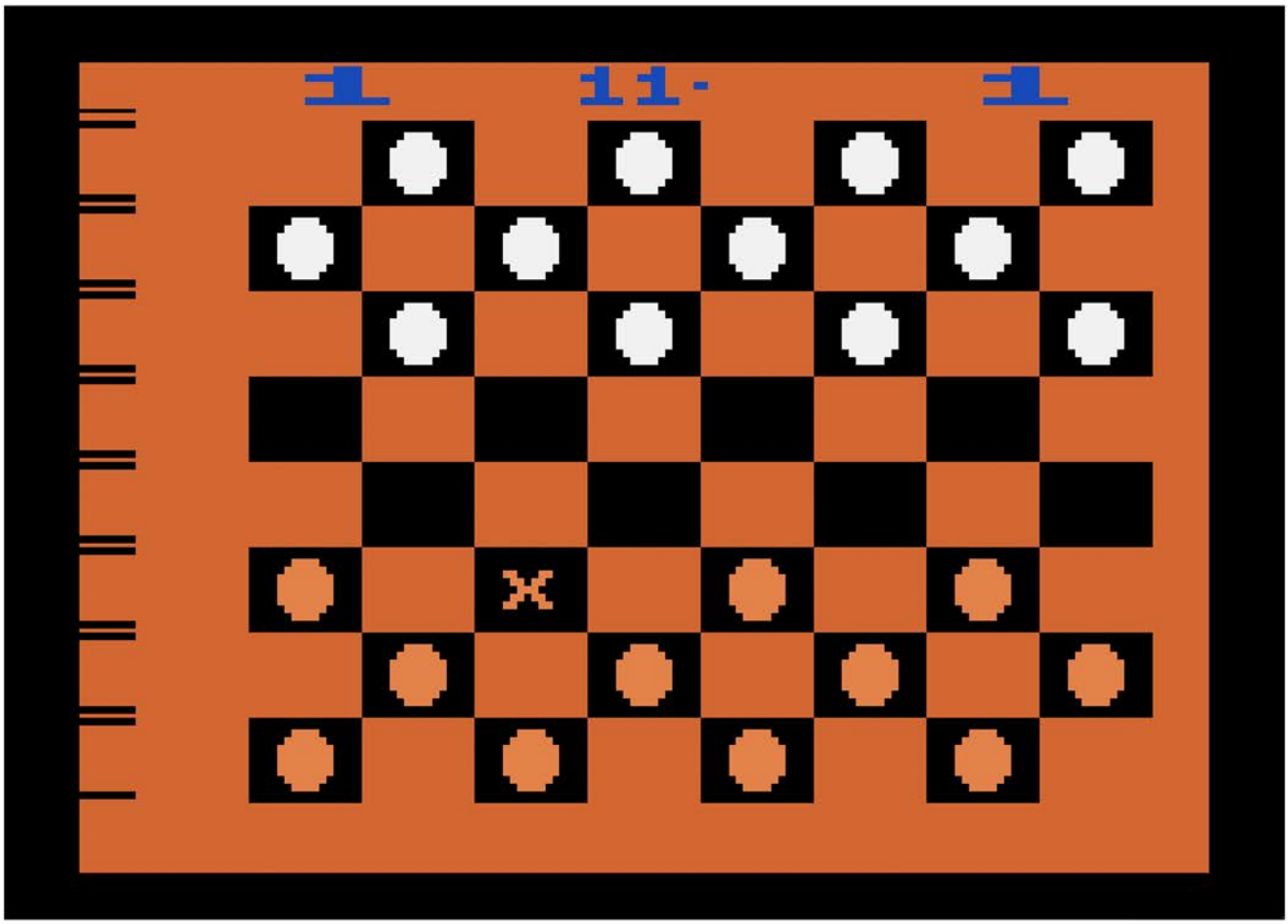
This early attempt at brining the board game into the digital realm falls flat.

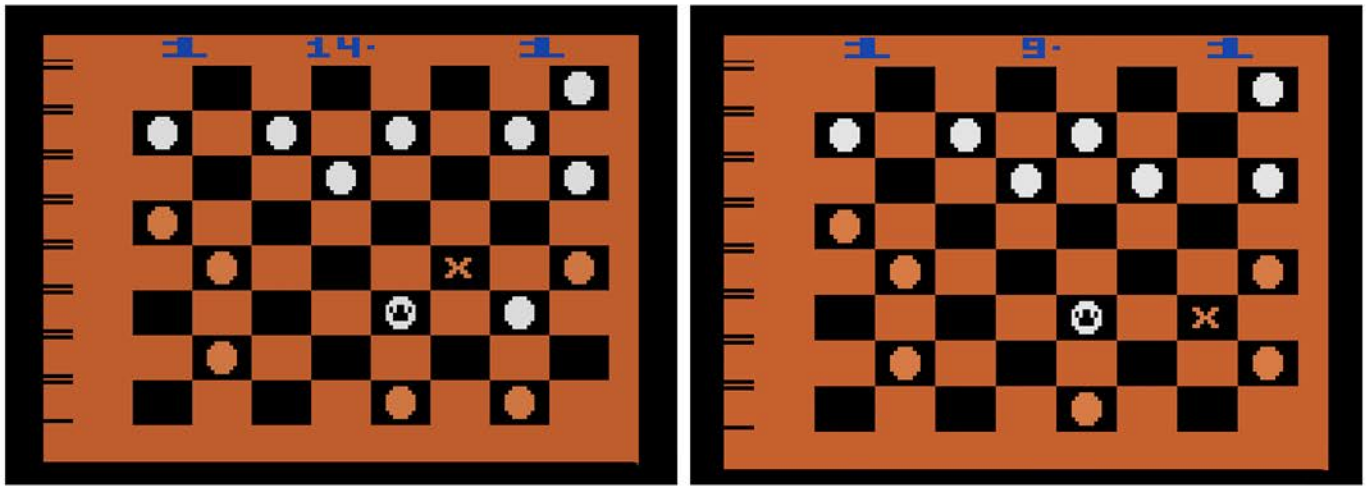


Pretty much everyone at one time or another has sat down across from a friend or adversary and played a game of checkers. The kid's game where you move pieces diagonally across a gridded battlefield, hopping over vulnerable pieces to capture them. Everyone should know the basic rules, however if you need to brush up on them the instruction manual has an exhaustive list of them, including some that most people might not be aware of, but that don't come into play in this simplistic version.

There are two varieties of checkers present, the standard version and the giveaway mode. The goal of the standard version is to capture all of your opponents pieces, or get them in a position where they can't move. If you make it to the other side of the board, you are rewarded with a King piece, which allows you to move in any direction you want (as opposed to the single direction your basic pieces are limited to). Despite the limited board space, there is a fair amount of strategy involved, as you can force your opponent to jump one of your pieces, as if you refuse to take a jump the game is over.

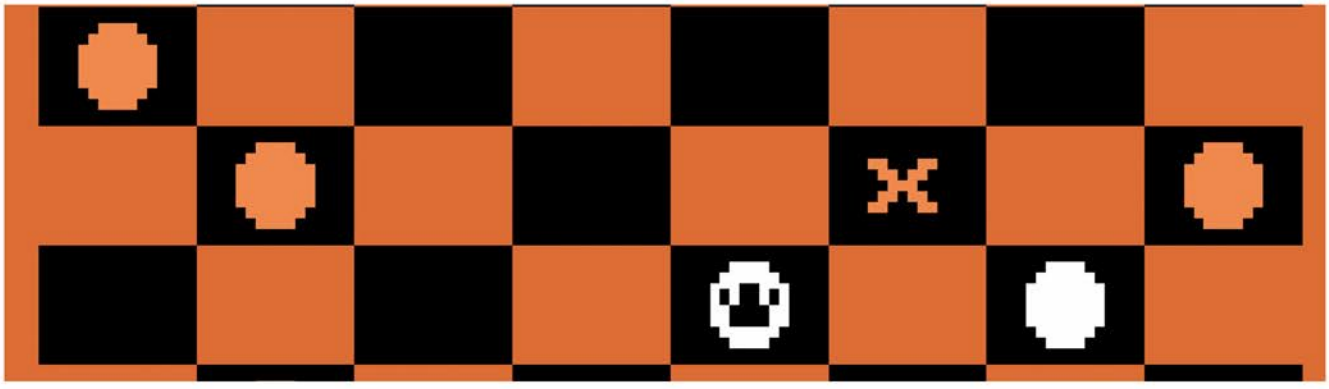


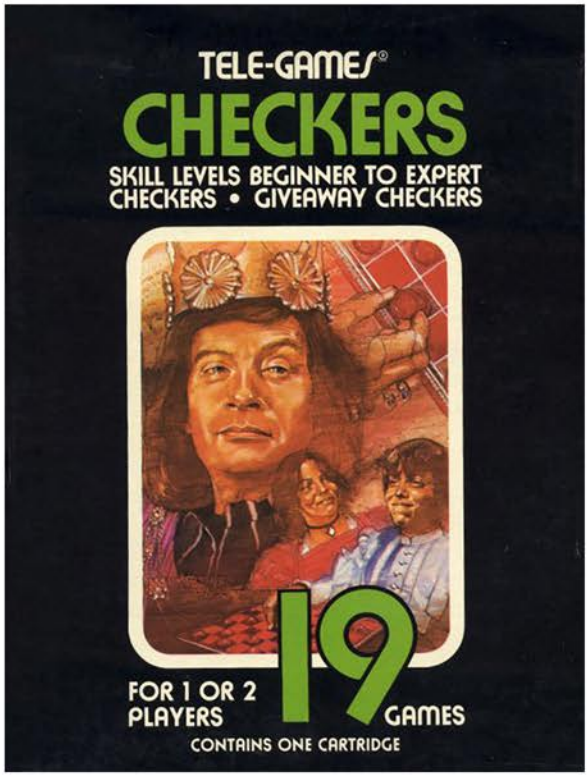


The more interesting version of checkers is the giveaway mode, where the goal of the game is reversed and whoever loses all of their pieces first wins. This is a nice change of pace that brings a whole new set of strategies to the table.

There are nine different skill levels, however if you value your sanity you won't go above three or four. Whenever the computer is contemplating their move, the screen goes black so it can think. On the easier difficulties this can be over in a second or two, however on the higher levels it can take upwards of ten minutes for the computer to make up its mind. The average game of checkers has right at around fifty moves, so at the top difficulty it could take as long as four hours to complete a single game. As you can imagine that kind of kills any enjoyment that might have been had.

There are literally a thousand other options to play digital checkers these days, so there's not much of a reason to play this version unless you want to feel sympathy for people in the early 80s who were desperate for a challenge.





Top Left: Sears Tele-Games Box
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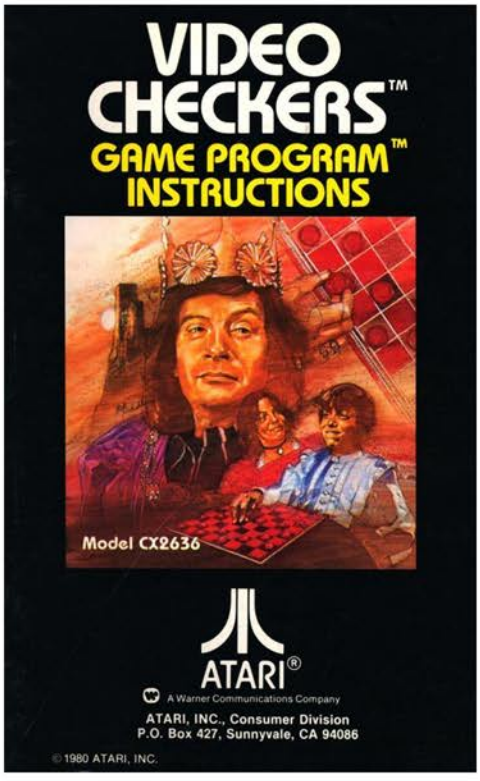
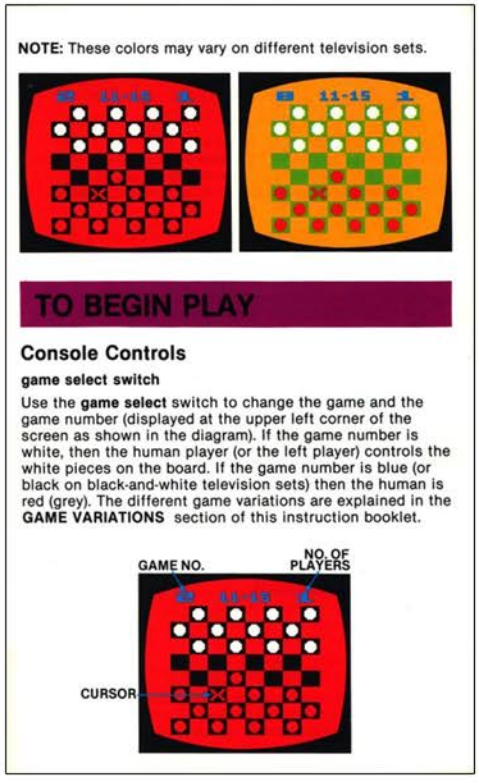


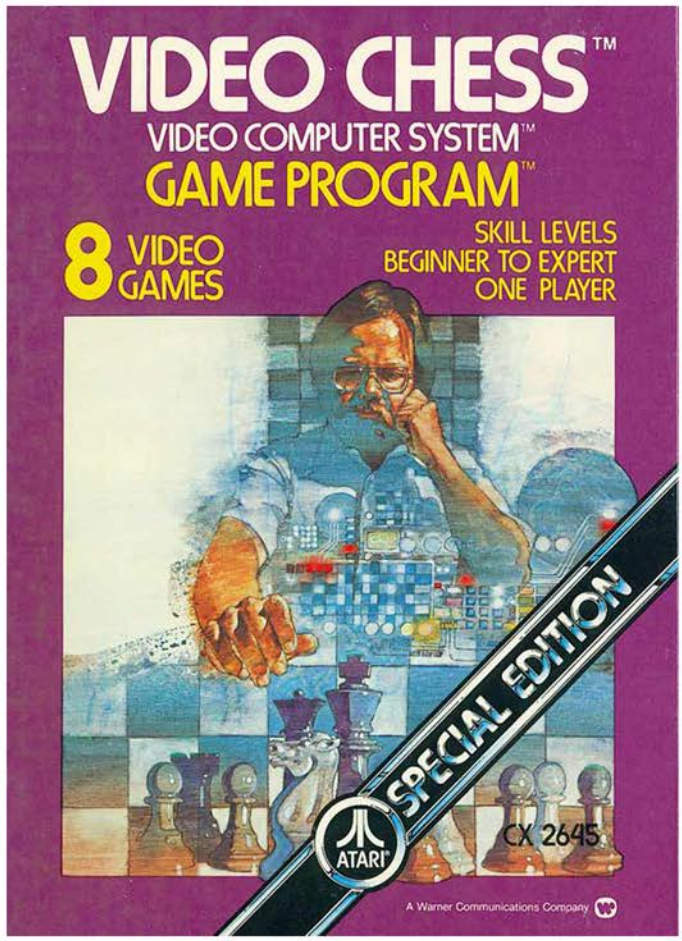

# VIDEO CHECKERS

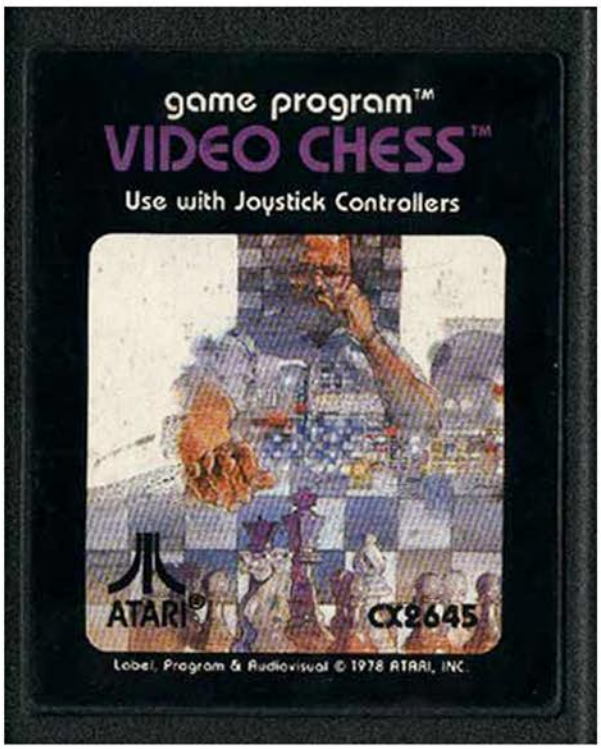
# Video Chess

Release Date: 1979
Publisher: Atari
Controller: Joystick
Players: 1
Genre: Board Games

Alternate Title: Chess
Model #: CX2645
Rarity: 3
Programmer: Bob Whitehead / Larry Wagner

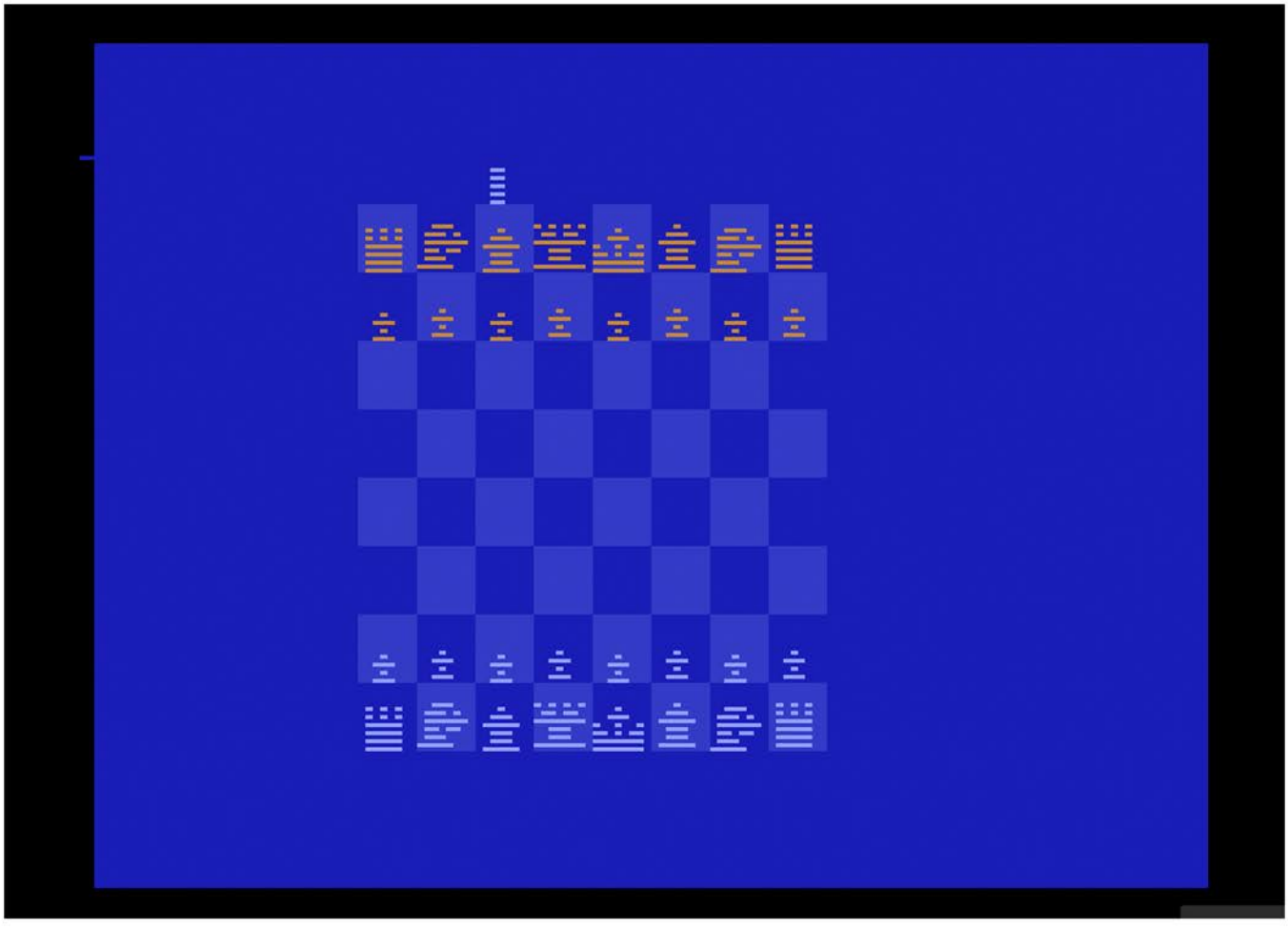
This video version of the classic board game is playable, at least on easier difficulties.

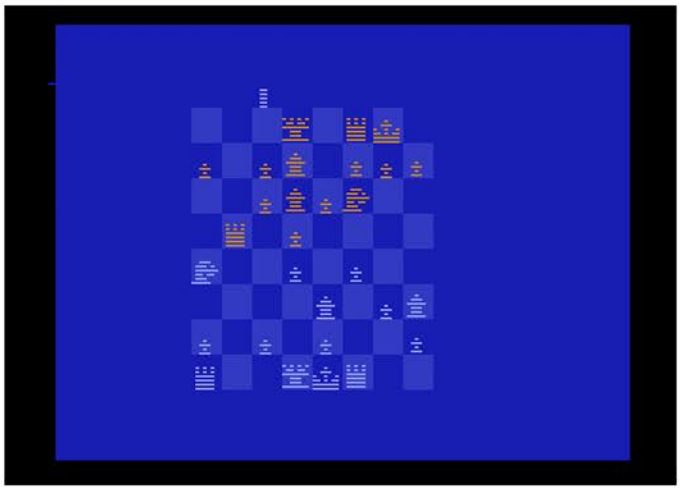


Welcome to the ancient game of chess, which originated in India as early as 350 AD, at least according to the manual that is. The goal of the game is to move your pieces around the board, capturing enemy pieces and eventually putting your opponent's King in check. This is accomplished by trapping it so that it can't move to another square without being in danger.

For those unfamiliar with the game, there are six different pieces, each with their own movement restrictions. Pawns can only move up one square at a time and attack diagonally. Knights move in an "L" shape while Bishops can only move diagonally. The Rook can only move horizontally or vertically, while the Queen can move in any direction she pleases. The King is the weakest piece on the board, only able to move one square at a time.

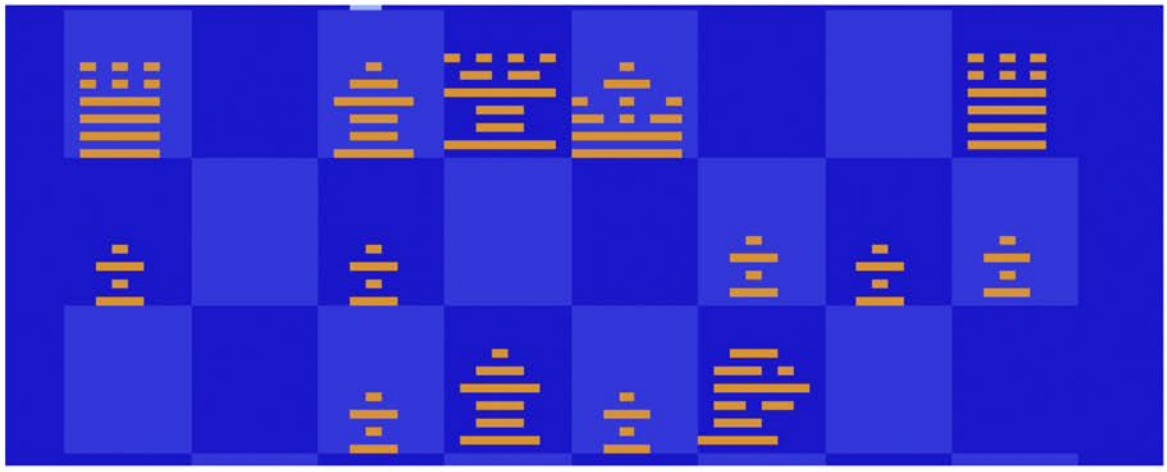


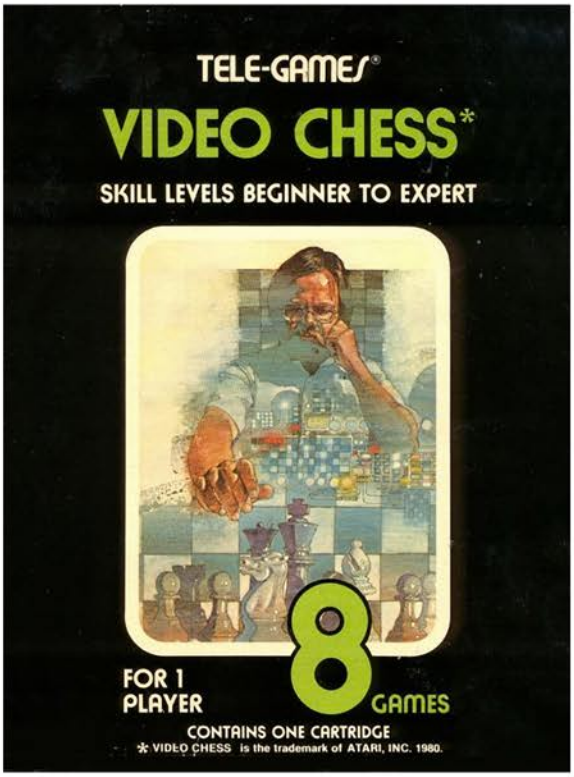


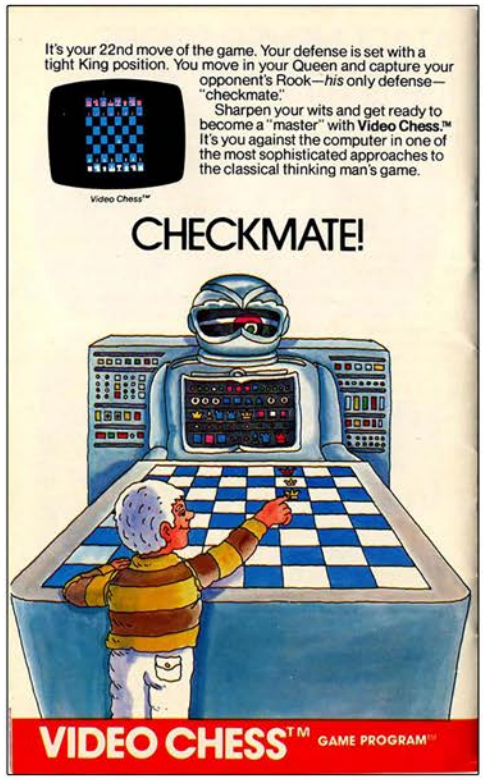
Each player takes turns moving one piece, attempting to trap their opponents pieces. There have been scores of books written over the years regarding chess strategy, which would be useful if this game was playable on anything other than the easiest of difficulties. When the computer goes into thinking mode to plot out its move, the screen goes into a colorful seizure that lasts until the move is completed. The cursor remains in the original spot so that you can figure out what transpired since you never see the move made.

There are eight different skill levels to take on, although only the beginning two levels are really playable as there is only a ten to fifteen second pause between moves. From there the time ramps up significantly, going from thirty to forty-five seconds, then a big jump to two minutes and forty-five seconds. By the time you get to the final skill level the estimated wait time is ten hours, and no, that's not a typo.

If you have an overwhelming desire to play chess on the 2600, this is a passable version provided you like easy difficulty and no ability to play against a human opponent. For those looking for a playable challenge you're going to have to look elsewhere though.






Top Left: Sears Tele-Games Box
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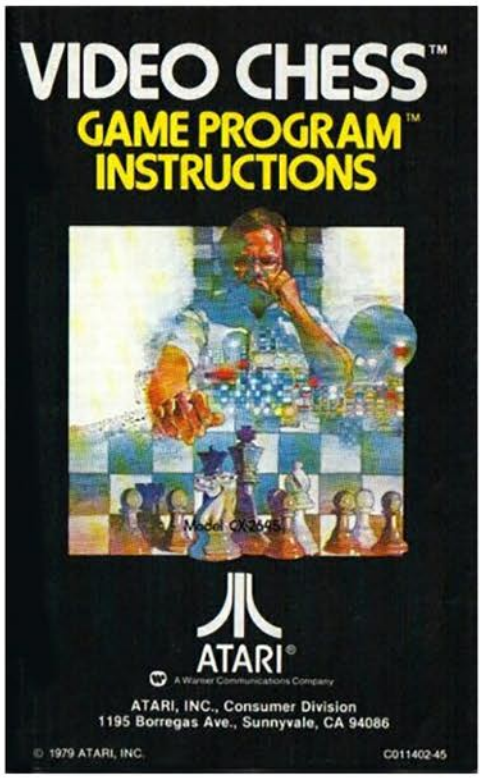
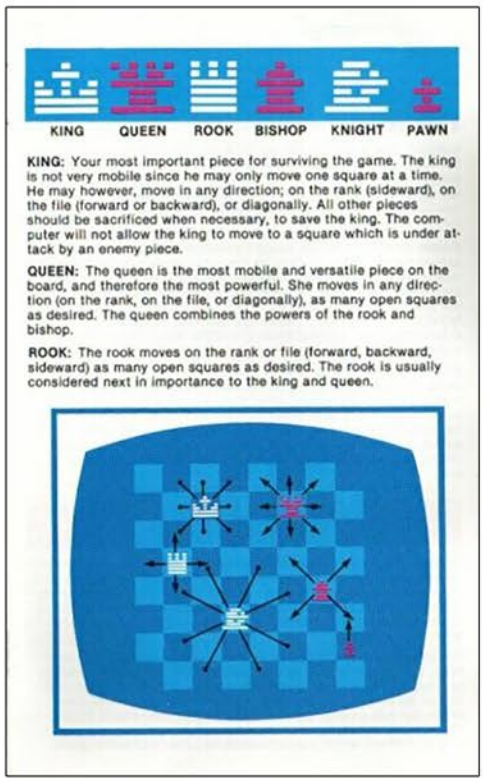


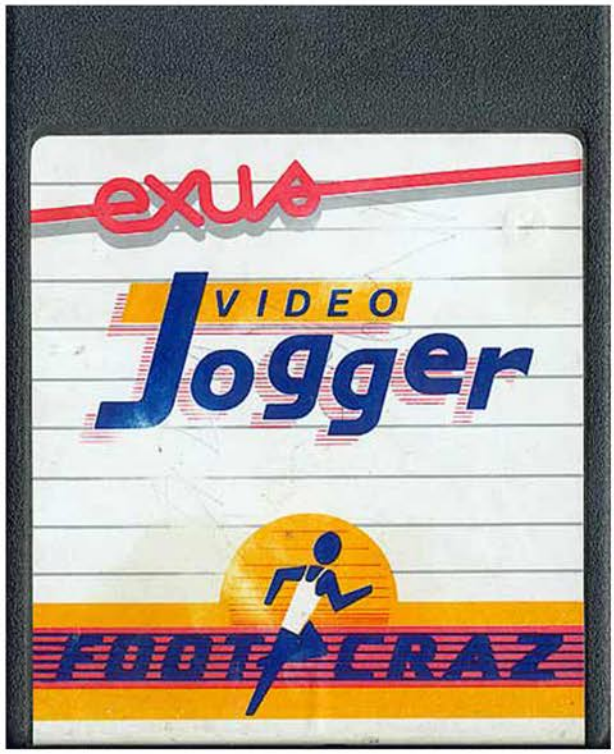

# Video Chess

# Video Jogger

Release Date: 1983
Publisher: Exus
Controller: Foot Craz
Players: 1
Genre: Sports

Alternate Title: N/A
Model #: N/A
Rarity: 9
Programmer: N/A

This game is perfect for those who like running and don't want to go outside.

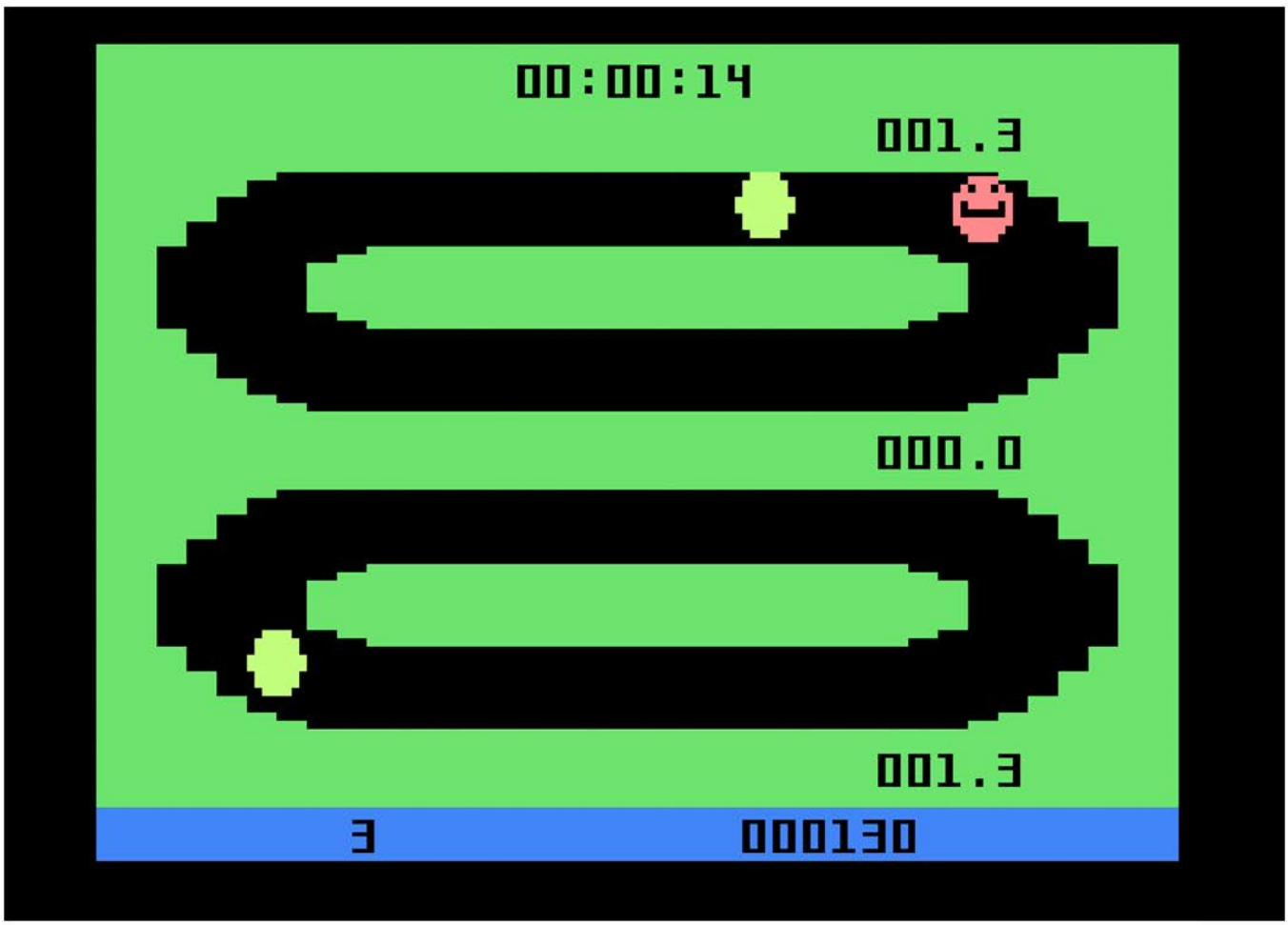


Hit the track in this jogging simulation that really gets the blood pumping, provided you have the almost impossible to find Foot Craz controller. This is essentially a precursor to the Nintendo Power Pad in that it allowed you to control the smily face onscreen by jogging on the controller pad.

The game, if you can really call it that, involves your character progressing around a race track and having to time a pass of the stop/go blockade at the proper moment. If you hit it at the wrong time you'll be knocked back a few steps. Pass it at the right time and get fifty whole points! This continues pretty much until the runner gets tired, or bored, whichever happens first.

There is an option to play this with a controller, by moving the joystick up and down alternatively. Needless to say, this gets old really quickly as there is nothing to onscreen except watch your smily face go in circles.

While this was ahead of its time in regards to the controller, it doesn't really hold up at all today since there are so few of them existing today.

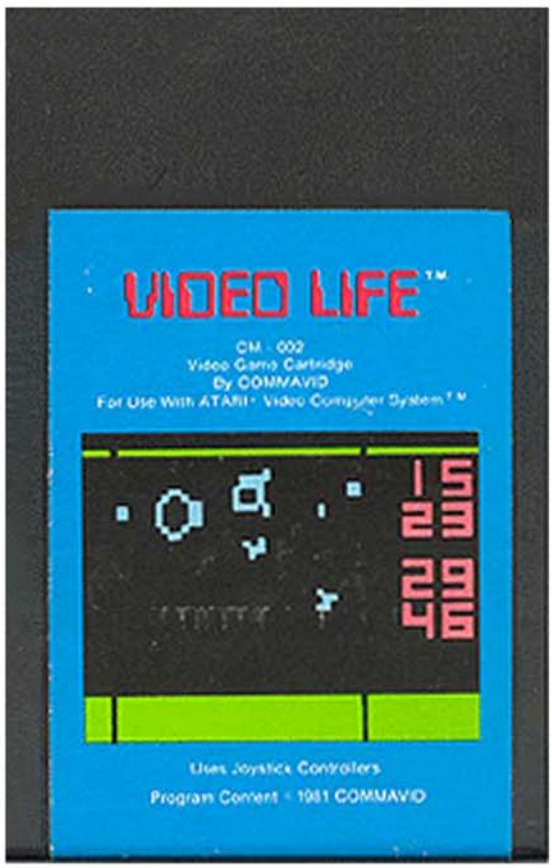


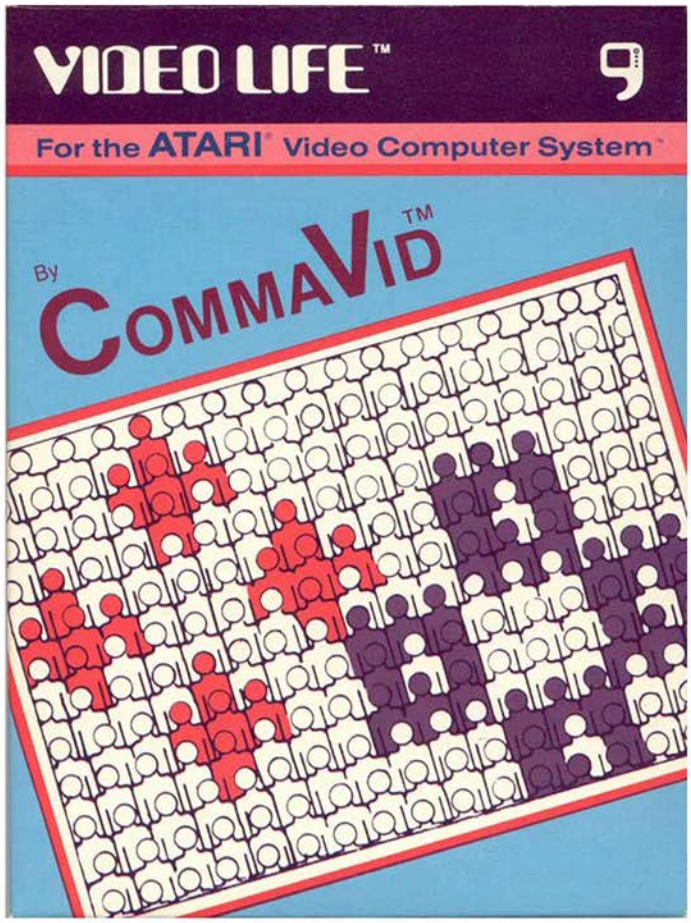
# Video Life

Release Date: 1981
Publisher: CommaVid
Controller: Joystick
Players: 1
Genre: Education

Alternate Title: N/A
Model #: CM002
Rarity: 10
Programmer: John Bronstein

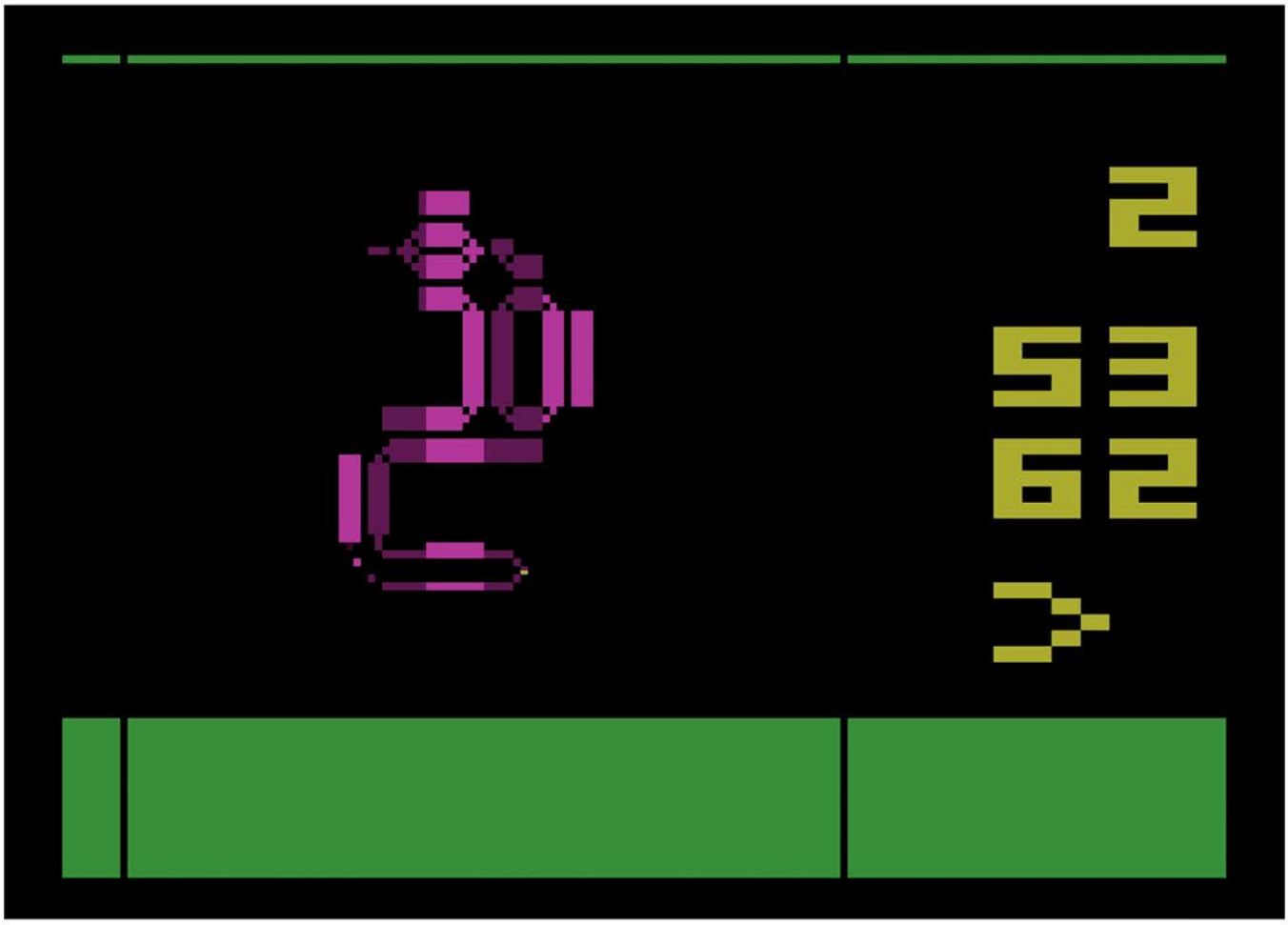
This life simulation is really more of a moving graffiti creator.

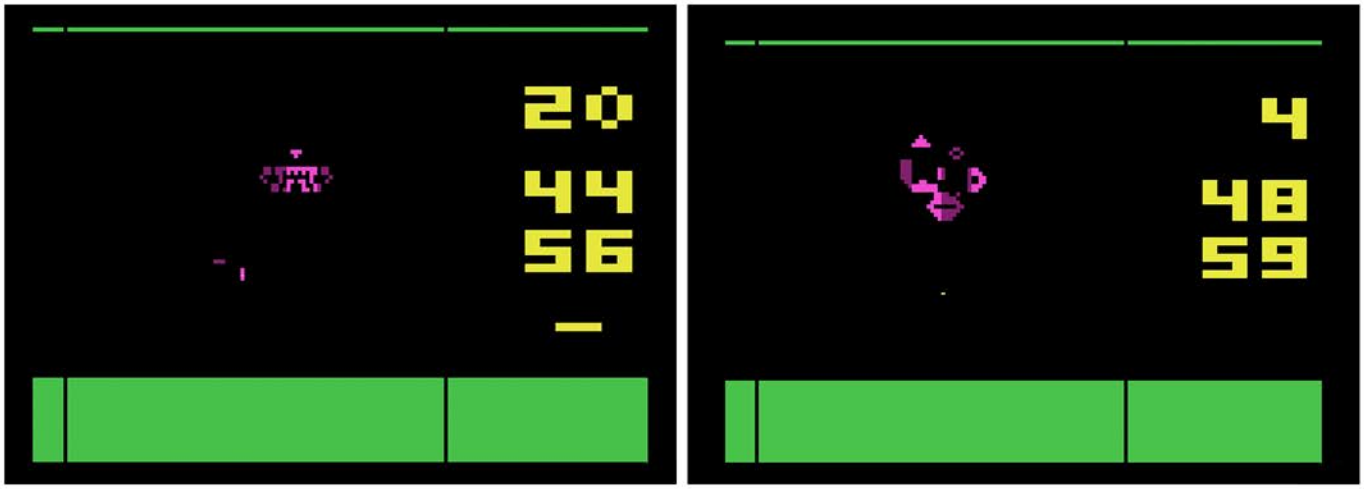


Welcome to the game of Video Life!  Which has nothing to do with the popular board game, rather it aims to simulate cellular life and death cycles through a simple algorithm.

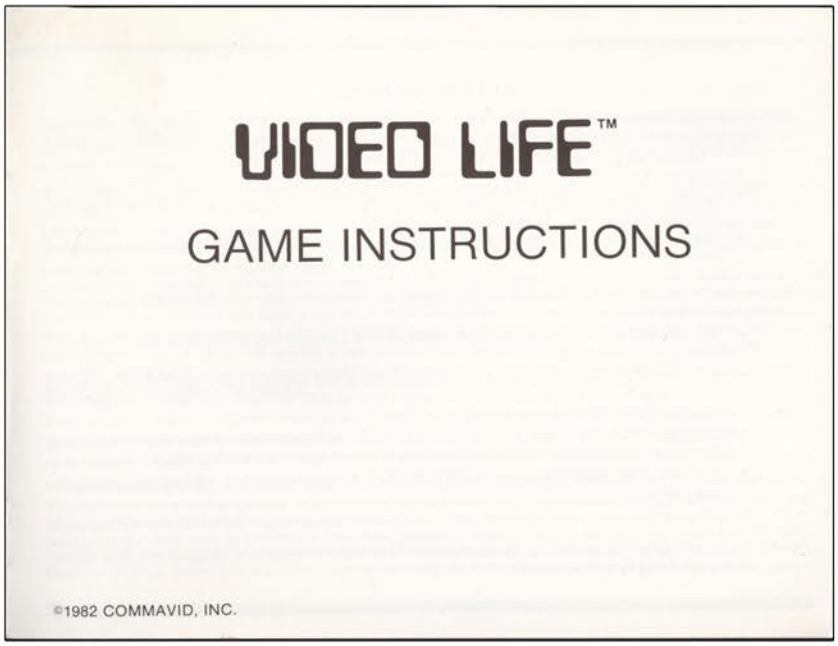
When the “game” begins you’ll have the freedom to draw whatever simplistic object you please on the screen, with the cursor acting like an Etch-A-Sketch.  Once you have created the design that you want, press fire on the second controller and watch as your creation lives out its life by adhering to four simple rules.

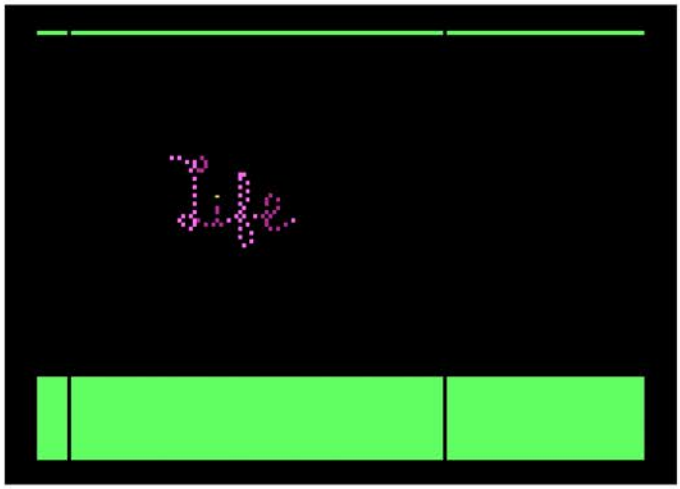





There are eight boxes around each dot that determines if it lives or dies. If there is one or zero dots touching it, the dot dies of loneliness when the generation progresses. If there are more than three dots, it dies of overcrowding. If there are two or three dots then it survives, and if there are exactly three dots a new dot is born. The goal is to create an object that will survive the most generations. In the manual it gives examples of the types of objects that can be created, some of which will progress for dozens of cycles, even into the thousands.

Outside of those with an extreme interest in science (or living graffiti) there isn't much here for the average gamer. It's worth checking out at least once just to see what an oddity it is, but other than that it's going to have a short lifespan.

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Left: Title Screen
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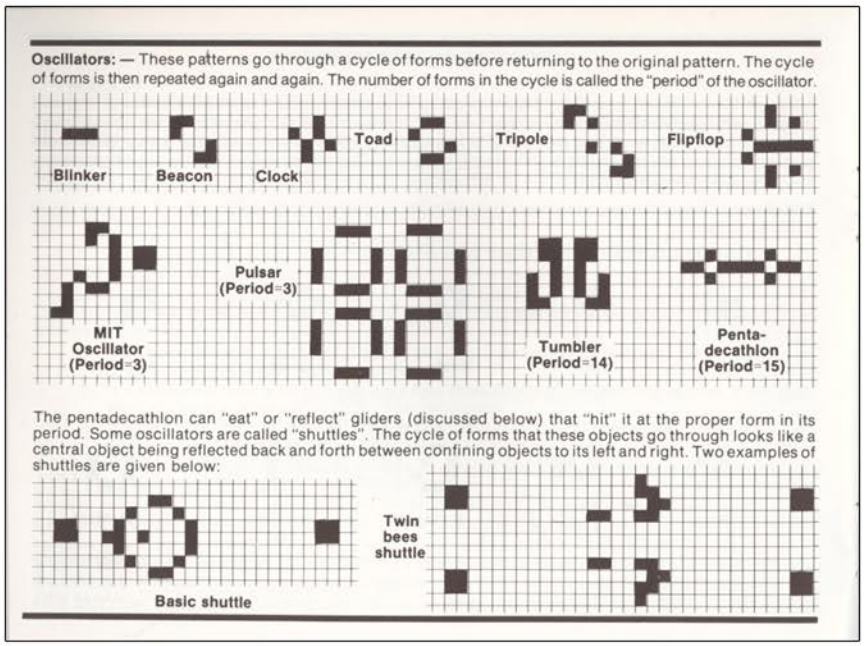
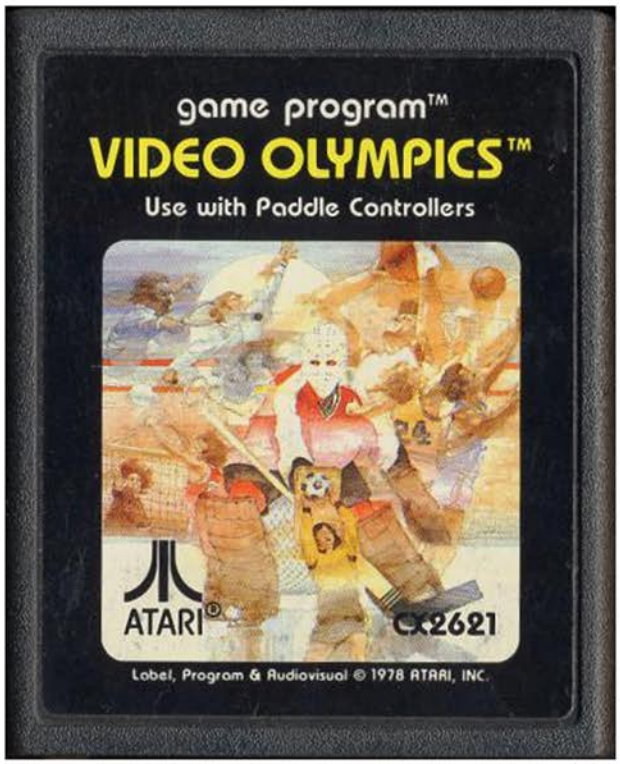


# Video Olympics

Release Date: 1977
Publisher: Atari
Controller: Paddles
Players: 1 - 2
Genre: Sports

Alternate Title: Pong Sports
Model #: CX2621
Rarity: 2
Programmer: Joe Decuir

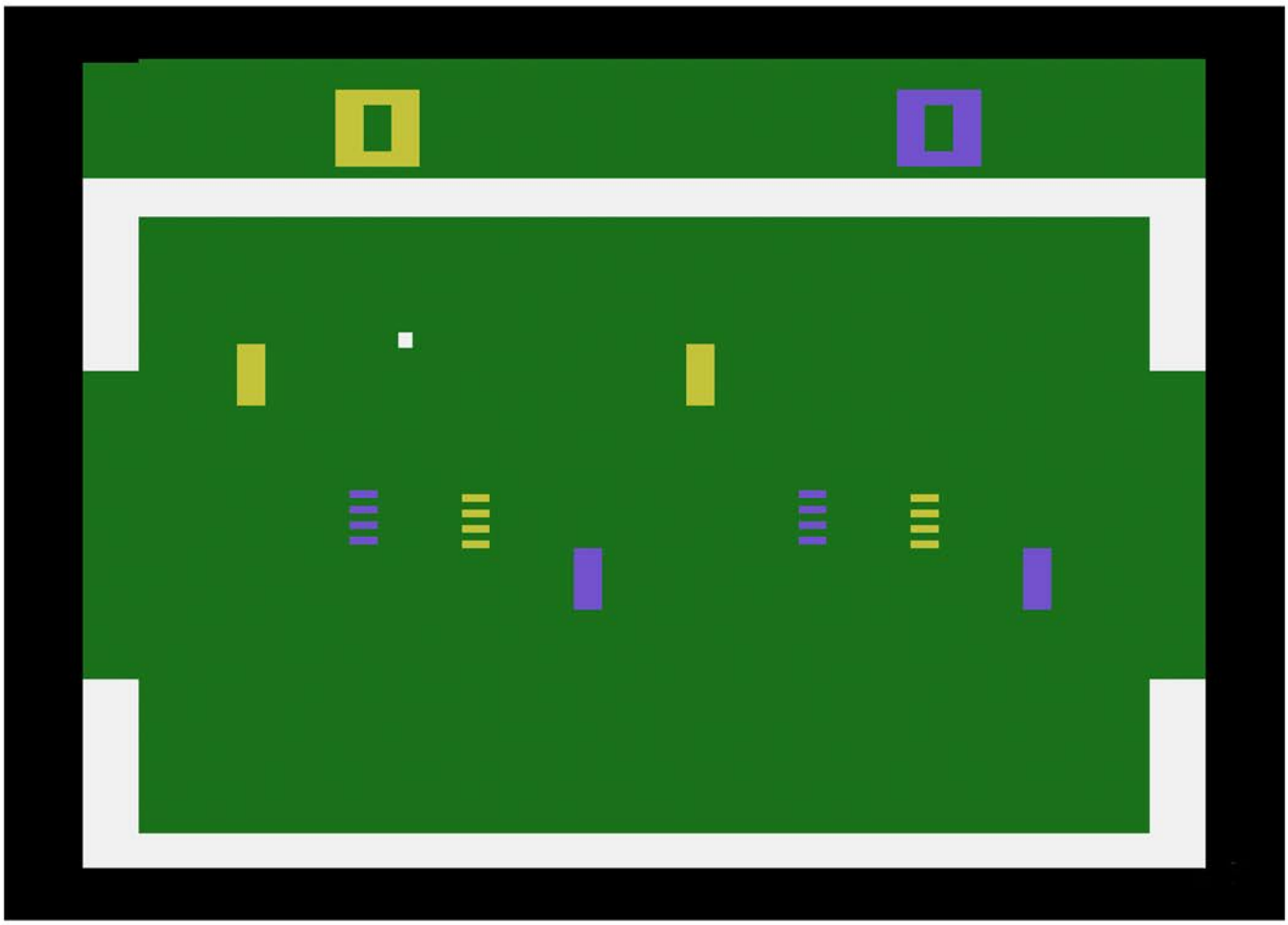
If you are a fan of pong then this is the ultimate collection for you.

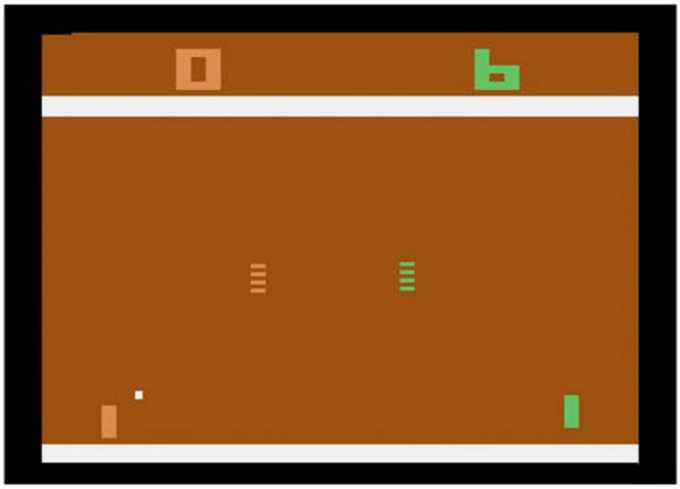


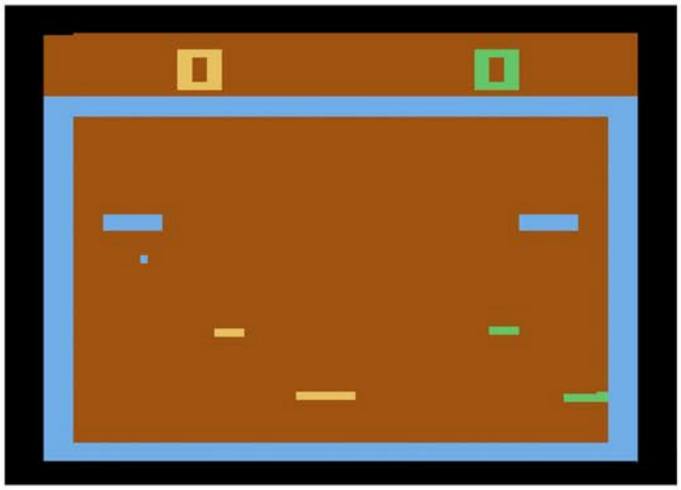
Welcome to the Pong Olympics, where you and your friends will compete in nine different events, each with several variations you can apply. So grab your paddle controllers and get comfy, because the games are about to begin.

Starting out things slowly, the game begins with a standard game of Pong, one paddle on each side and it's you versus your opponent (and in a rarity for an early 2600 title, you can even play against the computer). From here can expand the game to have four players to have a doubles match where each player controls one or two paddles. There is one final variation, which is deciding between Speed or Whammy, which will increase the velocity of the ball or the direction of it respectively.

The next game is Soccer, which takes place on a field with a tiny goal in the center of each side. If the ball hits any wall it ricochets and stays n play. If you want to ramp up the players on the field you can pick the Foozpong option, which emulates the popular bar game foosball, giving each player several rows of players to manage.







Next up we hit the ice for some Hockey, which like Soccer has a tiny goal area. You can play one-on-one or two-on-two, but since the goals are on the screen and not off, it makes for some intense action since it's so confined. The ice doesn't have any special properties or impact on gameplay however.

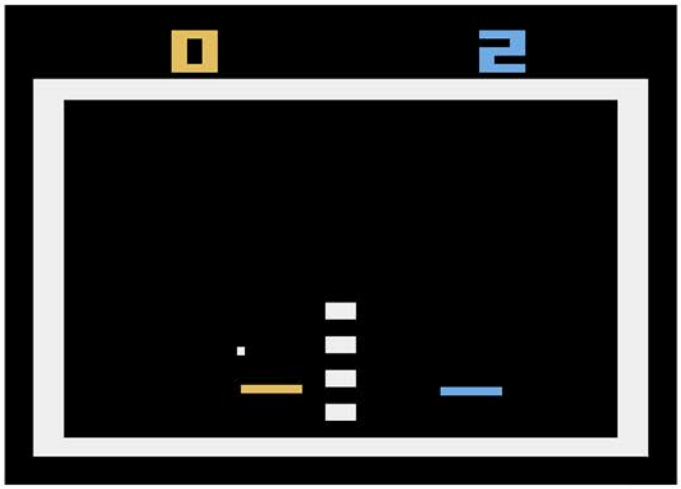
Quadrapong ups the ante by having a goal on every side of the screen, with every player tasked with guarding it. The ball will go in all four directions, making for an intense game. It's not a free for all however, since you'll have a teammate, so you must be careful not to score on them!

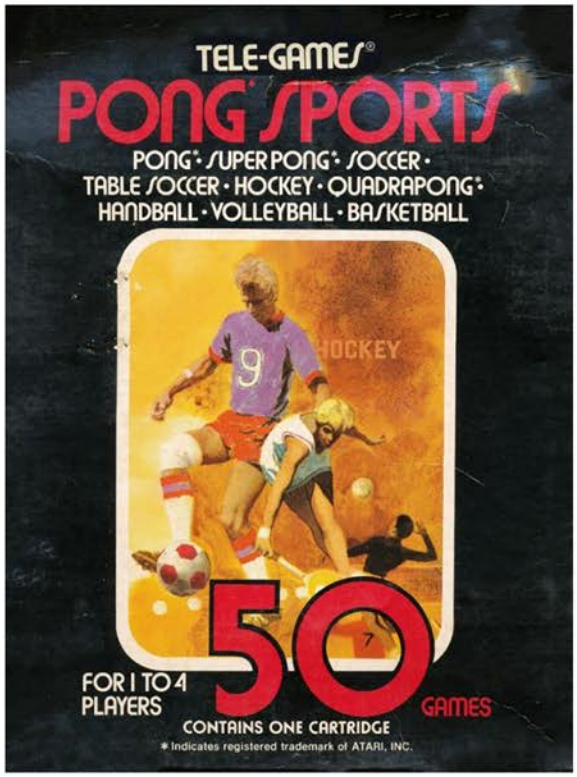
Handball is up next, where you and your opponent are on the same side of the screen. The goal here is to keep the ball in front of you and hit it back to the wall. Once it hits your opponent must do the same. If it sneaks by you on your play, your opponent gets the point.

Volleyball will take a moment to get used to, as there is a net in the center of the screen and your paddle is on the bottom. Here you must bump, set, and spike your way to victory by continually hitting the ball back over the net. In the four player version there will be a smaller paddle near the top of the net that will be controlled by your teammate.

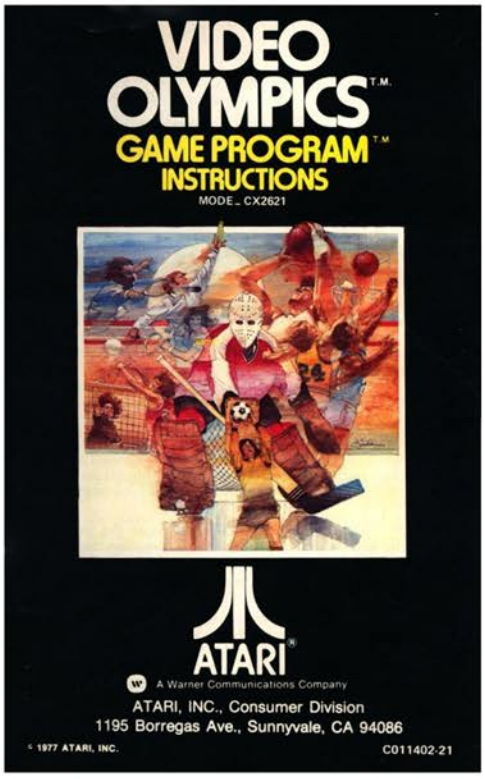
Finally we hit the court for some basketball, where you must bounce the ball into your hoop to score a point. Just like four player Volleyball, your teammate will have a smaller paddle that is higher on the screen to help you out. In some variations you can jump, which raises your paddle to just under the hoop, giving you a chance to dunk it.

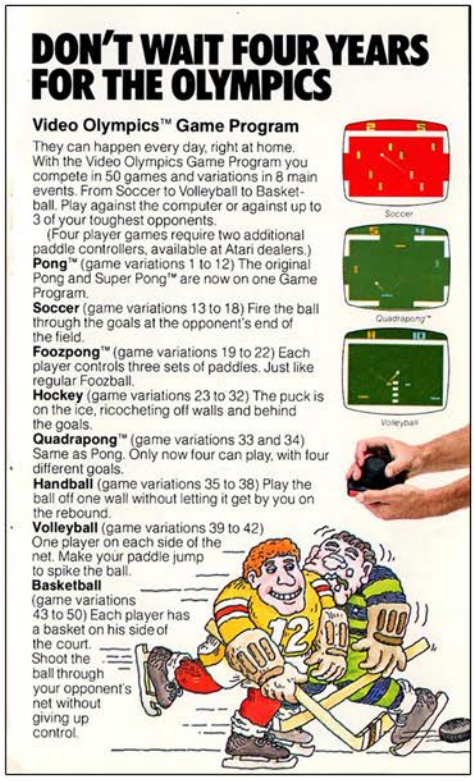
While the graphics are rudimentary, if you have a few friends this can be the ultimate competitive game. It's worth checking out.






Top Left: Additional Screenshot
Top Right: Sears Tele-Games Box
Bottom Left: Manual Cover
Bottom Right: Catalog Sample



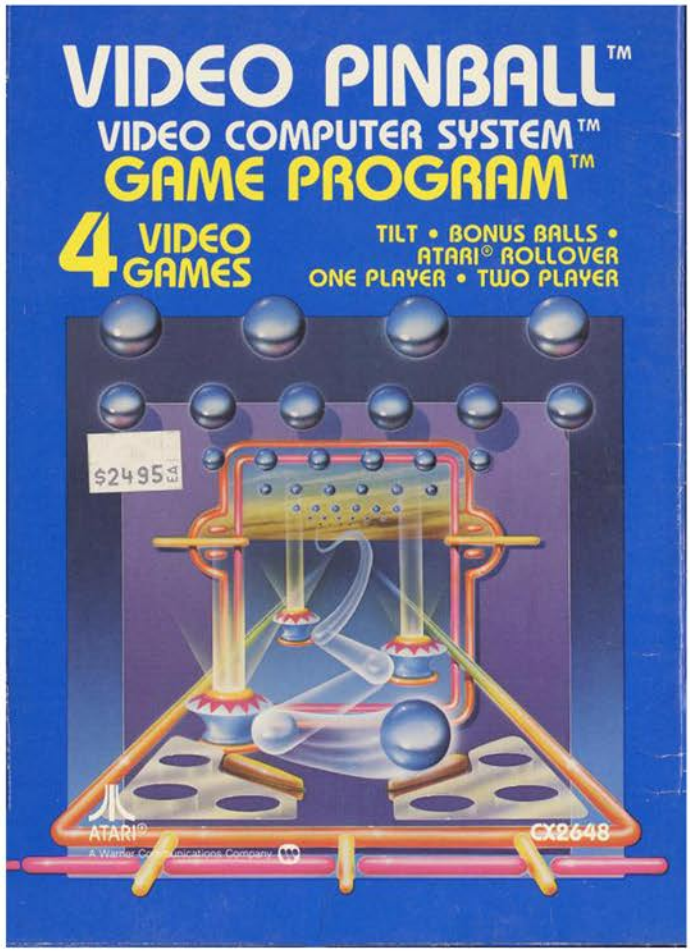

# Video Olympics

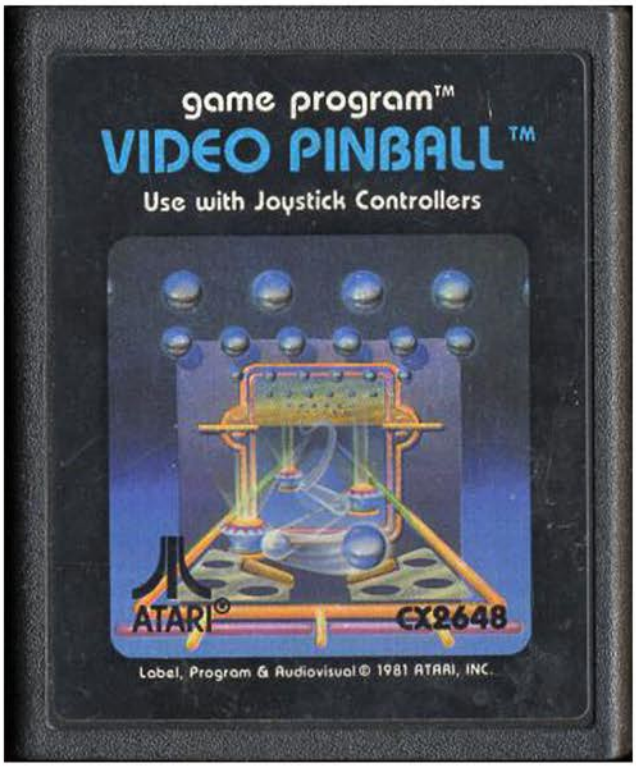
# Video Pinball

Release Date: 1981
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: Arcade PInball
Model #: CX2648
Rarity: 1
Programmer: Bob Smith

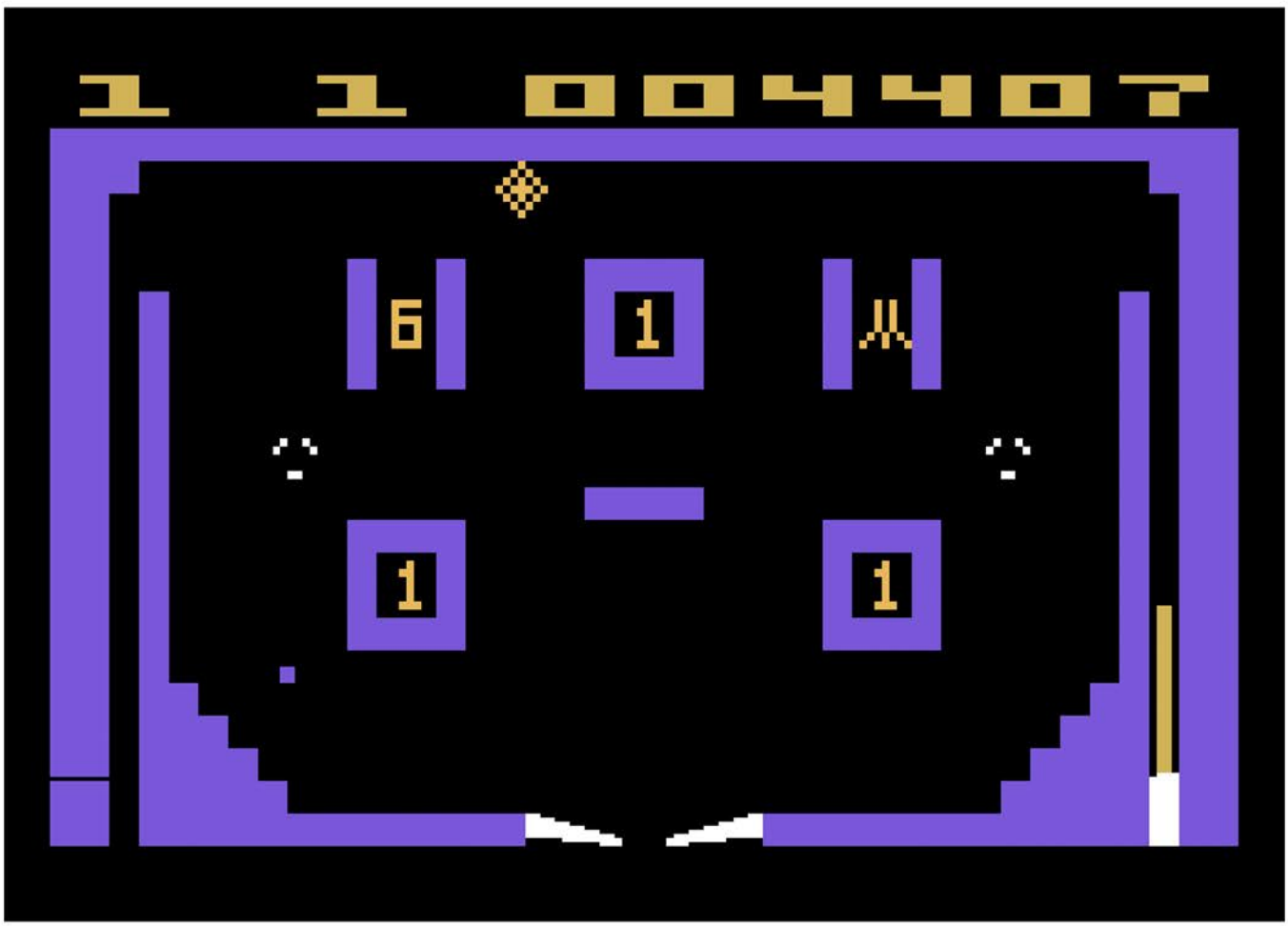
This early attempt at bringing pinball to the home console is flawed, but playable.

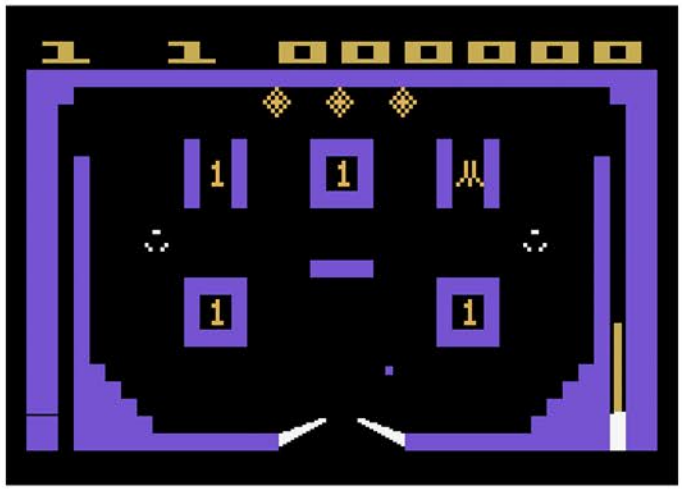


If the instruction manual is to be believed, the only places you could play a game of pinball in the early part of the 1980s was if you went into uncomfortable, unsavory locations. Which is why the designers put all the time and effort into making a digital version so your delicate sensibilities wouldn't be offended when you wanted to play some pinball.

The pinball board is rudimentary and contained on a single screen, with several targets to shoot for. There are a trio of drop targets at the top of the board that replenish when you take all three out. There are rollovers on either side of the screen, with one counting up to nine before resetting, and one with the Atari logo that adds massive bonus points when your turn is up. The white globe things on either side are spinners that will send your ball flying, as will the bumpers that are on every surface. Finally there is the special lit target that shows up for a few seconds randomly, which can be hit multiple times to jack up your score.

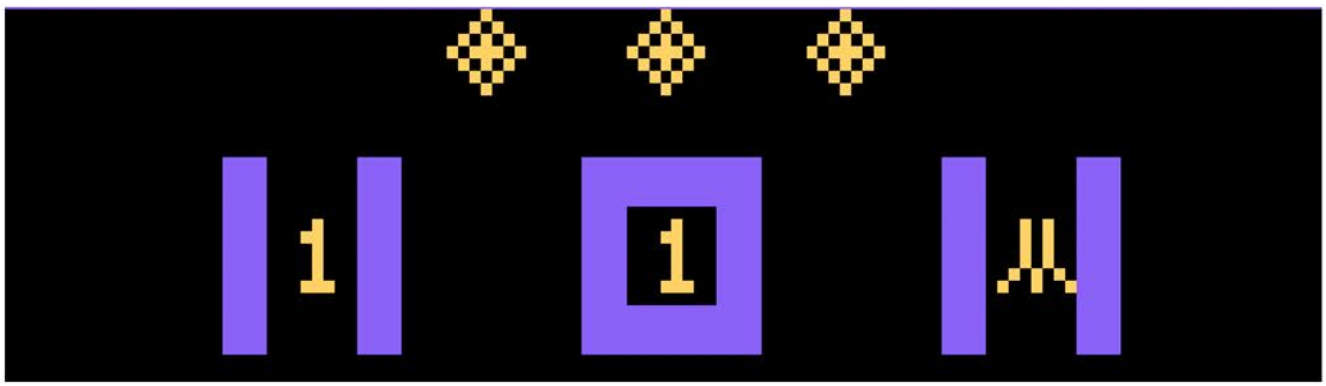


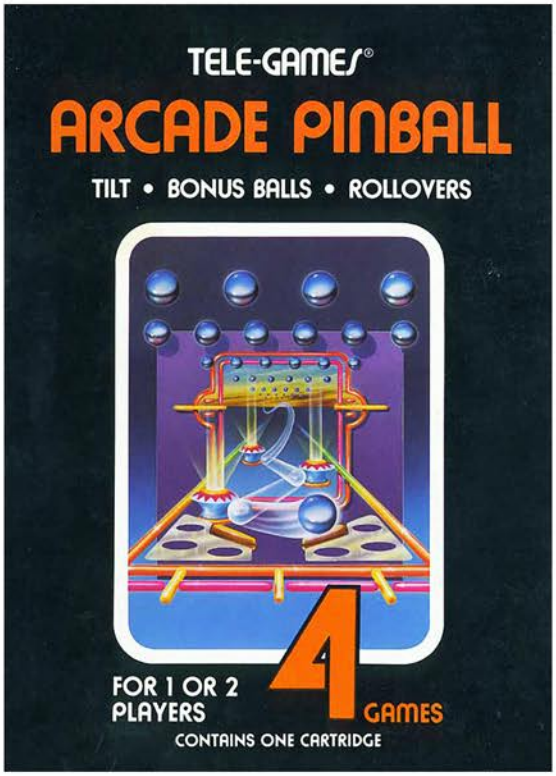


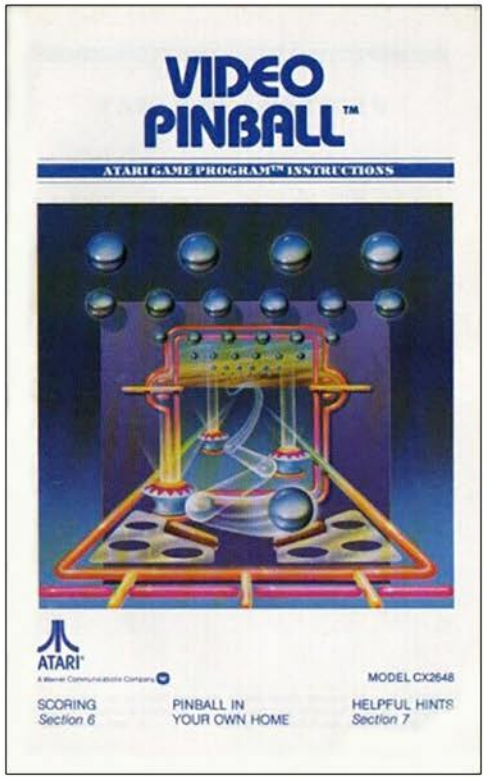
There are three ways to lose a ball. The first is the most obvious, which is it falls between your flippers. The second is if you get very unlucky and it falls down the long corridor on the left side of the screen. The third method is risky but does have it's rewards, and it comes with the nudging method. By holding down the button and pushing a direction, you can nudge the ball and alter its course. Just like with a real pinball machine, if you do this too much you'll get a TILT and you'll have to watch helplessly as your ball falls off screen.

Two major problems are present, which really does the game a disservice. The first is the lack of things to shoot at with your flippers. There is a block directly above you, which means your flippers are little more than a way to keep the ball alive, rather than going for anything skill shot related. The second problem is that the physics are completely broken, so whenever you ball hits a surface it will go flying in often random directions. There are times when the ball will get into a near infinite loop, where it bounces around the screen coming nowhere near your flippers. My personal record is around thirty-five seconds of not having to do anything while watching my score tick up.

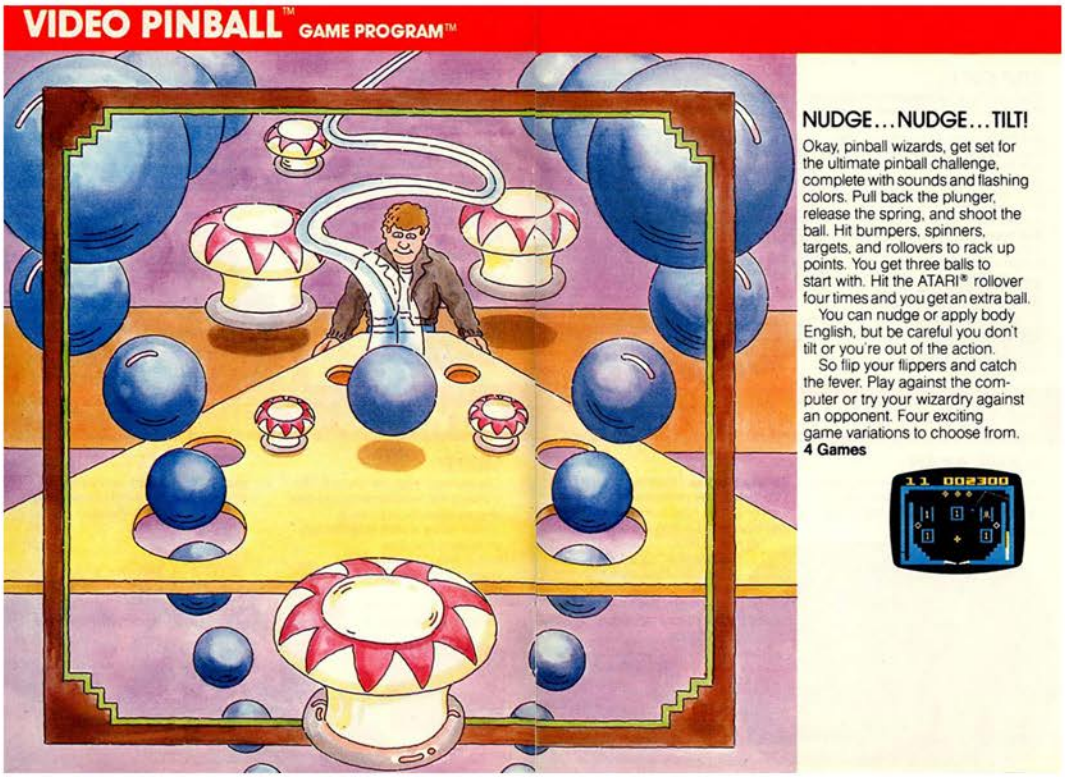
Despite the simplicity and flaws, this is a solid pinball title. If you are a fan of the genre it's worth checking out, if for no other reason than to see how far things have come.






Top Left: Sears Tele-Games Box
Top Right: Manual Cover
Below: Catalog Sample



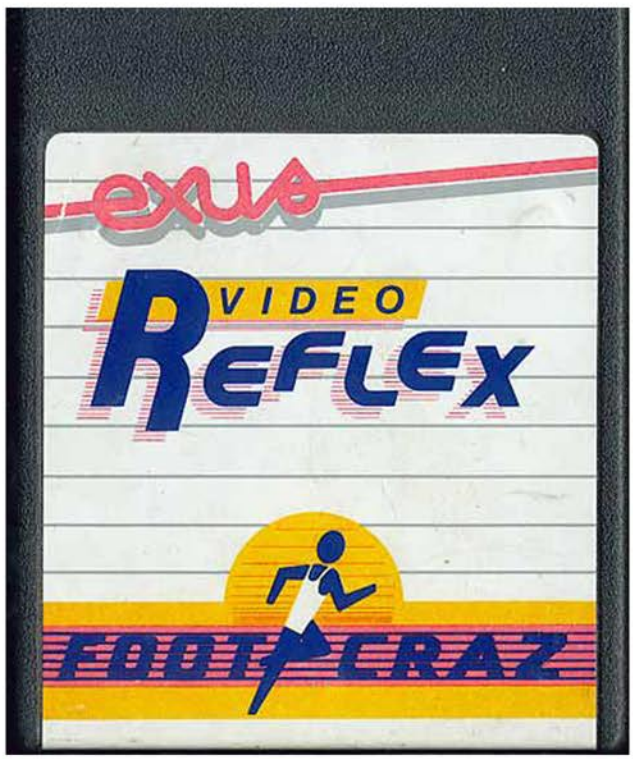

# VIDEO PINBALL

# Video Reflex

Release Date: 1983
Publisher: Exus
Controller: Good Craz
Players: 1 - 4
Genre: Brain

Alternate Title: N/A
Model #: N/A
Rarity: 9
Programmer: N/A

This bug stomping simulator will keep you on your toes.

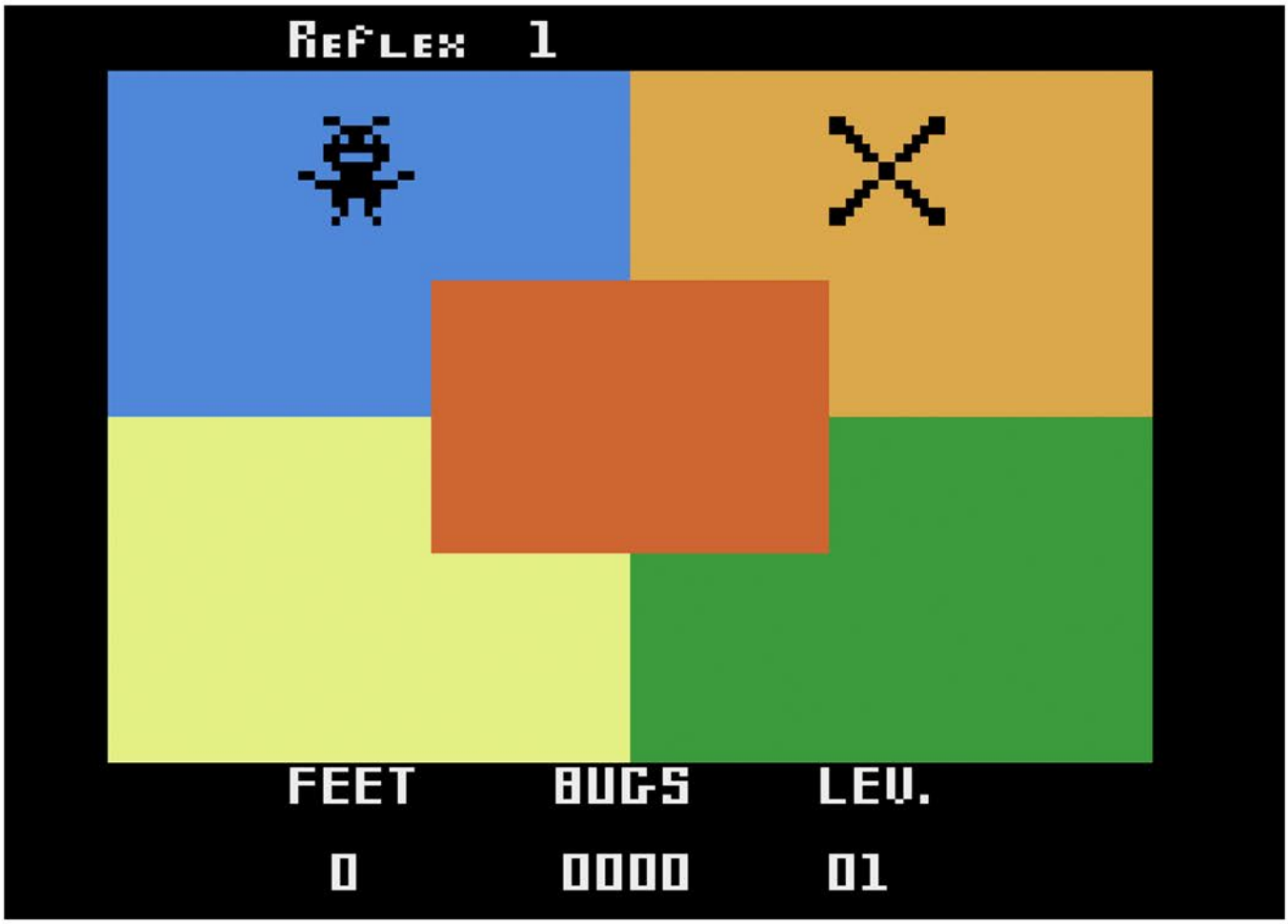


An army of bugs has invaded your space and it's up to you to stomp them into oblivion. By using your feet and the Foot Craz pad, you must crush them as they appear in one of five spots.

When the game begins the insects start invading your personal space, appearing on one of five color coded spots. If you are one of the literally dozens of people who have access to the Foot Craz controller, simply hop on that square and they'll be crushed. If you have to rely on using the controller it's going to be a bit more difficult as the direction you have to press to activate the squares make no sense whatsoever. Pressing up will take out the top left, but pressing right will take out the bottom left. And the fire button squashes the bottom right, just no rhyme or reason to it.

You have a limited number of misses, so you'll have to be careful with your foot stomping (or controller mashing). In later levels butterflies will appear instead of bugs, so if you manage to play the game that long be aware that you can lose lives if you crush your flying friends by mistake.

With the Foot Craz pad this could have been an entertaining mini-game, but without it there simply isn't much here.

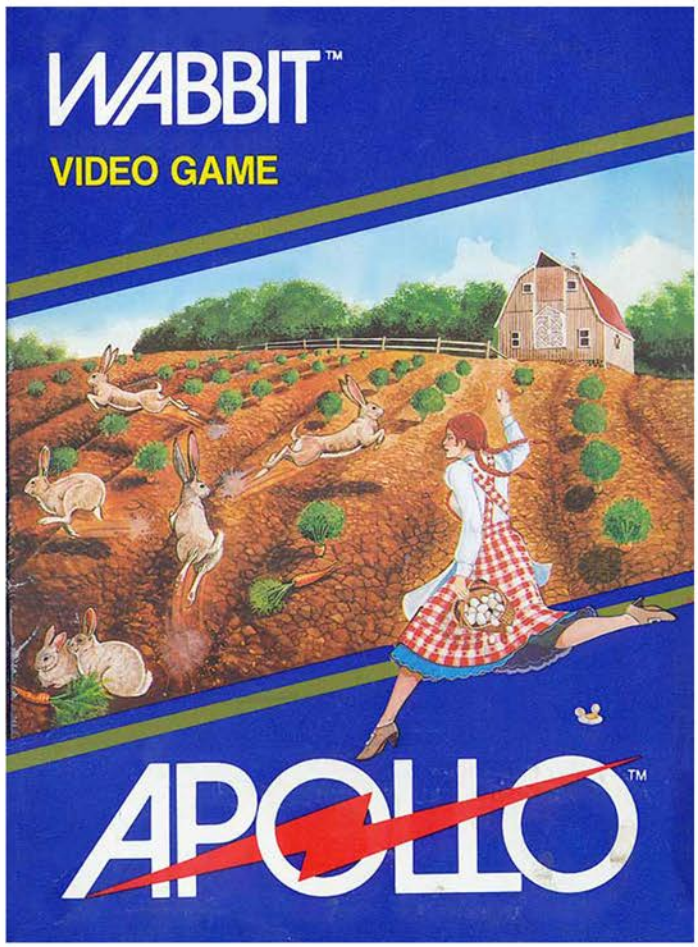


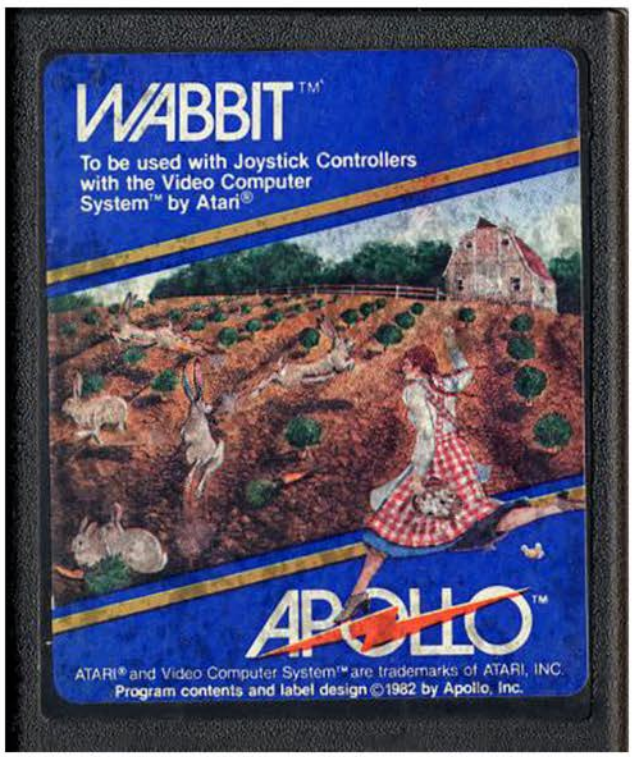
# WABBIT

Release Date: 1982
Publisher: Apollo
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: AP2010
Rarity: 4
Programmer: Ban Tran

This farm defense title could have been great with one minor tweak.



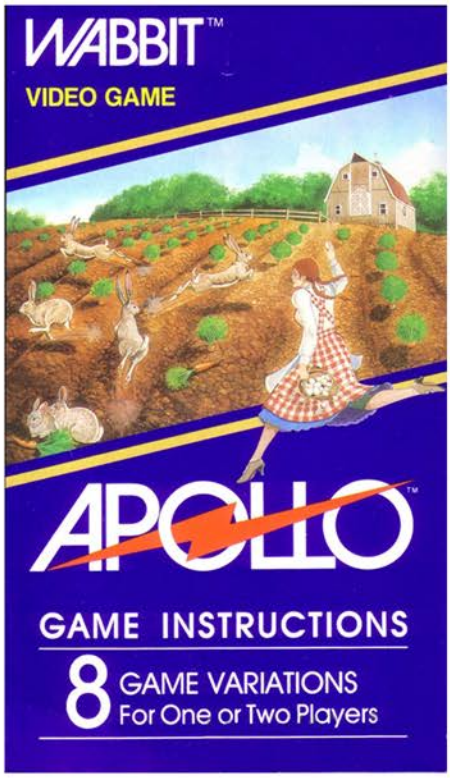
You are Billie Sue, a poor farm girl who is desperately trying to defend her carrot patch from a small army of hungry rabbits. Armed only with a basket full of rotten eggs, she must fight the good fight as the sense of inevitability washes over her.

The game begins with Billie Sue standing at the bottom of her ten row garden. On either side are five rabbit holes where the furry demons will emerge to steal her precious crop. As soon as the first rabbit appears, our heroine can begin throwing the eggs. Every time she nails one of the critters she'll get a few points and the injured rabbit will temporarily retreat back to its home.

On the standard difficulty, three rabbits will be rushing about simultaneously, meaning the farmer is going to have to be fleet of foot in order to keep up. The biggest problem she has is that only one egg can be on screen at a given time, and it is incredibly slow moving. If you are aiming for a close animal and miss, it takes a couple of seconds before it reaches the top of the screen. After a few levels the rabbits begin moving so quickly that they can get eight to ten carrots in the time it takes your egg to get clear.

The trio of foes are greedy and want to steal a hundred carrots from you, which they can rack up pretty quickly. The only way you can reduce their count is by gaining a hundred points, which will steal back twenty-five of them. This leads to the only viable strategy to survive, which is to pick one carrot on your bottom row to defend and wait for the same rabbit to come out and try to grab it. If you are precise with your throw, you can hit it repeatedly to rack up the score. It's not very much fun, but at least you can survive another level.

If there was an option for multiple eggs to be on screen at the same time, this could have been a fast paced and challenging title. With only a single projectile however, the bulk of the game is you standing there helpless as your garden is demolished by a trio of hungry bunnies. If you are looking for shoot'em up titles, there are far better ones on the 2600.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## THE SITUATION

You are a farmer, named Billie Sue, trying to protect your crops. One patch in particular is giving you trouble. It's surrounded by ten holes from which wabbits dart into your field. Scare off the pesky creatures by throwing wotten eggs at them (they're in abundance this year and worth much less than good country fresh carrots). The score on the left depicts the number of carrots the wabbits have snatched and deposited in their wabbit holes. The current carrot count increases every time a wabbit gets back to his hole with one of your carrots. Your score increases every time you wallop a wabbit with a wotten egg. It's an egg-citing experience.

## THE SET-UP

WABBIT™ is played by one or two players using the Joystick Controller. Be sure the power is off when you insert or remove the WABBIT™ cartridge from your video game system.

## THE DIFFICULTY SWITCH

The difficulty switch controls how fast Billie Sue moves. In the easier "B" mode, she dashes about nearly as fast as the bunnies. But in the more challenging "A" mode, Billie Sue is getting tired, and you'll need greater skill in throwing wotten eggs to make up for her slowed pace.

## THE GAME SELECT SWITCH

Each time you depress this switch, you will select a new game variation. The numbers of different variations described in the game menu in this manual will appear on your game screen, with the number of players who may participate in that game variation shown at the right. In the two player game, players alternate every time the wabbit gets 25 carrots. Games seven and eight are children's games, designed for easy play for the very young.

## THE RESET SWITCH

When this switch is depressed, the game will begin. The variation select number on the left of the screen and the number of players number on the right will both change to "0," and will become scoreboards. The right hand figure will now be Billie Sue's score, and the left hand figure the wabbits' current carrot count. When the game is over, you may press the fire button or the reset switch to re-start the game.

## THE JOYSTICK CONTROLLER

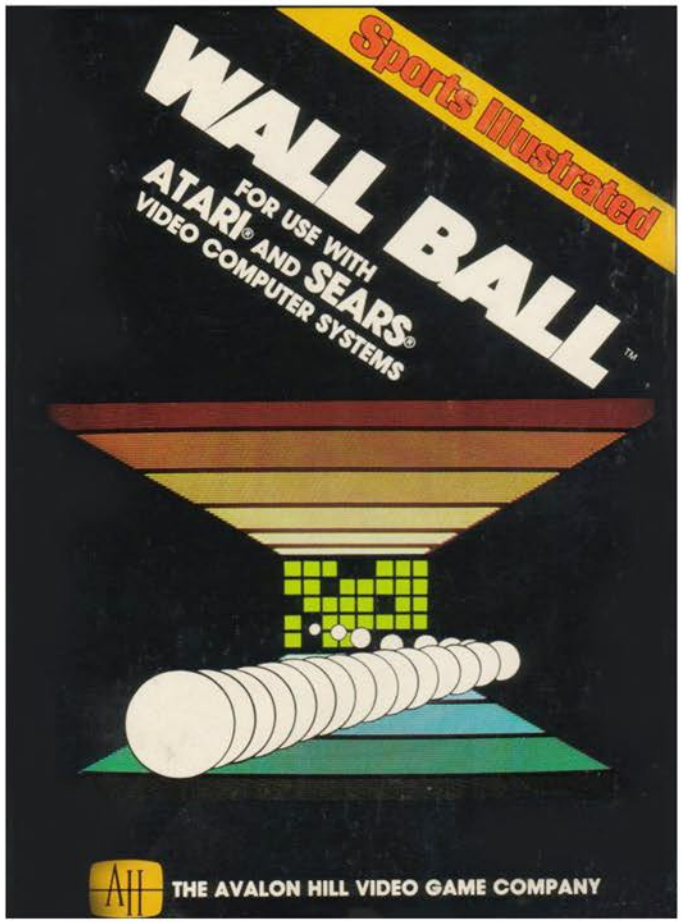
Hold your Joystick Controller so that the "FIRE" button is in the upper left corner. Moving the joystick to the left or right will cause Billie Sue to run in that direction. Pressing the red "FIRE" button will cause her to throw a wotten egg at a wabbit.

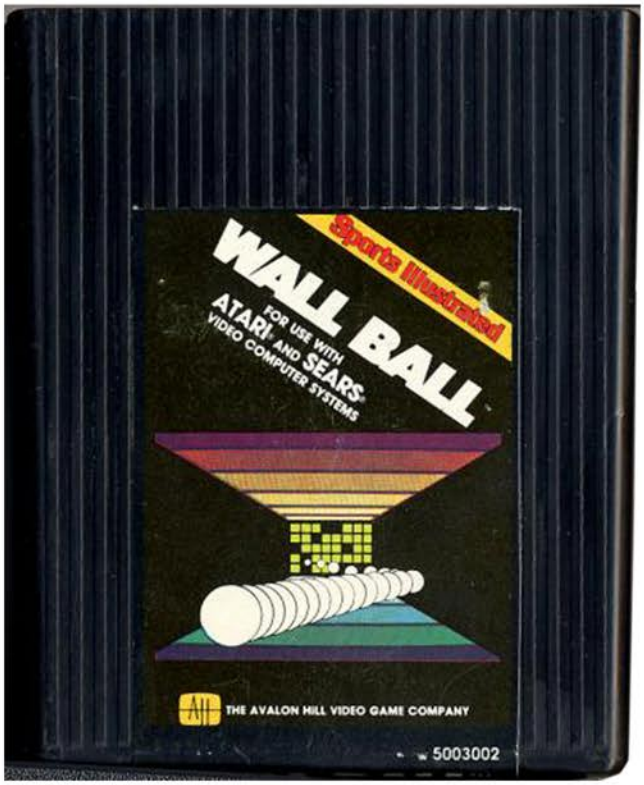
# Wall Ball

Release Date: 1983
Publisher: Avalon Hill
Controller: Joystick
Players: 1
Genre: Arcade

Alternate Title: N/A
Model #: 50030
Rarity: 7
Programmer: Duncan Scott

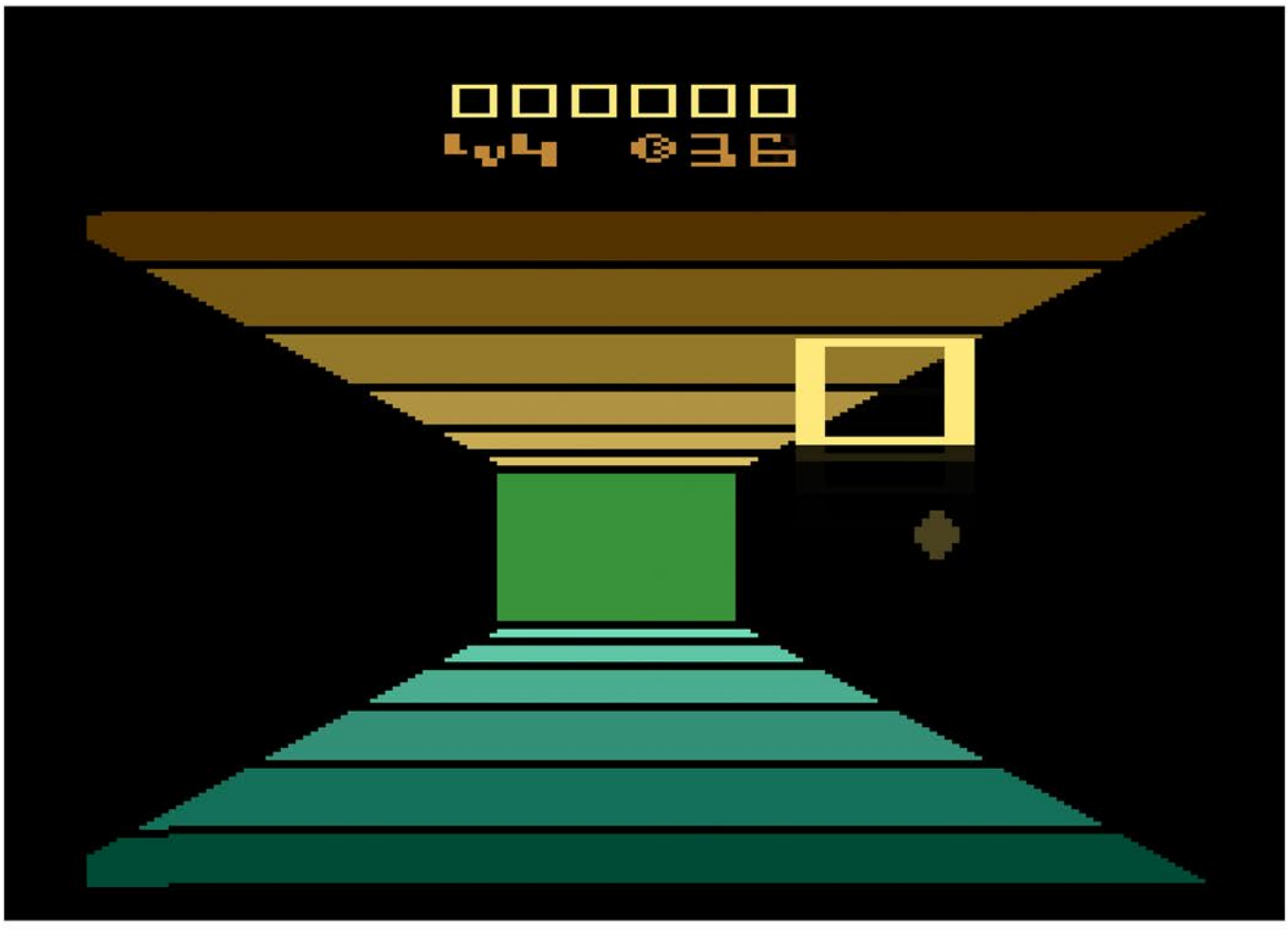
This unique take on the Breakout style game is pretty good.



You are trapped in a room armed only with a racket and a bunch of balls.  Standing before you is a wall that must be dismantled brick by brick, so swing your racket and get the demolition started.

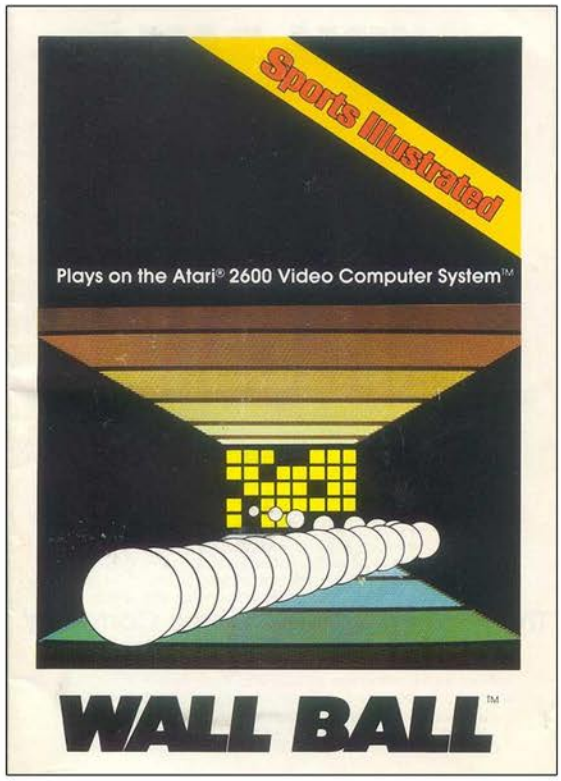
The game begins with the ball being tossed towards you, and your racket (represented by a rectangle) needs to be positioned so it bounces off of it.  The walls, floor and ceiling are all in play, so the ball will bounce all over the place before reaching the end of the hallway.  After striking a brick, or a spot where a brick used to be, it will come back towards you for you to hit.  Each wall has seventy-two bricks, of which fifty-seven must be destroyed in order to move on to the next level.



Your racket is versatile and can hit the ball in many different directions depending on where the impact is. If it hits on the outer edge it will ricochet in that direction, however if you have a brick directly in front of you that is in need of destruction, you can opt to smash the ball. By holding down the button the ball will fly straight ahead, regardless of where it hits on the racket. This is great for taking out an individual target, or to help recenter yourself if the ball is bouncing all over creation.

There are several different skill levels, however the only differences are the speed at which the ball travels and how many you have in reserve. For the beginner the ball will move incredibly slow and you'll have ninety-nine in reserve, however on expert levels you'll only have ten balls in reserve and the ball will be moving so quickly that some of the serves can't be returned.

While there isn't much in the way of variation, or the option to have a friend join you, this is a different enough take on the tried and true Breakout style gameplay that fans of that genre will enjoy this one.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## INSTRUCTIONS

WALL BALL is a fairly simple, straightforward sort of game, but there are a few things the player should know.

**THE SCENE:** You are at one end of a rectangular room. At the opposite end of the room is a 'brick' wall.

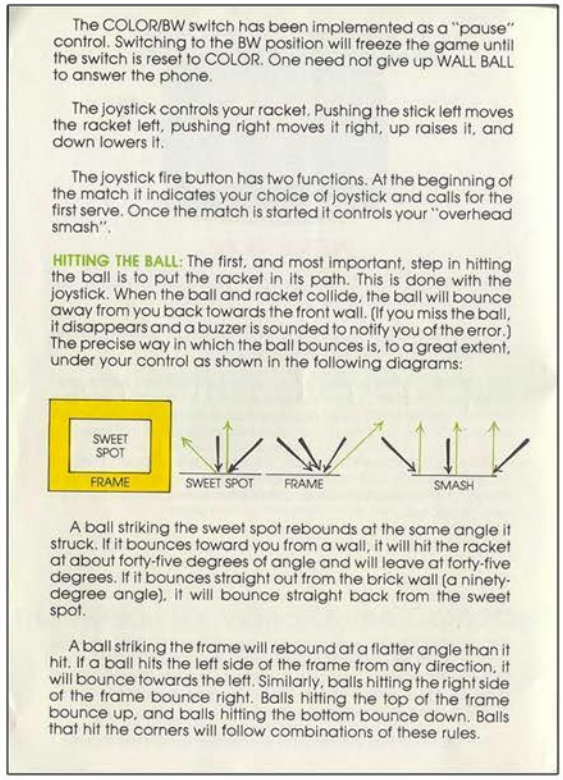
**THE TOOLS:** On the screen is a brightly luminescent rectangle. This is your "racket". Like most real rackets, it has a frame and a central "sweet spot". We have been able to include one or two other qualities not found in real rackets. More on this later.

Also on the screen is a small, rapidly moving "ball". Like the racket, this ball isn't quite like any found in a sporting goods store. It never slows down and it always bounces as high as it was dropped.

**THE OBJECT:** You earn points for knocking out 'bricks' in the far wall. How many points depends on the level of play and how many balls you've used since starting that level. As with any ball game, the most basic objective is to hit the ball with the racket.

**THE CONTROLS:** The only controls relevant to WALL BALL are: the power ON/OFF switch (obviously), the RESET switch, the COLOR/BW switch, and one joystick controller. Either joystick may be used, although whichever is used to start the game must be used for the remainder of play.

The RESET switch will zero the score and restart the match.



The COLOR/BW switch has been implemented as a "pause" control. Switching to the BW position will freeze the game until the switch is reset to COLOR. One need not give up WALL BALL to answer the phone.

The joystick controls your racket. Pushing the stick left moves the racket left, pushing right moves it right, up raises it, and down lowers it.

The joystick fire button has two functions. At the beginning of the match it indicates your choice of joystick and calls for the first serve. Once the match is started it controls your "overhead smash".

**HITTING THE BALL:** The first, and most important, step in hitting the ball is to put the racket in its path. This is done with the joystick. When the ball and racket collide, the ball will bounce away from you back towards the front wall. (If you miss the ball, it disappears and a buzzer is sounded to notify you of the error.) The precise way in which the ball bounces is, to a great extent, under your control as shown in the following diagrams:



A ball striking the sweet spot rebounds at the same angle it struck. If it bounces toward you from a wall, it will hit the racket at about forty-five degrees of angle and will leave at forty-five degrees. If it bounces straight out from the brick wall (a ninety-degree angle), it will bounce straight back from the sweet spot.

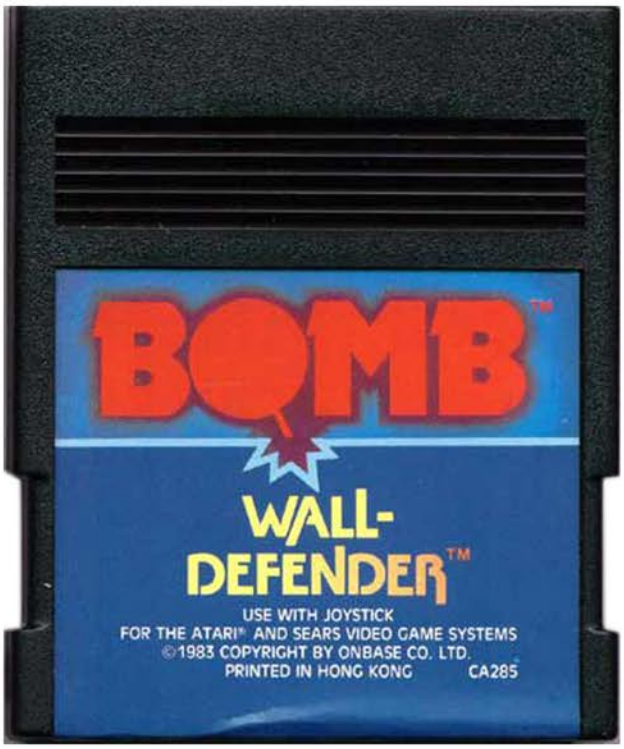
A ball striking the frame will rebound at a flatter angle than it hit. If a ball hits the left side of the frame from any direction, it will bounce towards the left. Similarly, balls hitting the right side of the frame bounce right. Balls hitting the top of the frame bounce up, and balls hitting the bottom bounce down. Balls that hit the corners will follow combinations of these rules.

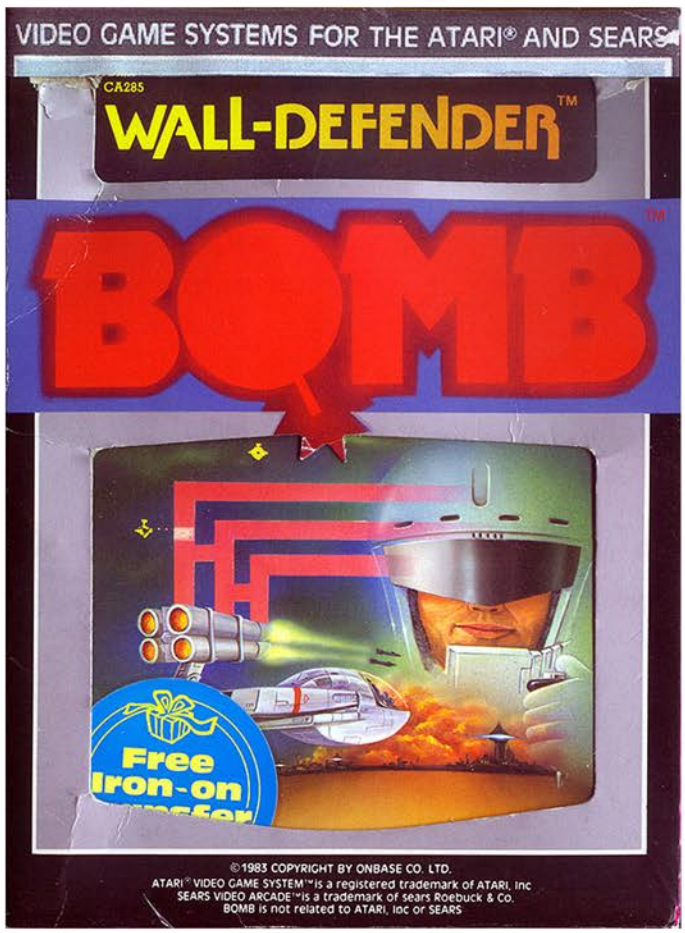
# Wall Defender

Release Date: 1983
Publisher: Bomb
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CA285
Rarity: 9
Programmer: N/A

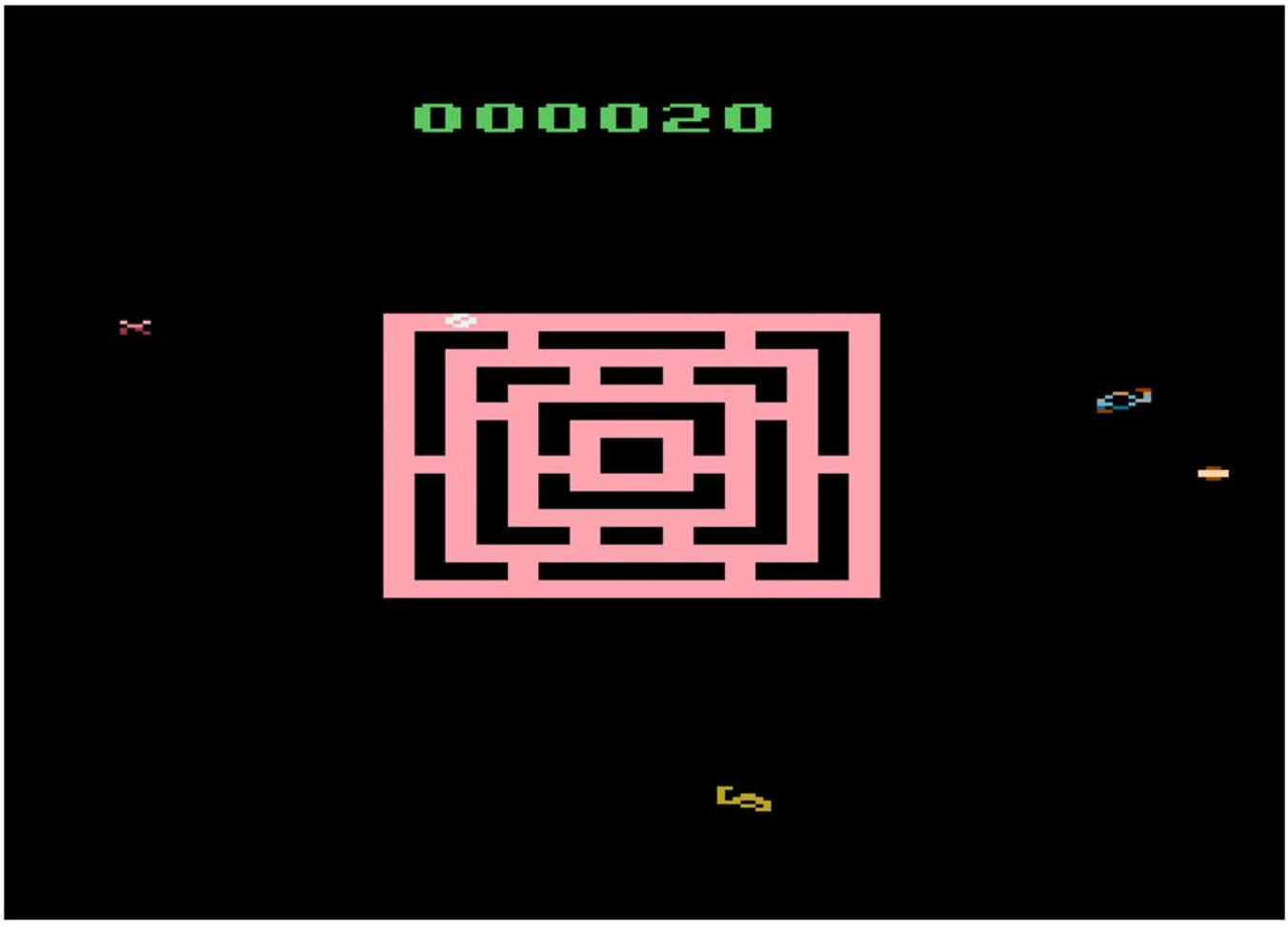
This is a passable but slow moving shooter.

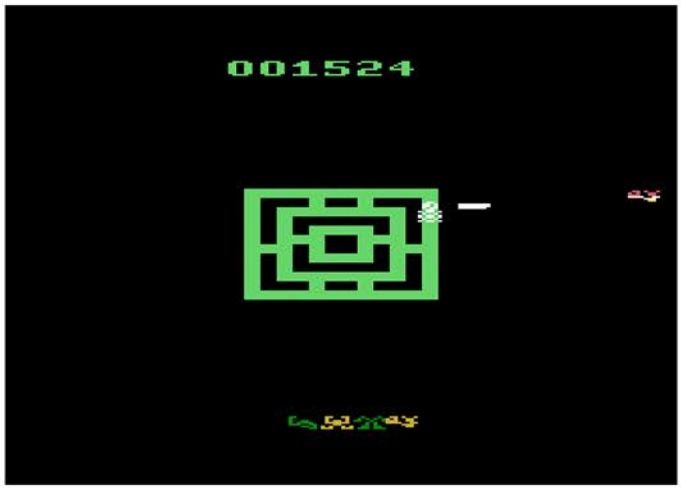


You are the wall defender, who must patrol said wall to defend against an alien invasion force that is slowly moving his way. Luckily the aliens aren't really committed to an all out assault, so they are content with taking their time.

As the game begins you find your dot of a ship on the outer exterior of a maze like wall. You can move completely around the outer rim, however you can only fire in the direction the wall is facing (for example if you are on the left wall you can only fire left, you can't fire up or down along it). Soon after gaining control dots will form all around you, which quickly turn into grotesque aliens. Rather than fire at you or attack your ship directly, they kamikaze into the side of the wall to weaken it.

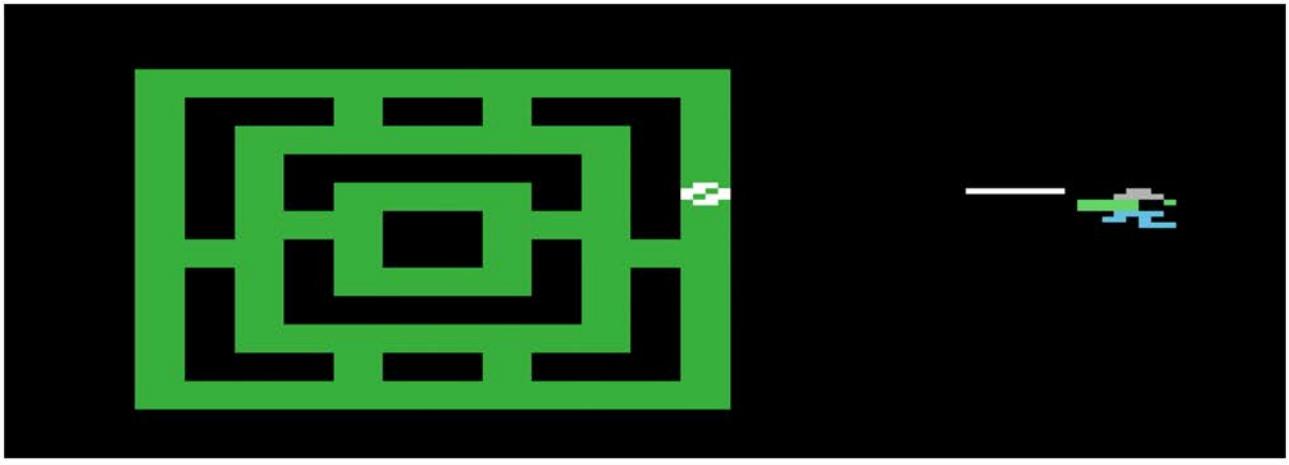


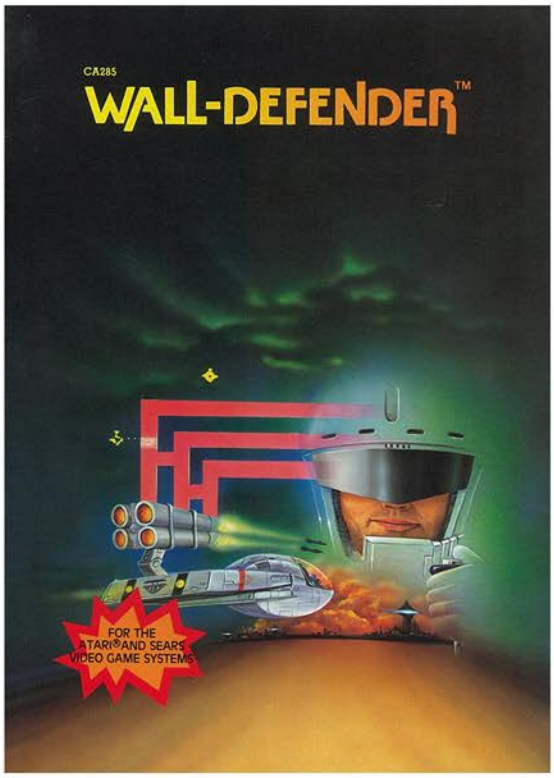



Once they have struck it seven times it will begin to flash, letting you know of an imminent collapse. When the tenth impact happens alarm bells will go off, giving you mere seconds to retreat to an inner portion of the structure. If you fail to do so, your ship will be sent hurtling into the cosmos, ending your life and your game. If you do manage to get to safety you'll have another ten hits you can withstand.

The action is fairly slow, especially on the first several levels. The aliens come at a decent pace, however there will be a few instances where they'll spawn in a location you have no chance at getting to in time. When this happens you are better off standing your ground and letting it happen and prepare for the next wave, because far too often you'll go for the lone alien and two more will pop up where you just were. The majority of the aliens are the weak variety, however every now and then a wall killer alien will appear. This giant creature will demolish a wall in a single hit, so it's imperative you take it out.

While the action is mostly slow, it does pick up as the walls begin to come down. There's nothing really original here, however if you are looking for a solid shooter that you haven't played before, this one is worth a look.






Top Left: Additional Screenshot
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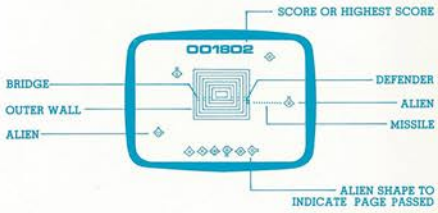
CA285 **WALL-DEFENDER™**

**BOMB INTRODUCE A COMPLETE SERIES OF UP-DATED VIDEO GAME CARTRIDGES.**

## DISPLAY




## GAME PLAY

(1) You are the defender and you have only one chance.
(2) Use left joystick to move the defender and push button to fire at the aliens.
(3) The defender moves along the outer wall and the bridge only.
(4) Alien with different appearances in different pages, the super alien appears in different shapes and large size.
(5) The alien patterns at the bottom of the screen indicate the no. of page you have passed.

## WALL BREAK

(1) The outer wall can withstand 10 alien attacks before it is destroyed.
(2) The outer wall flashes on the seventh alien attack which serves as a warning signal.
(3) Don't let the super alien collide with the wall, otherwise, the outer wall will be completely destroyed.
(4) Wall color deepens indicating the degree of attack by aliens.
(5) Before the outer wall is destroyed, the defender has to move to the inner wall by means of the bridge linking each wall in order to prepare for the next attack.

## GAME OVER

Game is over when
(1) The aliens break all layers of walls; or
(2) The defender is caught in the bridge or the outer wall when they vanish.

## SCORE AND BONUS

(1) The highest score and the last score display alternately when game is over
  (a) Last score in green colour
  (b) Highest score in red colour
(2) During the game, your score is displayed
(3) Highest score only registers score that is greater than 5000.
(4) Maximum score is 999999.
(5) One bonus wall is given when you cross a page without being hit by a single alien.
(6) The maximum walls present is 4. No bonus is granted if you have 4 walls remain in play.

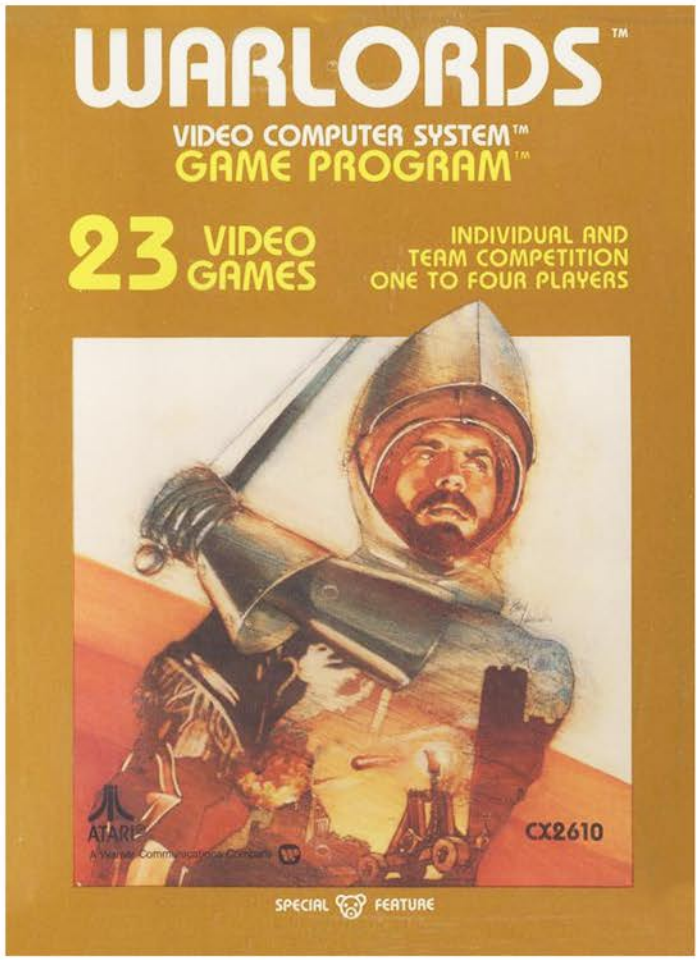
# WALL DEFENDER

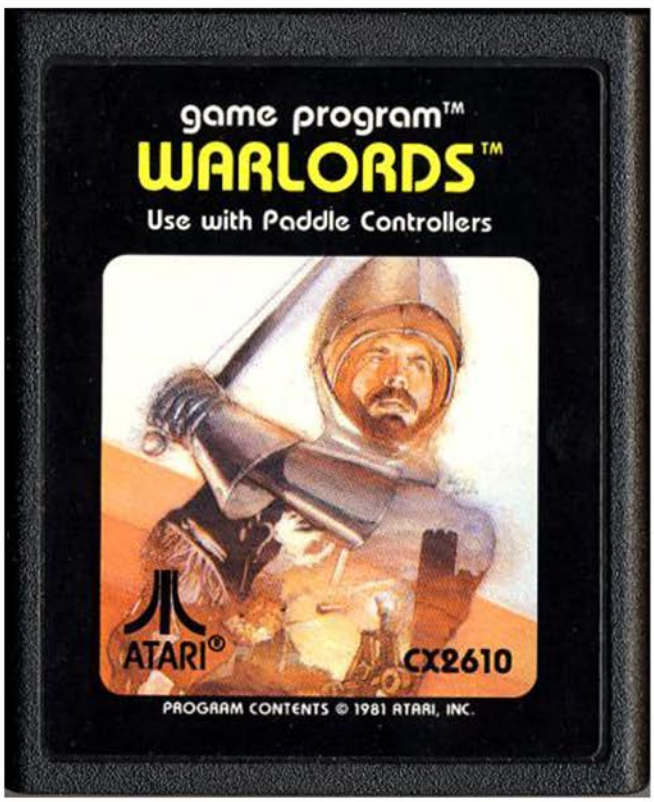
# WARLORDS

Release Date: 1981
Publisher: Atari
Controller: Paddles
Players: 1 - 4
Genre: Arcade

Alternate Title: N/A
Model #: CX2610
Rarity: 1
Programmer: Carla Meninsky

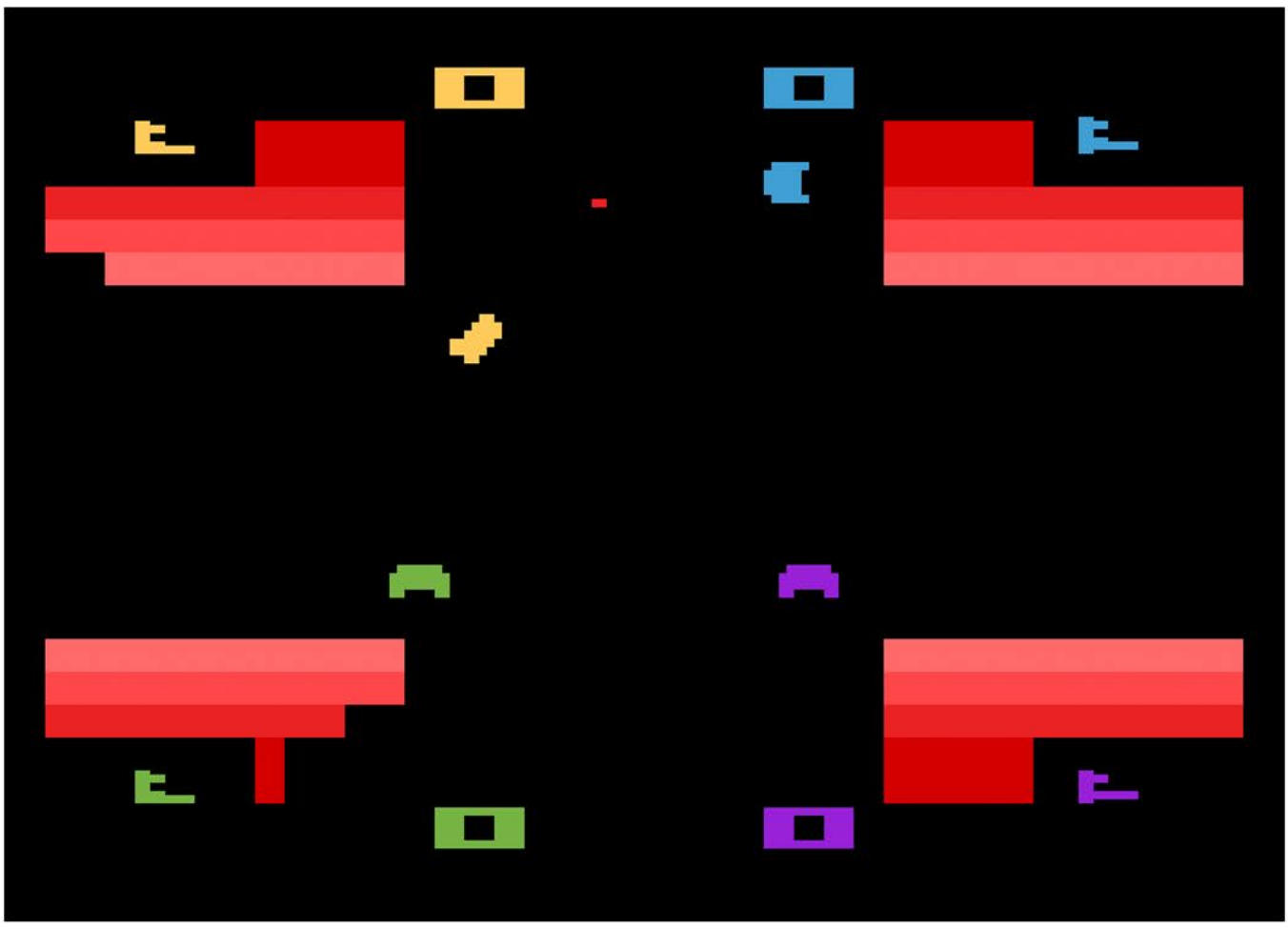
This is one of the finest multi-player games of all time.

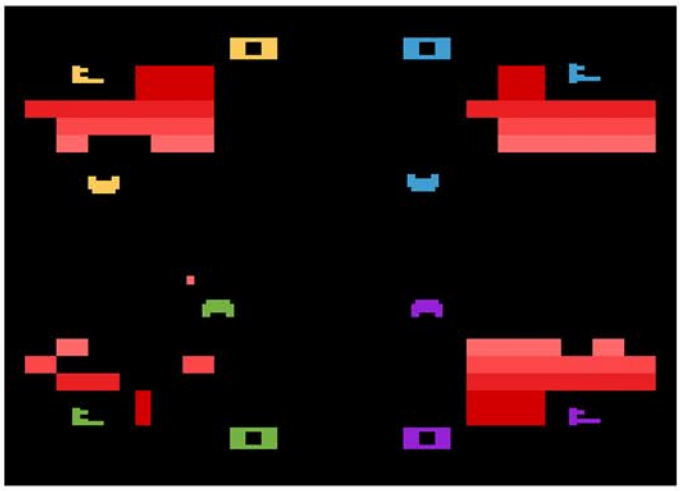


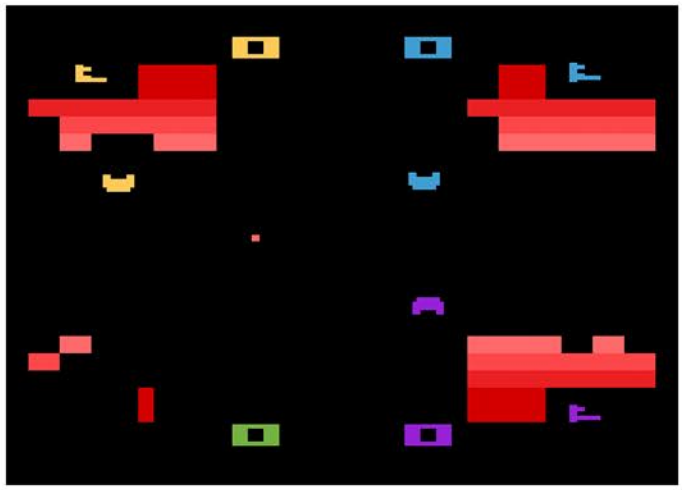



If you read the manual there is a lengthy backstory all about King Frederick expelling his four sons to the forbidden lands where they became warlords of their own kingdoms and began fighting for supremacy. In reality the only thing you really need to know about the story is “everyone is my enemy and must be destroyed”.

The game begins with four players having control of their shields and being able to move it around the exterior of their castle. Soon a fireball is thrown into play, which can be hit and caught with the shield and sent flying back towards an enemy. When the fireball hits the castle, a block is removed which begins clearing a path to the warlord protected in side. The goal is to get the ball through the defenses and to defeat the encased warlord inside.



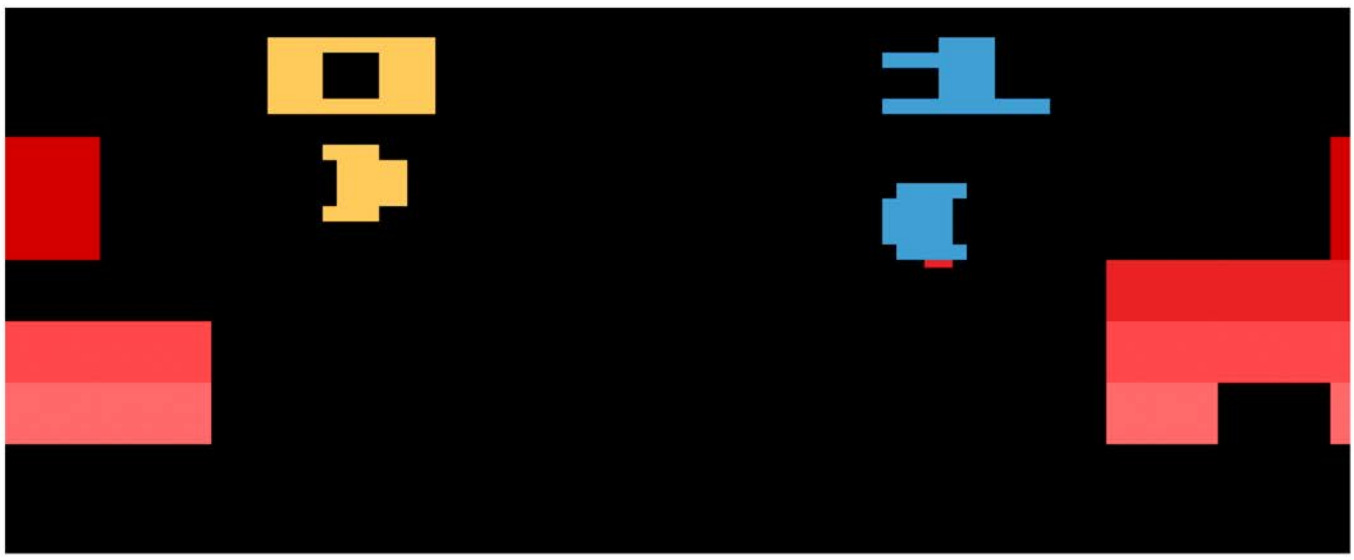


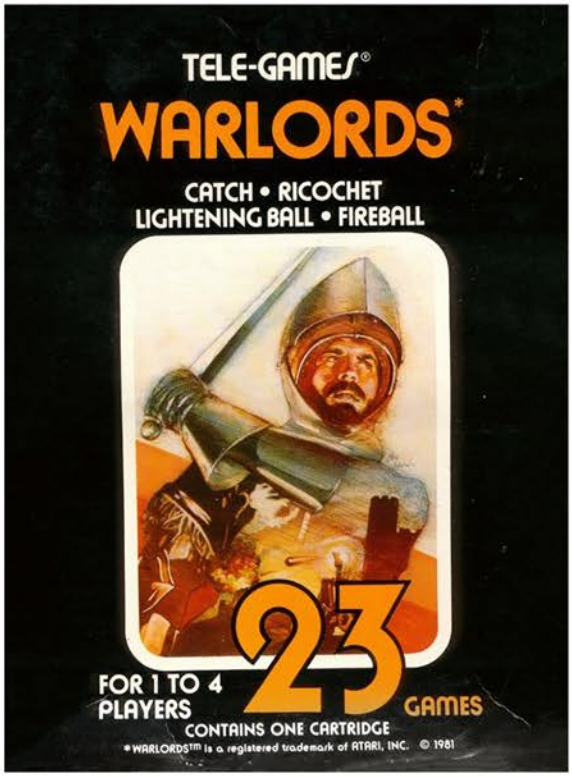


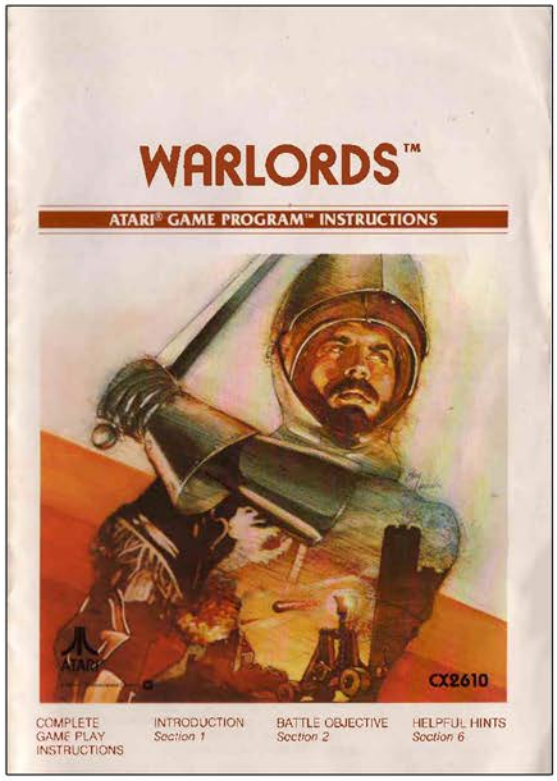
With four players (any combination of human and computer players) the action is fast and furious. The ball moves quickly and can ricochet rapidly which has a devastating effect on your castle walls. The goal is to be the first to defeat the other three opponents and stand supreme above them all. This gains you a point before another round kicks off.

The real beauty of the game is the simplistic competition it fosters. The gameplay varieties are limited to the fireball speed and whether or not your shield can catch, as well as if you are playing solo or in doubles mode. This mode is for two players only, and it gives each person control of either the left or right side of the screen. Regardless of what you pick, the goal is still the same which is to destroy everyone who isn't you.

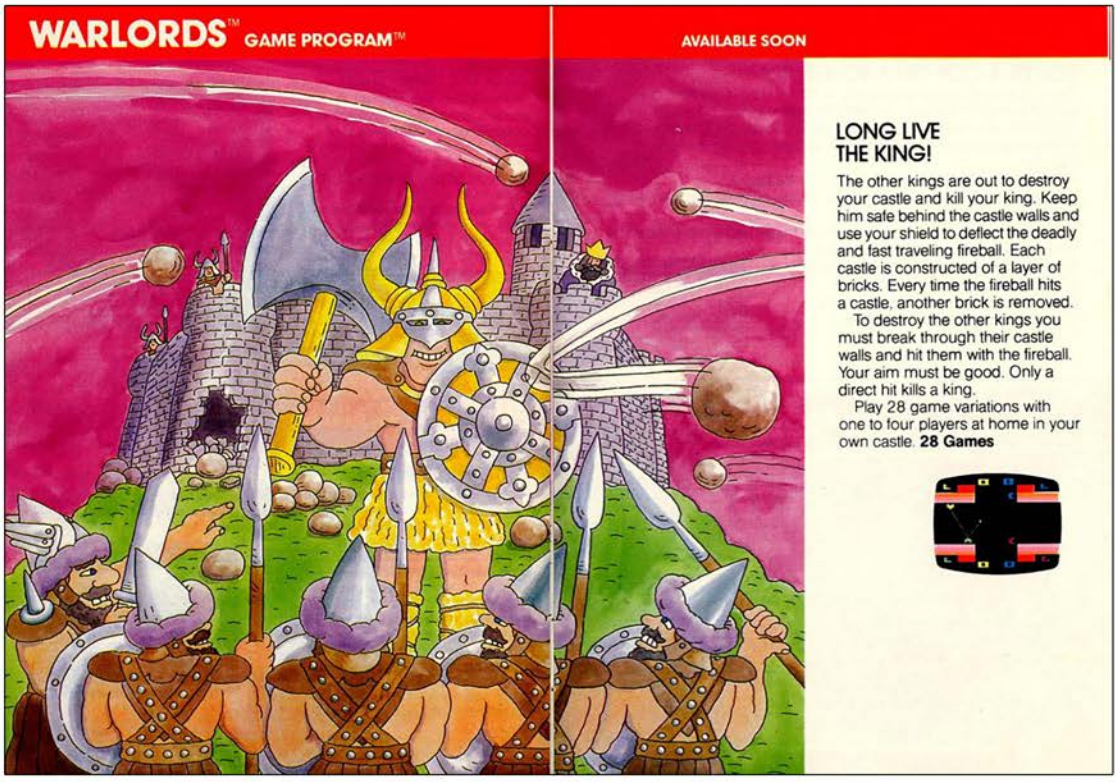
While the graphics are simplistic, they really didn't need to be anything but. If you are a fan of multi-player competition and have some friends that you want to put in their place, this is a must play.






Top Left: Sears Tele-Games Box
Top Right: Manual Cover
Below: Catalog Sample

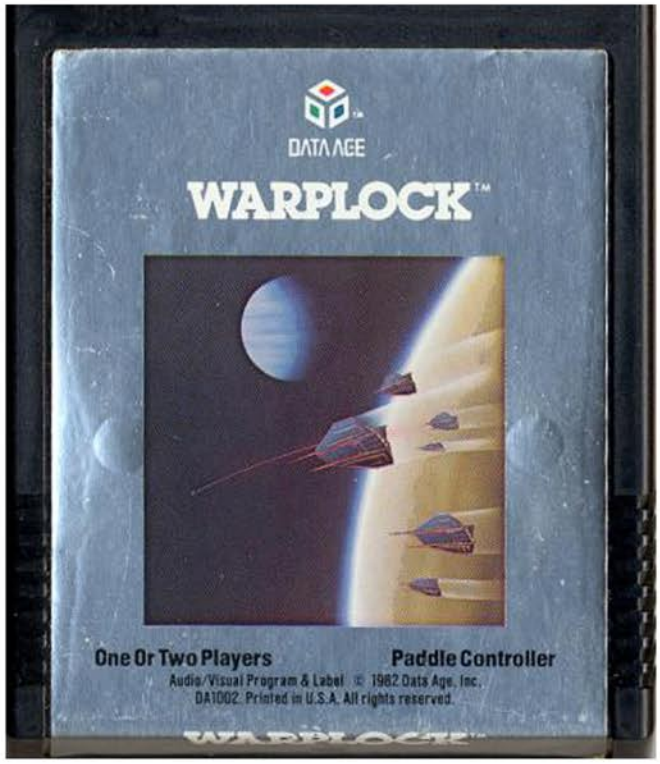


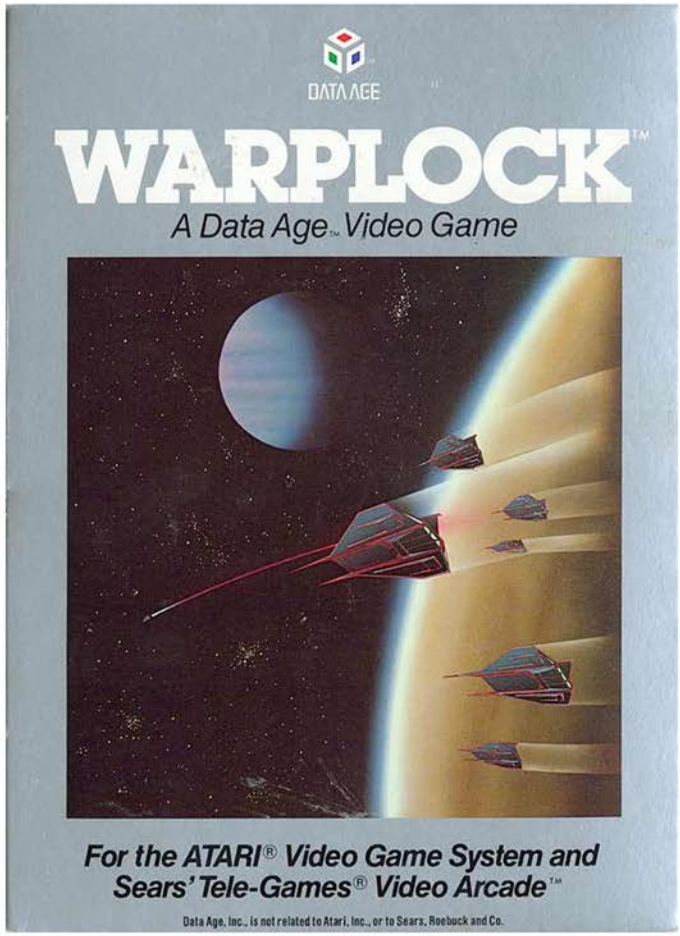
# WARPLOCK

Release Date: 1982
Publisher: Data Age
Controller: Paddles
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: DA1002
Rarity: 3
Programmer: N/A

This is one of the poorest shooters on the 2600.

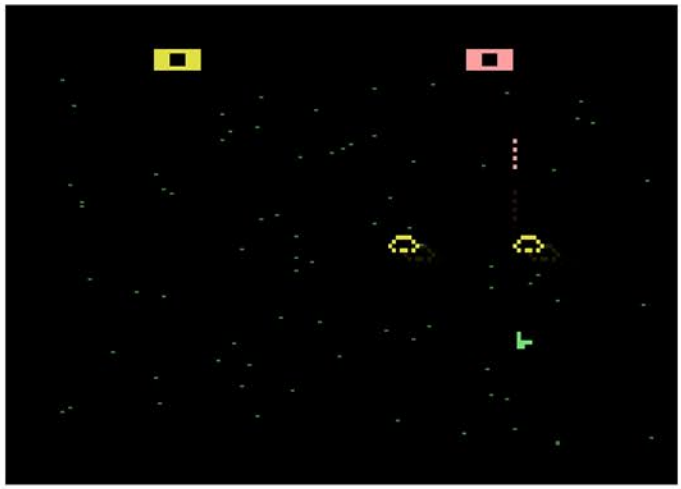


You are in control of the Tachyon Launcer, a ship that is capable of firing an unlimited supply of particles that travel faster than light. You have become trapped in a space time warp that is inhabited by unfriendly aliens who wish to do you harm.

The game begins with your ship positioned slightly up from the bottom of the screen but only having horizontal movement. Soon an enemy ship will appear above and begin their descent towards you. As it moves about the screen, it will reveal multiple ships within the squadron and will move above and below you. With one well placed shot you can take all of them out, prompting the next ship from appearing.

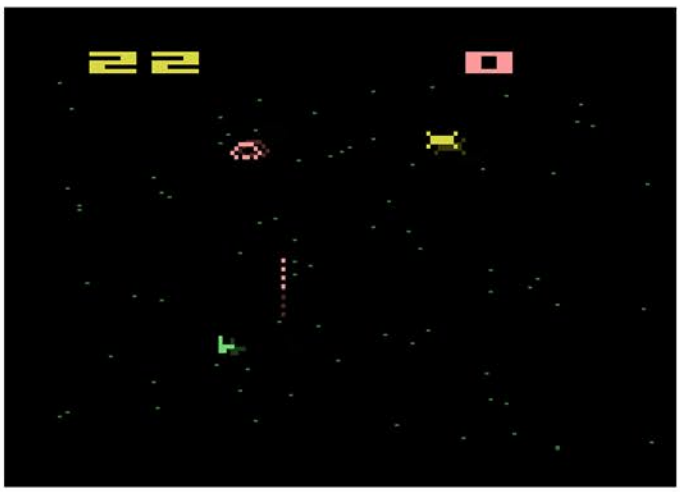
If you manage to kill enough of them another free floating ship will appear to give you something else to dodge. Kill even more of them and they'll eventually they'll get angry enough to start firing back at you. A lot of gamers won't be able to see that however because of one of the stupidest design decisions in the history of video games. You only get one life.

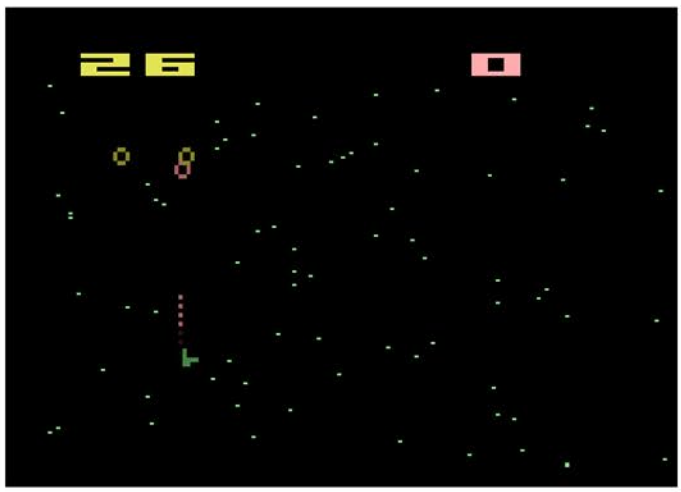


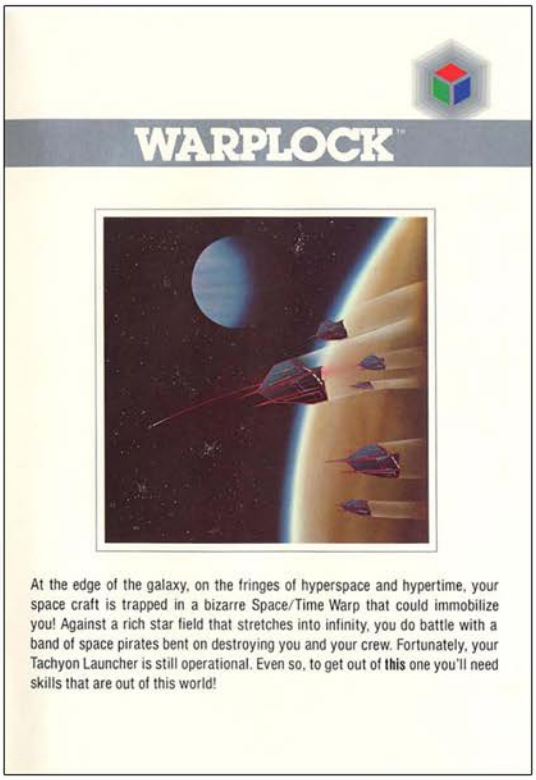
Apparently they were going for extreme realism because if you get hit once it's game over. And if you thought they'd be considerate and allow a new game to be started by pressing the fire button, well, you'd be mistaken as you have to physically reset the system to start again. Amazingly enough, this isn't the worst part about the game.

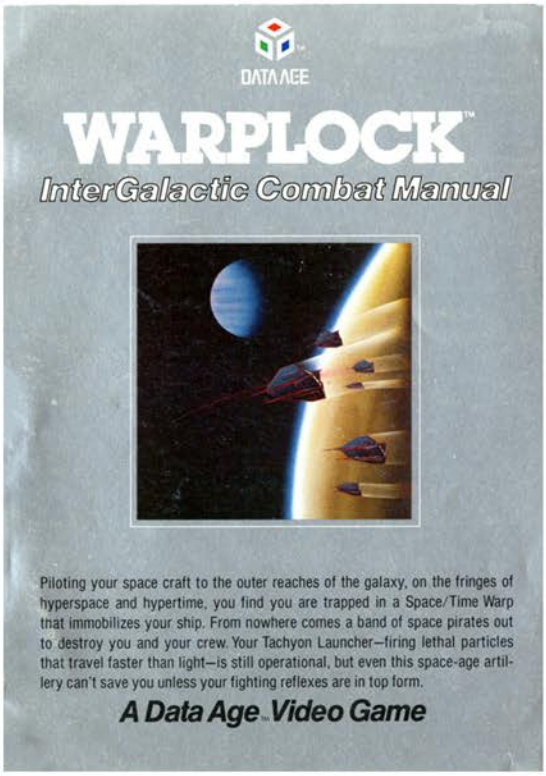
The biggest issue by far is the sound, which is a constant drone of high pitched chirping. On the plus side the collision detection is so bad that half of your shots will pass right through the enemy without harming them, so you'll die pretty quickly and can move on to the next game.

There are some terrible titles in the 2600 game library, and this one is certainly in contention for the worst. Terrible gameplay, one life to live, and sound so bad it'll make your ears bleed. If you have it handy you should play it once then run away as fast as you can.

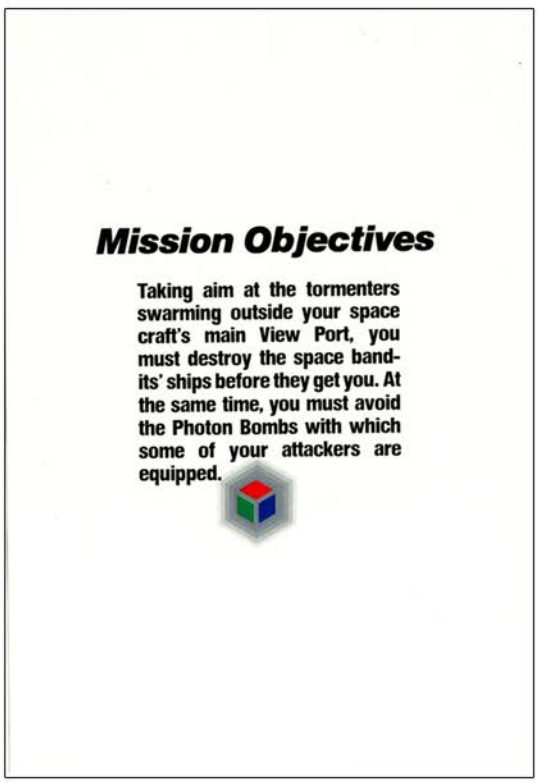


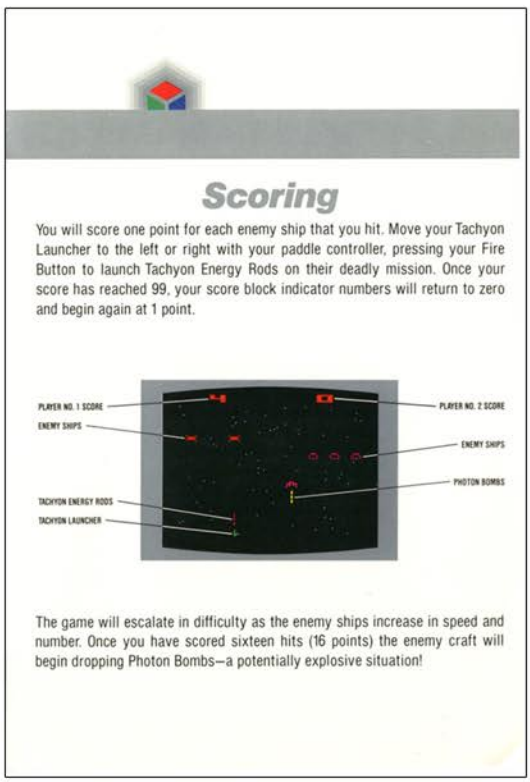





Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples



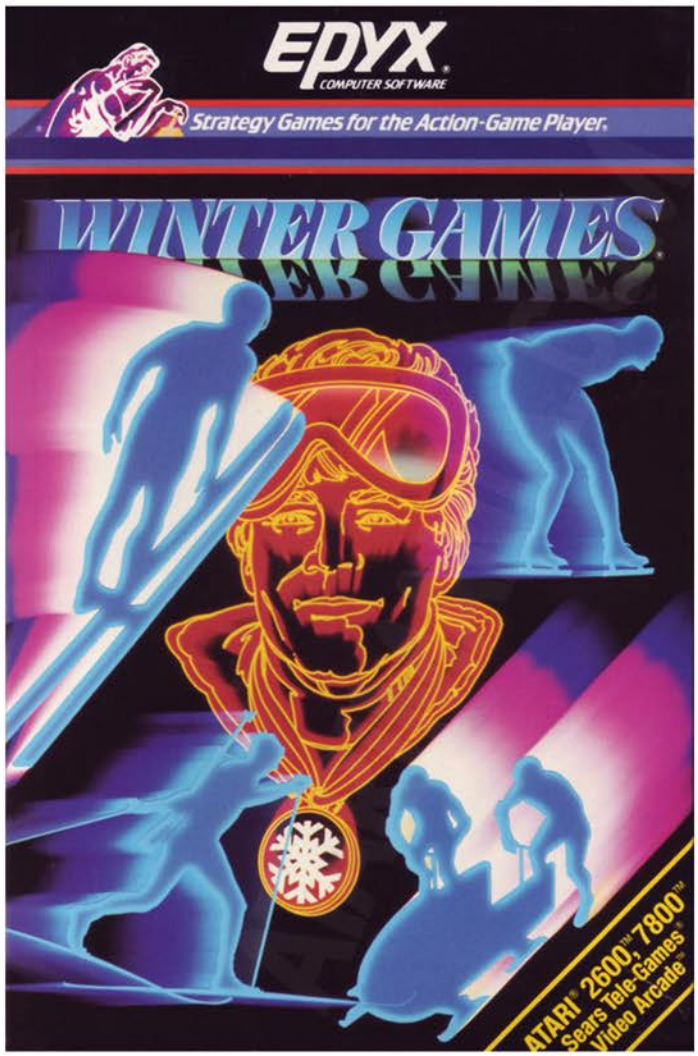



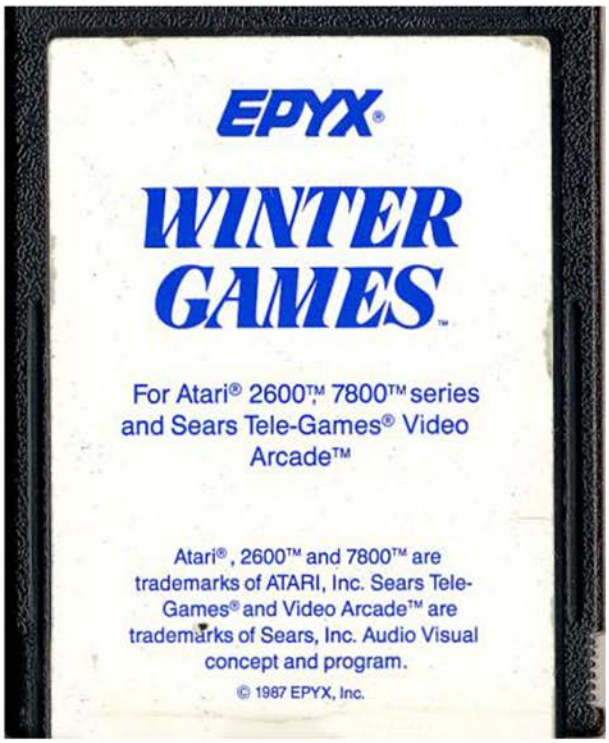
# Winter Games

Release Date: 1987
Publisher: Epyx
Controller: Joystick
Players: 1 - 8
Genre: Sports

Alternate Title: N/A
Model #: 08919R
Rarity: 4
Programmer: Peter Engelbrite

This multi-event winter themed game is great if you have some friends.



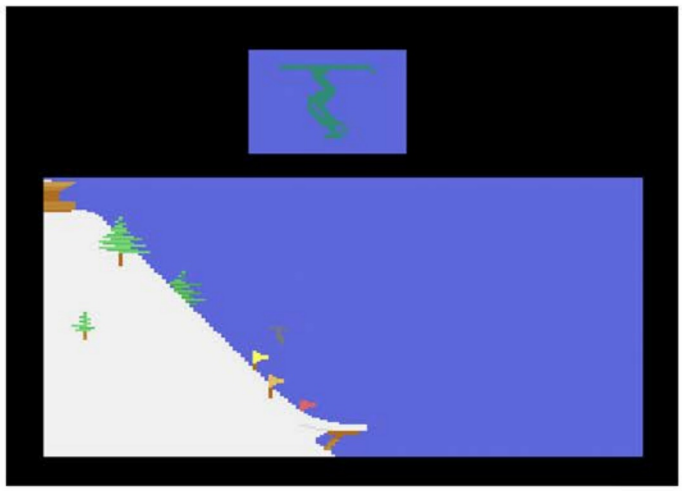



Welcome to the Winter Games, where you and up to seven of your friends can compete against each other over the course of seven events. Get your trash talk ready because the game is on!

The first event is the Slalom, where you must race downhill through thirty-six gates without smacking into a tree or spectator. The controls are spotty as you can only move to the left or right, and your skier has a tendency to overcompensate. It's far too easy to miss gates, which will add three seconds to your time. Make it to the end, accept your penalty seconds and hope you did better than your friends.

The Bobsled is up next, where you must race to the bottom of an icy chute faster than anyone else. As you plummet you can increase your speed by moving the joystick, as well as staying on the track and banking on the turns. If you manage to flip yourself over, don't worry as you have three attempts to get to the finish line.

The Ski Jump gives you a chance to go flying through the air without fear of breaking your neck. The goal here is to cover the most distance without tumbling down the hill, which is pretty humorous as you'll bounce head over heels until you reach the bottom of the screen.



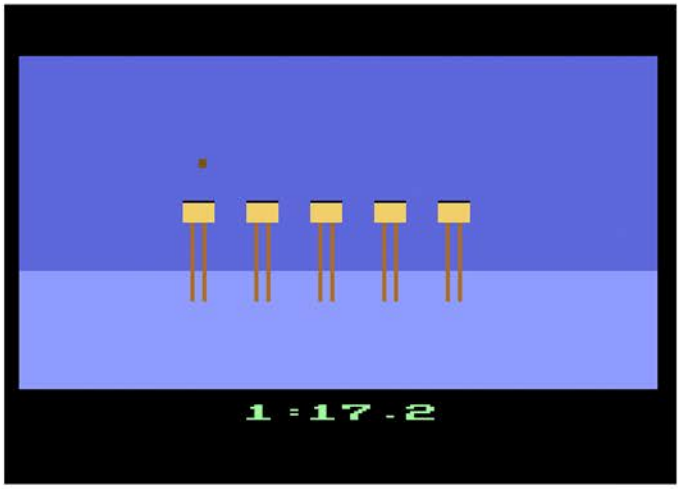
The Biathlon is the most exhausting of the competitions, as you must match your joystick movements to your heart rate in order to move. The goal here is to make your way to the bottom of the hill before firing fire shots at targets, then working your way back up the hill to do the same. This game does have an interesting gun mechanic in that you have to manually load each round by pulling down then up on the controller.

Speed Skating is up next, which will test your precision. In order to gather speed you have to rock the controller to the left and right in rhythm, and if you miss an input your skater will grind to a halt. There will be a second player on screen to remind you of how poorly you are performing.

Hot Dog is your chance to show off to the crowd by performing ski jump tricks. When you launch off of the jump you can do flips, a swan dive, or something called the daffy. Each move gives you points (or fractions of a point), with the goal being to get the highest possible. Don't land a jump properly and watch in horror as your skier bounces on his head.

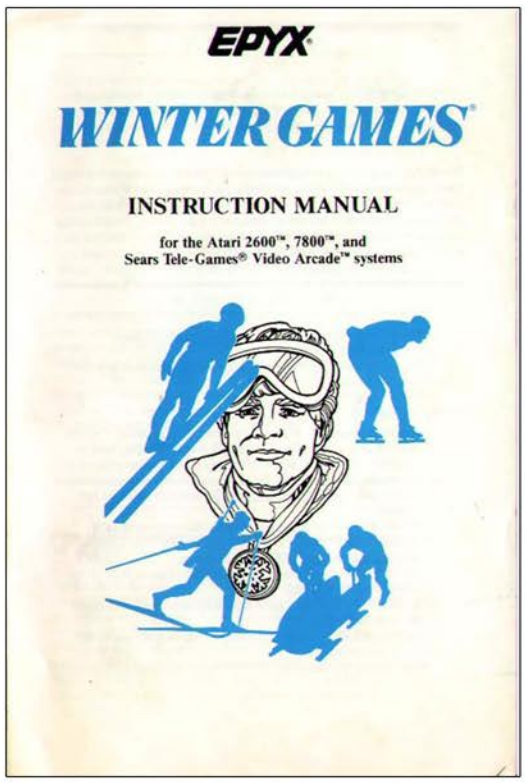
Finally there is the Luge, which plays similarly to the Bobsled event. The only real difference is that the option to bob up and down to build speed has been removed. After this event the scores are tallied to find out who won the entire competition.

While this game can be played alone, the real fun comes in when you have multiple friends competing against you. The only real downside to the game is how late it came out, which thanks to the NES dominating the landscape meant this was overlooked by most gamers.



Above: Additional Screenshots

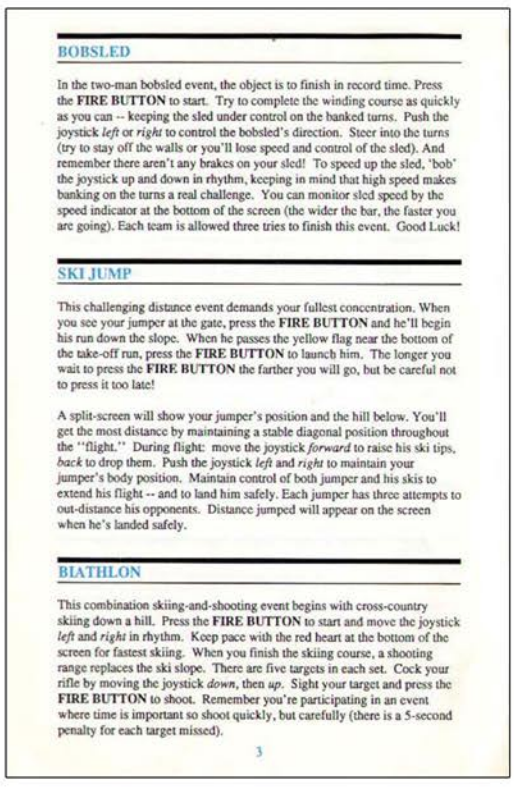
Below: Manual Cover and Page Sample


EPYX

WINTER GAMES

INSTRUCTION MANUAL

for the Atari 2600™, 7800™, and
Sears Tele-Games® Video Arcade™ systems


BOBSLED

In the two-man bobsled event, the object is to finish in record time. Press the **FIRE BUTTON** to start. Try to complete the winding course as quickly as you can -- keeping the sled under control on the banked turns. Push the joystick *left* or *right* to control the bobsled's direction. Steer into the turns (try to stay off the walls or you'll lose speed and control of the sled). And remember there aren't any brakes on your sled! To speed up the sled, 'bob' the joystick up and down in rhythm, keeping in mind that high speed makes banking on the turns a real challenge. You can monitor sled speed by the speed indicator at the bottom of the screen (the wider the bar, the faster you are going). Each team is allowed three tries to finish this event. Good Luck!

SKI JUMP

This challenging distance event demands your fullest concentration. When you see your jumper at the gate, press the **FIRE BUTTON** and he'll begin his run down the slope. When he passes the yellow flag near the bottom of the take-off run, press the **FIRE BUTTON** to launch him. The longer you wait to press the **FIRE BUTTON** the farther you will go, but be careful not to press it too late!

A split-screen will show your jumper's position and the hill below. You'll get the most distance by maintaining a stable diagonal position throughout the "flight." During flight: move the joystick *forward* to raise his ski tips, *back* to drop them. Push the joystick *left* and *right* to maintain your jumper's body position. Maintain control of both jumper and his skis to extend his flight -- and to land him safely. Each jumper has three attempts to out-distance his opponents. Distance jumped will appear on the screen when he's landed safely.

BIATHLON

This combination skiing-and-shooting event begins with cross-country skiing down a hill. Press the **FIRE BUTTON** to start and move the joystick *left* and *right* in rhythm. Keep pace with the red heart at the bottom of the screen for fastest skiing. When you finish the skiing course, a shooting range replaces the ski slope. There are five targets in each set. Cock your rifle by moving the joystick *down*, then *up*. Sight your target and press the **FIRE BUTTON** to shoot. Remember you're participating in an event where time is important so shoot quickly, but carefully (there is a 5-second penalty for each target missed).

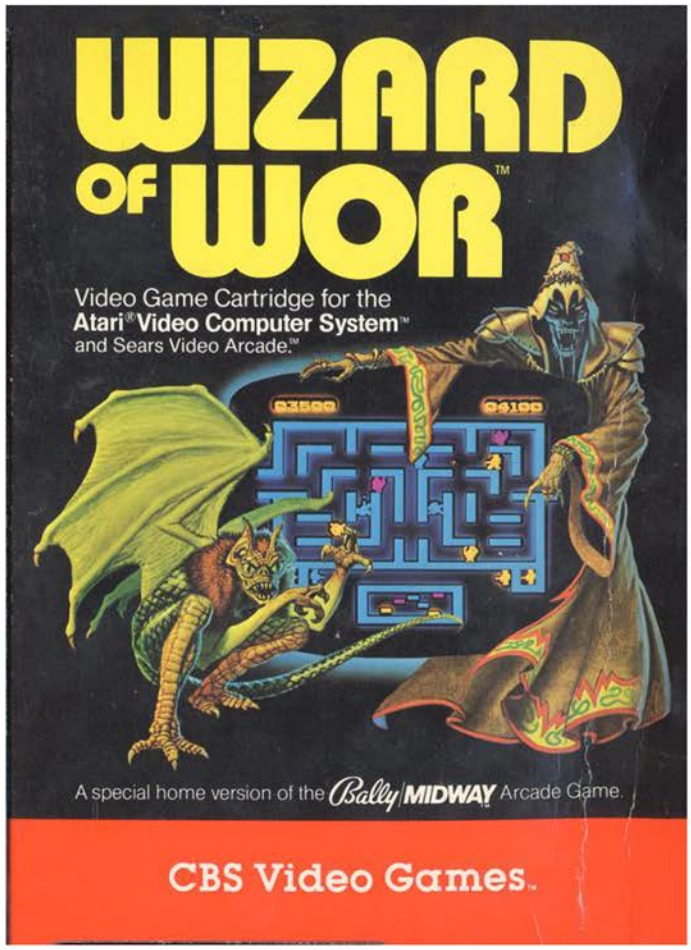
3

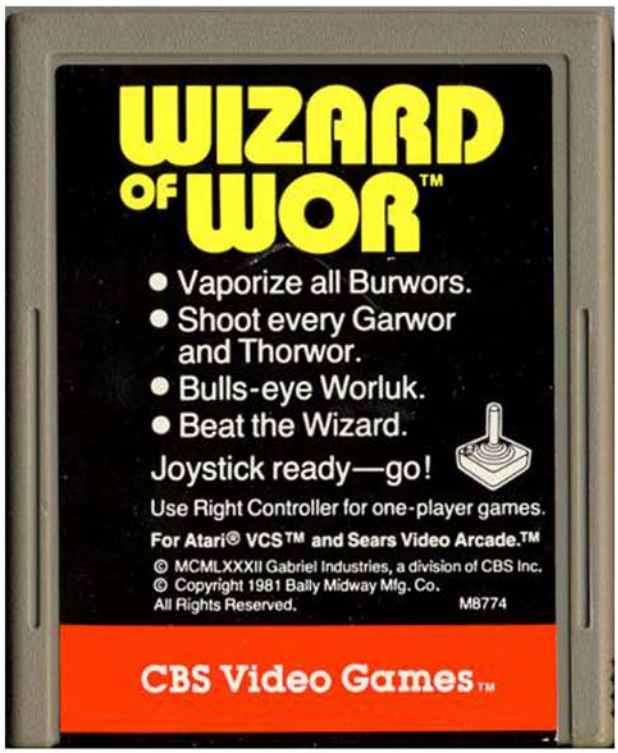
# Wizard of Wor

Release Date: 1982
Publisher: CBS Electronics
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 80000
Rarity: 3
Programmer: Joe Hellesen / Joe Wagner

This arcade port is solid but suffers from hardware limitations.



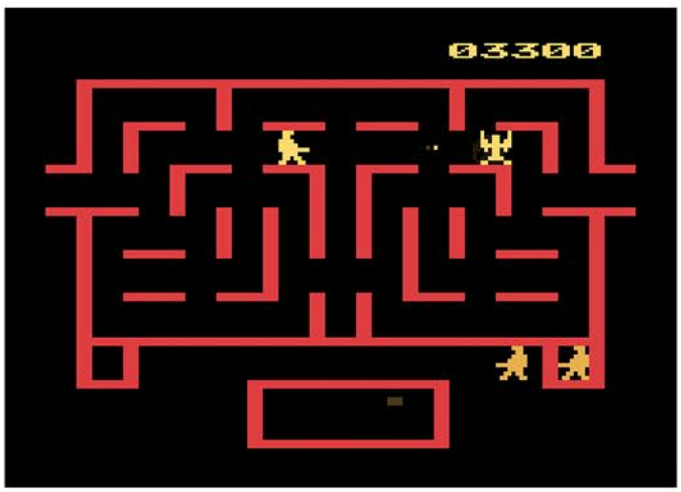
You are a “Worrior”, a simple minded gun toting killer who skipped out in spelling class. You are in command of an elite squadron of other “worriors” who are tasked with infiltrating a deadly maze and eliminating the Wizard of Wor.

The game beings with you standing just outside of a Pac-Man style maze. As soon as you step inside there will be half a dozen Burwors enemies milling about. These creatures start out walking slowly and occasionally firing off a shot, however as more time goes along they will gain in speed, putting you in grave danger if you haven’t eliminated enough of them.

After a set time limit, two more enemies will appear. The yellow Garwors run around the maze, sporadically turning invisible for a few seconds before popping back up. The red Thorwors are a bigger threat as they spend the bulk of their time invisible. When they cloak themselves the only way to track their movement is via the rudimentary radar at the bottom of the screen. While it won’t tell you just how close they are, you’ll at least have a rough idea of where they are in the dungeon.

On certain dungeons your fight may not be over after taking out that trio. The Worluk could appear, which is an incredibly fast winged beast that will quickly hunt you down. If you are able to shoot it, or survive long enough for it to escape, it's time to face off with the man himself, the Wizard of Wor. This is the pure definition of an unfair fight, as he randomly warps around the room, materializing for less than a second, firing, then vanishing again. This is a fight to the death, so your best bet is to find a corner to hide in, pick a direction and keep firing.

There are a couple of high points here, one of which are that the mazes change from round to round, giving you some variety. And if you have a friend they can join you in the dungeon and help in the fight. The biggest issue with the game is the flickering, which is prevalent throughout and can make some of the enemies difficult to get a handle on. If you can look past that however, this is a fun arcade shooter and should be checked out.



Above: Manual Cover
Left: Additional Screenshot
Below: Manual Page Sample

## DUNGEONS & WORLINGS

Each dungeon is filled with different kinds of Worlings. The Worlings' one purpose in life is to destroy your Worrior. They will try to shoot him down or devour him. As each dungeon is cleared, a new dungeon takes its place, filled with faster, nastier and craftier Worlings. The species of Worling are:

### BURWORS

Six of these blue meanies appear at the beginning of each dungeon.

### GARWORS

These yellow beasties are invisible, but will materialize for a few seconds from time to time.

### THORWORS

These red devils are particularly nasty. They're not only invisible most of the time, but they're extra fast and tricky.

In the first dungeon, Garwors and Thorwors will appear only after all six Burwors are destroyed. In following dungeons, Garwors and Thorwors appear earlier on. As you advance into more and more dungeons, you may be faced with any combination of Worlings scampering about the maze at the same time.

### WORLUK

Starting in the second dungeon, Worluk—the Wizard's winged beast—appears after the last Worling is shot. Worluk will try to devour you before he escapes from the dungeon. Shooting Worluk doubles the point values for all Worlings shot in the *next* dungeon.

### THE WIZARD OF WOR

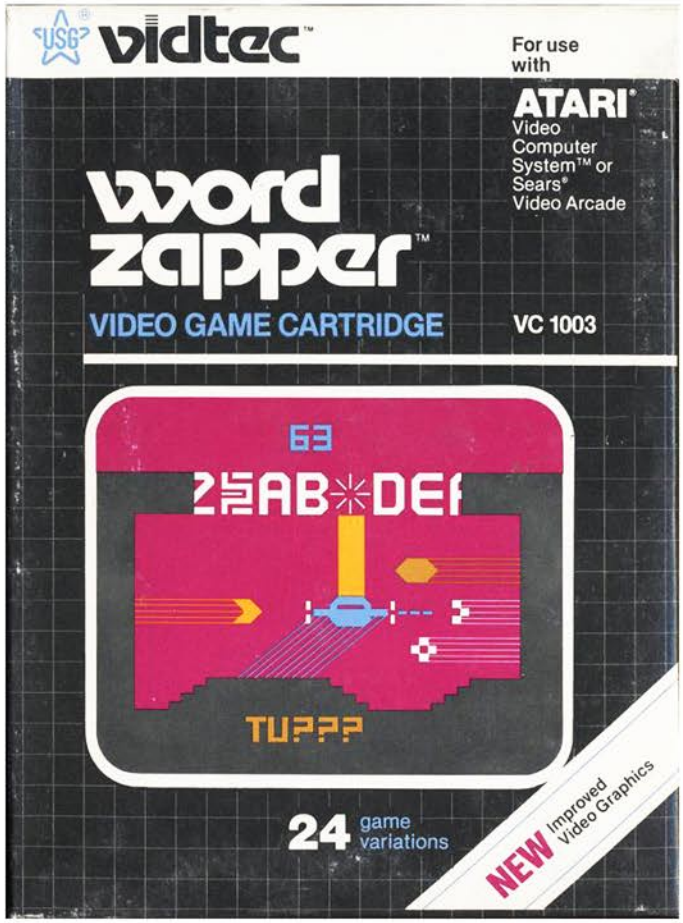
After Worluk escapes or is shot, the Wizard himself may engage you in battle. This is a fight to the finish, with the Wizard teleporting from one position to another, hurling lightning bolts in your direction. If you're sharp enough to stay alive, consider yourself a Worlord!

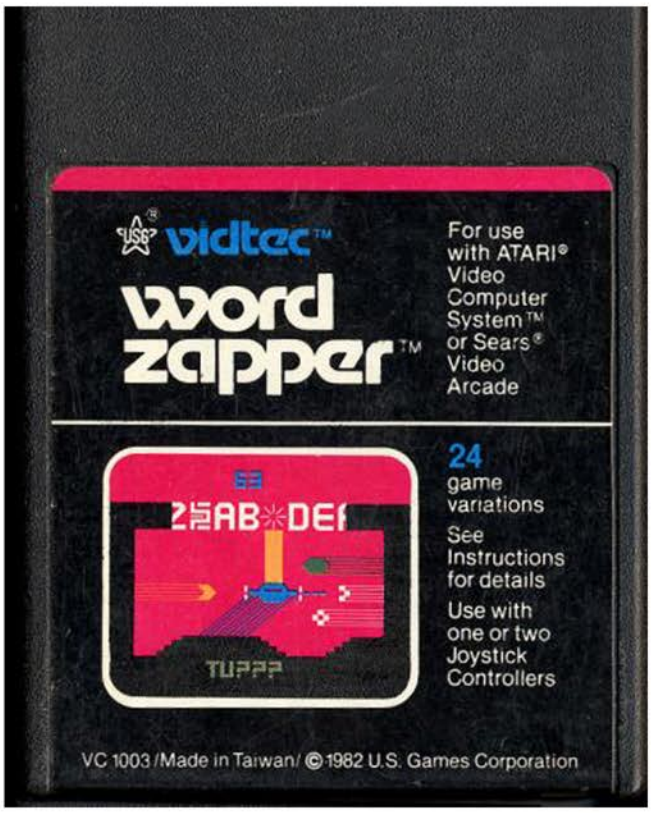
# WORD ZAPPER

Release Date: 1982
Publisher: U.S. Games
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: VC1003
Rarity: 3
Programmer: Henry Will IV

This unique take on a shooter is held back due to lack of danger.



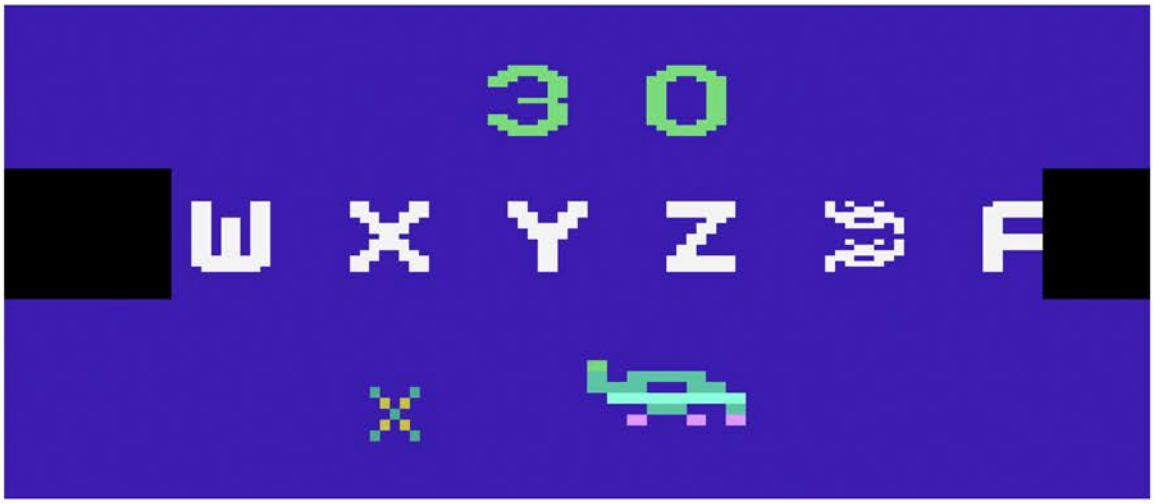
You are the Word Zapper, a letter happy warrior who uses his mighty vessel to spell out words by shooting the individual letters out of the sky. To complicate this quest, there are a wide varieties of meteors and asteroids that will do everything they can to knock you off course.

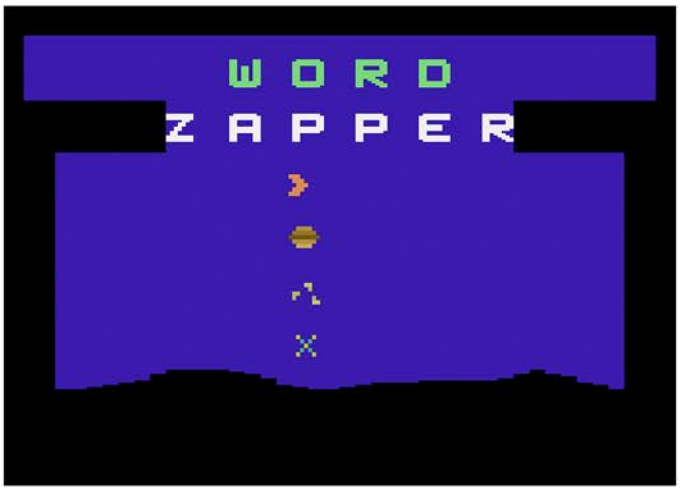
The game begins with your ship hanging out at the bottom of the screen where a word or combination of letters appears, letting you know what must be spelled at. At the top of the screen is a scrolling alphabet, which will need to be shot in order to capture the needed letters. Shortly after you begin firing, the space rocks will begin hurtling towards you from the left and right. Don't worry if they hit you as all that happens is you are bounced around a bit (unless it's a Doomsday asteroid, which will end your game).

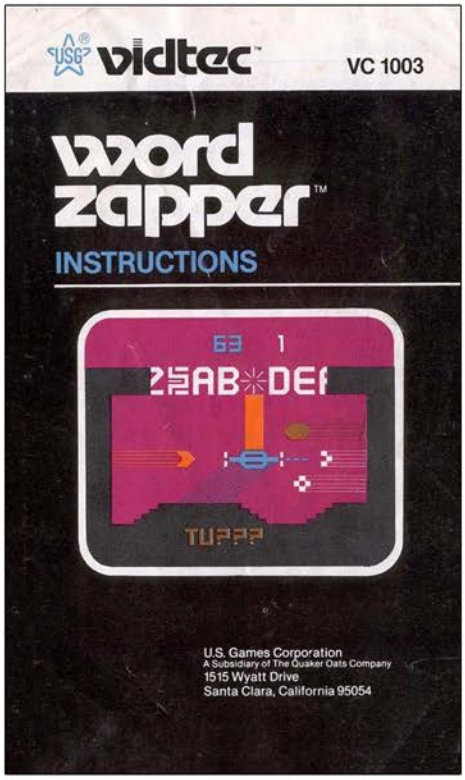
As you spell out the word you may miss and hit the wrong letter, for which there is no penalty. If you happen to need that letter later on in your word it will respawn the next time around, so no worries there either. Once you have successfully completed the word you'll need to shoot the "freebie" square to move on to the next word (if no "freebie" square is present, simply shoot five asteroids and it will appear). You have ninety-nine seconds to complete three words, and if you succeed you win the game. If you fail, your ship simply lands and admits defeat.

There isn't much in the way of variety, with your only real options being whether you match a real word or random letters, how dense and fast the meteor shower is, and the scroll speed of the letter wheel. The fastest setting on the wheel is a bit absurd, as even if you have a clear shot it's mostly luck if you hit your intended target, which is why a constant firing strategy works well as there is no penalty for hitting the wrong letter.

With some real danger like all asteroids destroy your ship or you lose time for shooting the wrong letter, this could have been an entertaining title. Instead we're left with a game permanently on easy mode that at best lasts a minute and a half.



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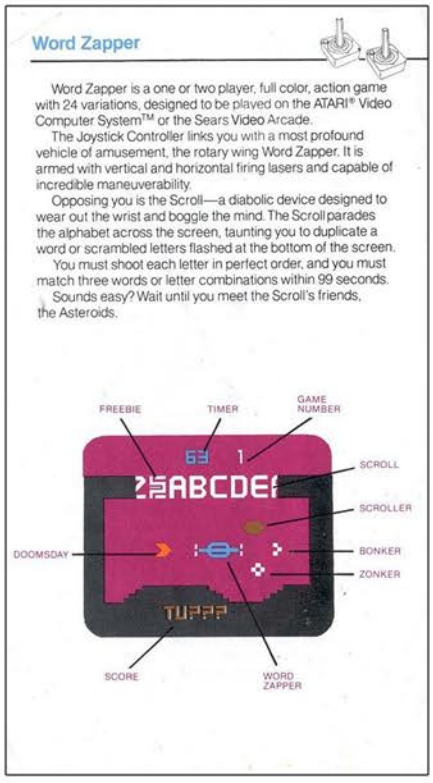


## Word Zapper

Word Zapper is a one or two player, full color, action game with 24 variations, designed to be played on the ATARI® Video Computer System™ or the Sears Video Arcade.

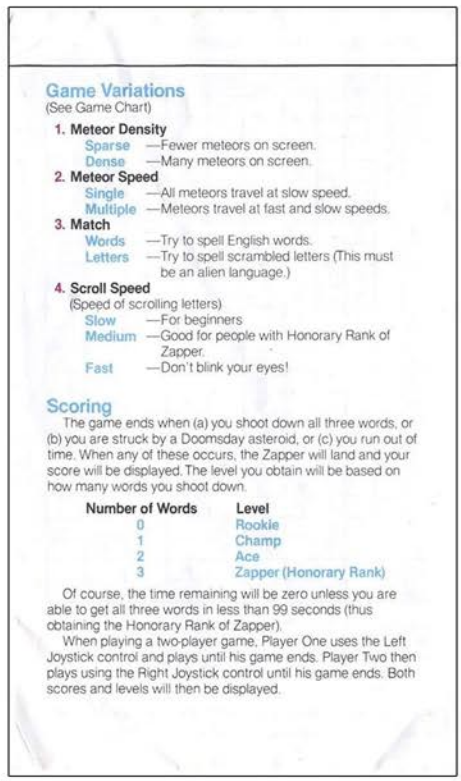
The Joystick Controller links you with a most profound vehicle of amusement, the rotary wing Word Zapper. It is armed with vertical and horizontal firing lasers and capable of incredible maneuverability.

Opposing you is the Scroll—a diabolic device designed to wear out the wrist and boggle the mind. The Scroll parades the alphabet across the screen, taunting you to duplicate a word or scrambled letters flashed at the bottom of the screen.

You must shoot each letter in perfect order, and you must match three words or letter combinations within 99 seconds.

Sounds easy? Wait until you meet the Scroll's friends, the Asteroids.





## Game Variations

(See Game Chart)

1. **Meteor Density**
   - Sparse —Fewer meteors on screen.
   - Dense —Many meteors on screen.
2. **Meteor Speed**
   - Single —All meteors travel at slow speed.
   - Multiple —Meteors travel at fast and slow speeds.
3. **Match**
   - Words —Try to spell English words.
   - Letters —Try to spell scrambled letters (This must be an alien language.)
4. **Scroll Speed**
   (Speed of scrolling letters)
   - Slow —For beginners
   - Medium —Good for people with Honorary Rank of Zapper.
   - Fast —Don't blink your eyes!

## Scoring

The game ends when (a) you shoot down all three words, or (b) you are struck by a Doomsday asteroid, or (c) you run out of time. When any of these occurs, the Zapper will land and your score will be displayed. The level you obtain will be based on how many words you shoot down.

| Number of Words | Level |
|---|---|
| 0 | Rookie |
| 1 | Champ |
| 2 | Ace |
| 3 | Zapper (Honorary Rank) |

Of course, the time remaining will be zero unless you are able to get all three words in less than 99 seconds (thus obtaining the Honorary Rank of Zapper).

When playing a two-player game, Player One uses the Left Joystick control and plays until his game ends. Player Two then plays using the Right Joystick control until his game ends. Both scores and levels will then be displayed.

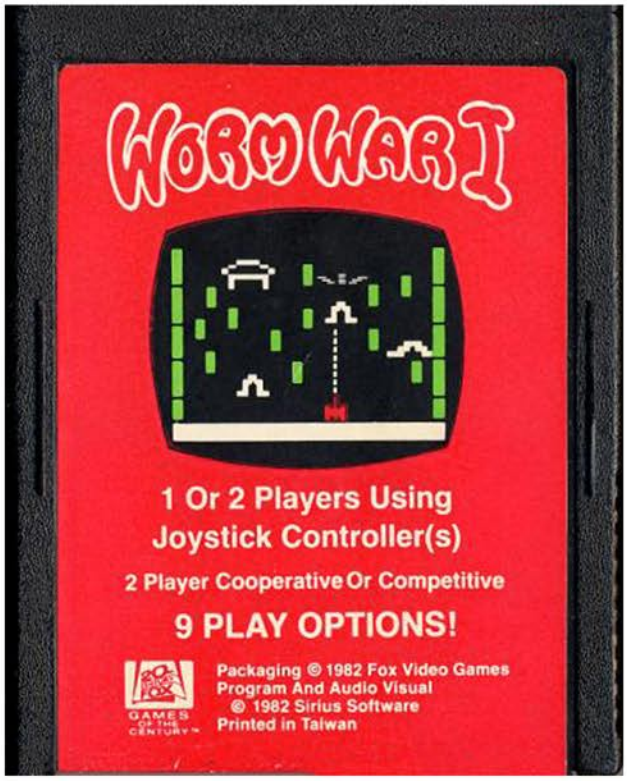
# WORD ZAPPER

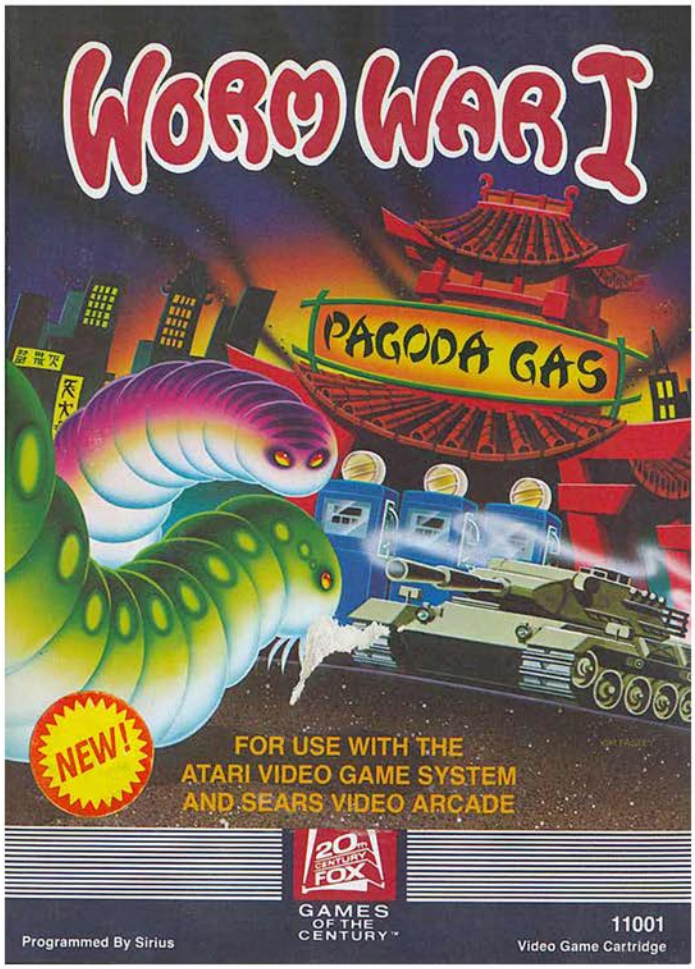
# Worm War I

Release Date: 1982
Publisher: 20th Century Fox
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 11001
Rarity: 3
Programmer: David Lubar

This fast paced shooter is a solid entry into the genre.

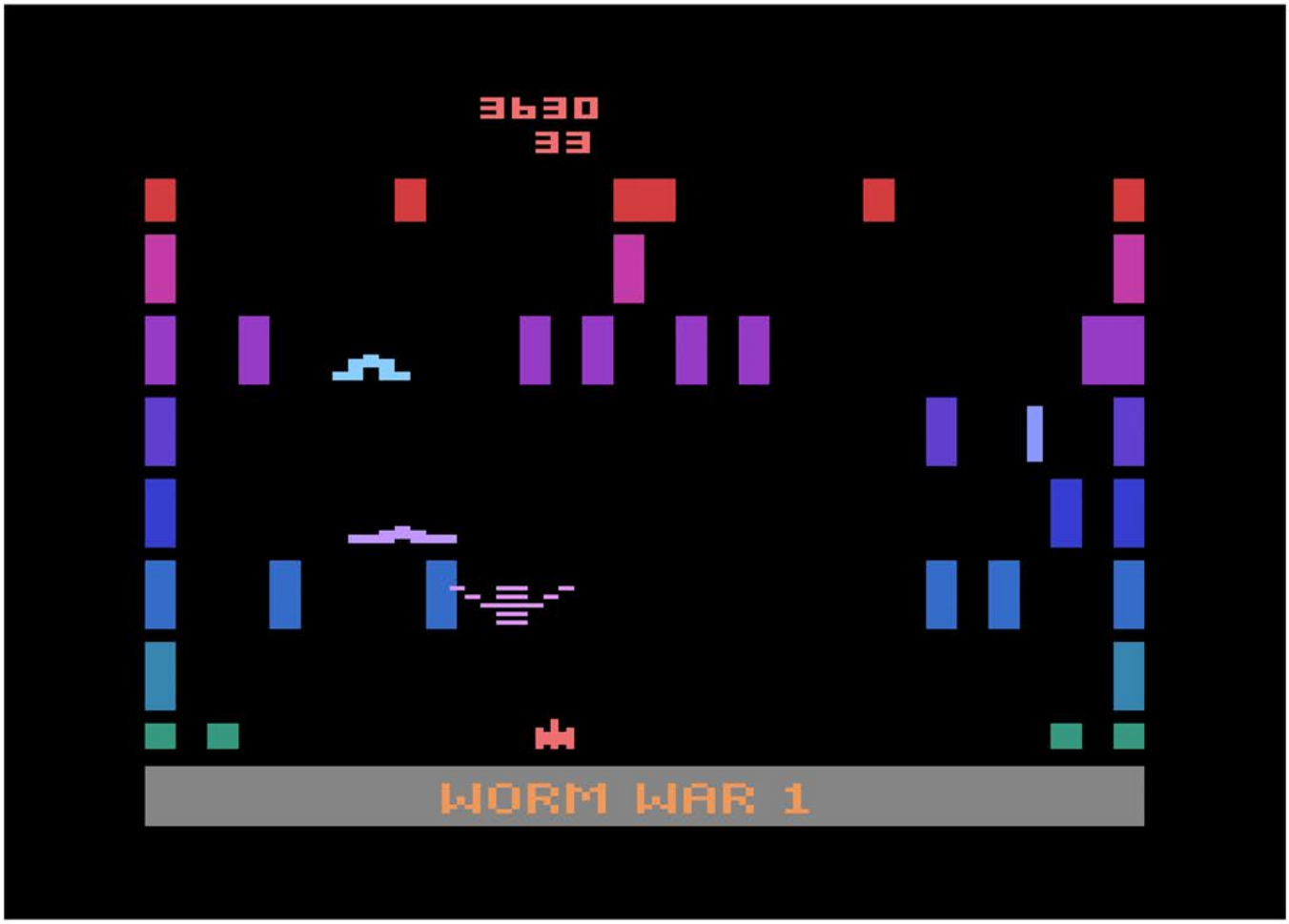


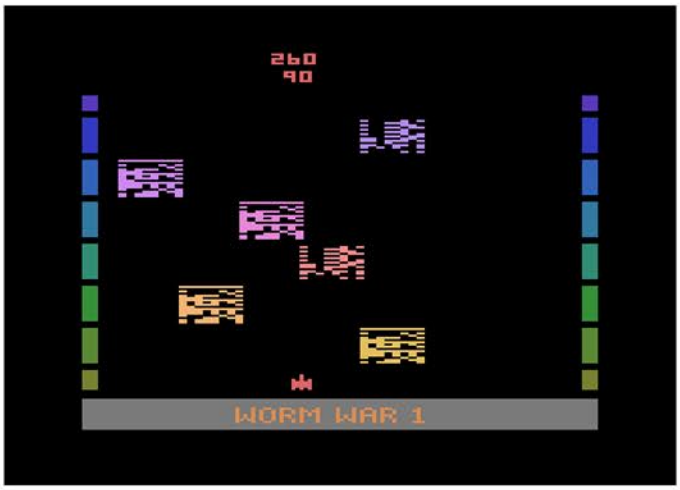



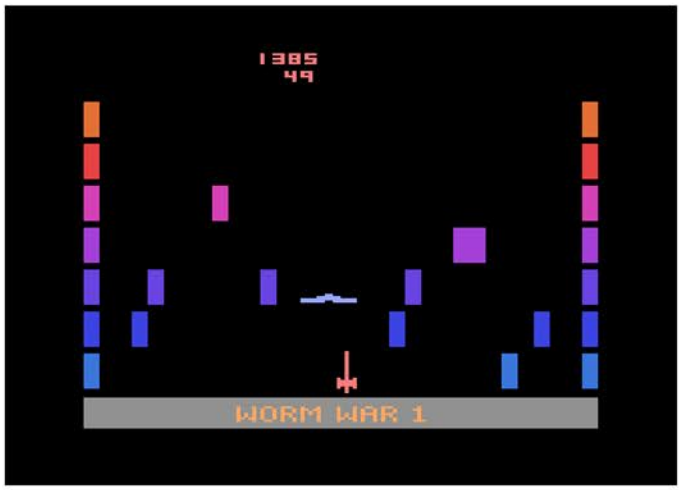
You are in control of a battle ready tank that has been sent to the city of Teriyaki to destroy the invading worm army. Every time you blast a batch of them away, a new wave materializes right before you eyes in what seems like a never ending fight.

The game begins with your tank at the bottom of a clear screen with several blobs digitizing into existence above. When they get finished with their little song and dance, giant worms are born. They move horizontally across the screen, and have vertical movement thanks to your tank trudging ahead. The goal is to shoot each and every one of them before they touch you.

Killer worms aren't the only thing that show up from the digital blobs, as a Pagoda Gas Station will appear. These are vital to your survival because as you go along your fuel meter will drain, dramatically so if you get hit by a worm. By touching this you regain a touch of fuel. Unfortunately they don't appear nearly often enough, so you'll always be fighting a losing battle on this front. However if you feel overwhelmed by the number of worms on screen, you can sacrifice a gas station by shooting it, and the ensuing explosion will clear the screen for you.





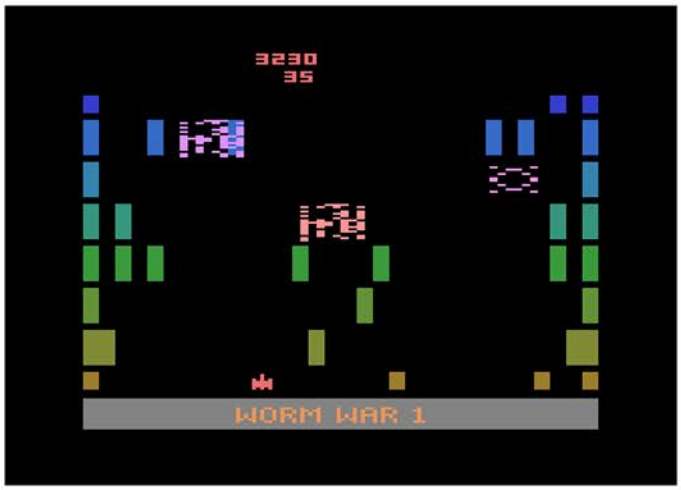



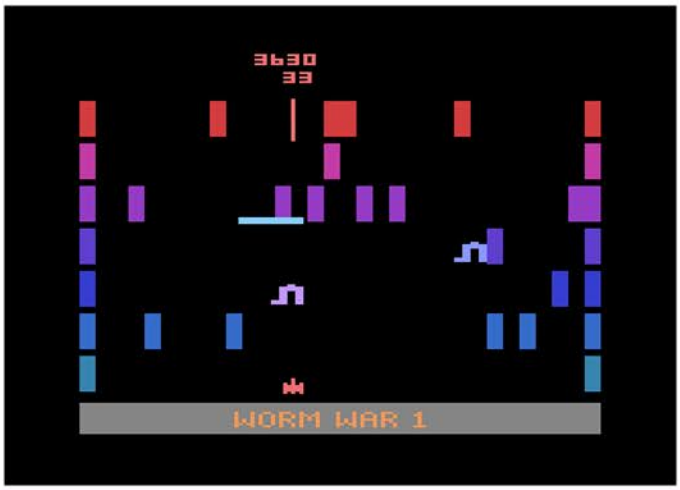

After clearing several waves the blank screen will be filled with blocks. These can be avoided or shot for some bonus points. Just don't run into them because they hit just as hard as the worms and will quickly drain your fuel supply.

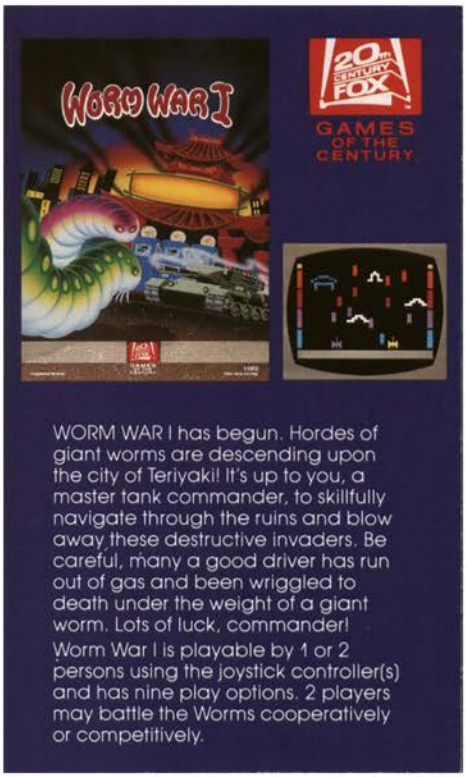
While your tank is anchored to the bottom of the screen, you can control how fast you go. This is vital because sometimes the worms just aren't killable before they reach you, so a speed boost is necessary to avoid contact. Unfortunately you can't really speed up right after being hit, so there is opportunity for some cheap deaths if several worms are lined up in a row. It is rare, however it does happen.

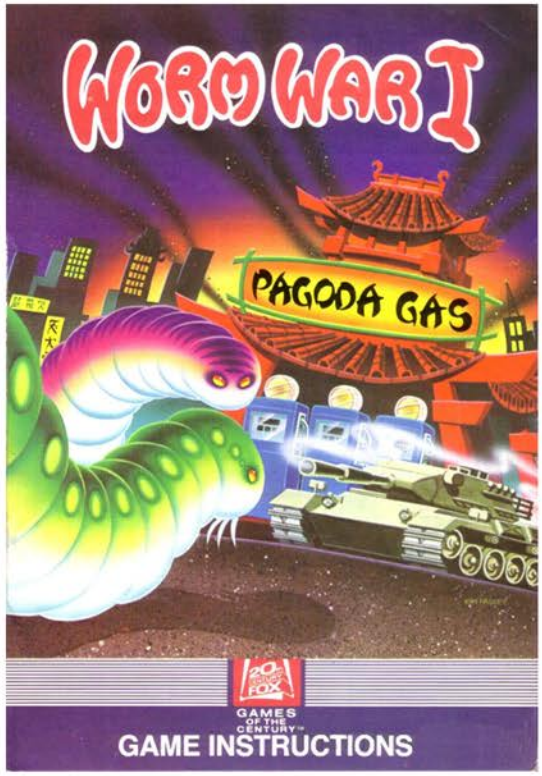
You do have rapid fire with your vehicle's weapon, making it easy to fill the screen with bullets. The only problem is that the collision detection sometimes misses a direct hit on a worm, which can be problematic if you're in close proximity to it. This doesn't happen very often, but it's frustrating when it does.

Everything else about the game is solid. The graphic are nice, the controls are tight, and the action is fast. If you are looking for a shooter to play, this one should be on your list.



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Top Right: Manual Cover
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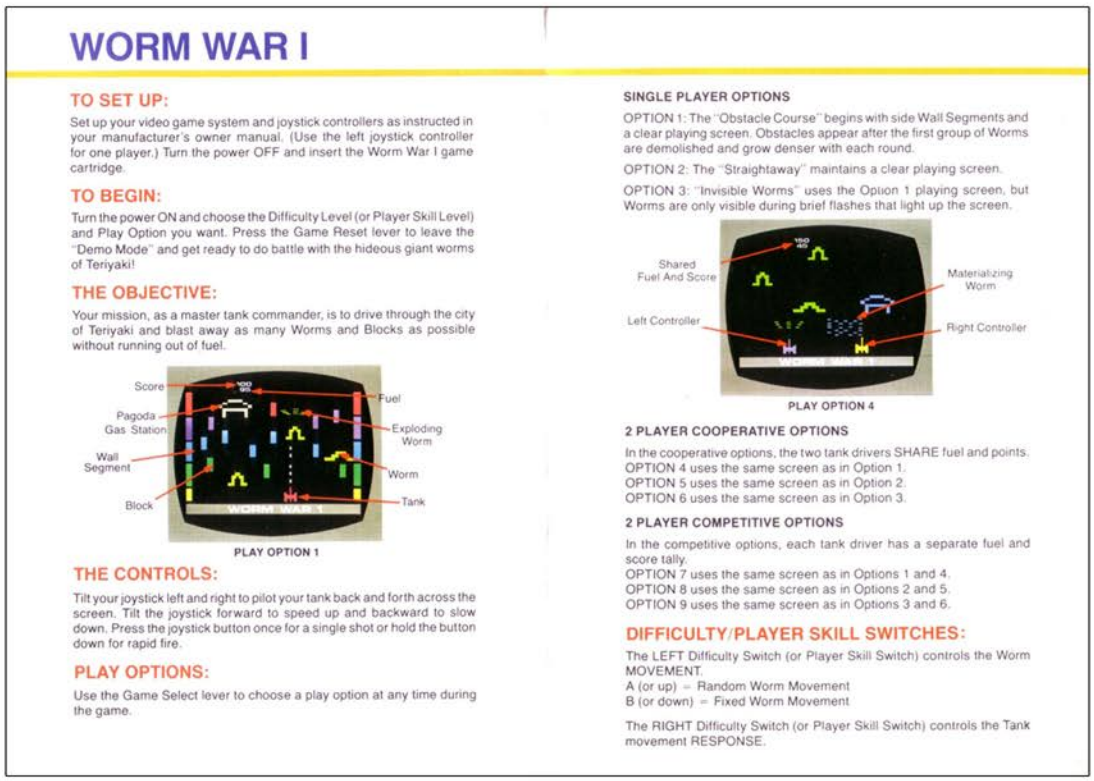


## WORM WAR I

### TO SET UP:

Set up your video game system and joystick controllers as instructed in your manufacturer's owner manual. (Use the left joystick controller for one player.) Turn the power OFF and insert the Worm War I game cartridge.

### TO BEGIN:

Turn the power ON and choose the Difficulty Level (or Player Skill Level) and Play Option you want. Press the Game Reset lever to leave the "Demo Mode" and get ready to do battle with the hideous giant worms of Teriyaki!

### THE OBJECTIVE:

Your mission, as a master tank commander, is to drive through the city of Teriyaki and blast away as many Worms and Blocks as possible without running out of fuel.



PLAY OPTION 1

### THE CONTROLS:

Tilt your joystick left and right to pilot your tank back and forth across the screen. Tilt the joystick forward to speed up and backward to slow down. Press the joystick button once for a single shot or hold the button down for rapid fire.

### PLAY OPTIONS:

Use the Game Select lever to choose a play option at any time during the game.

### SINGLE PLAYER OPTIONS

OPTION 1: The "Obstacle Course" begins with side Wall Segments and a clear playing screen. Obstacles appear after the first group of Worms are demolished and grow denser with each round.

OPTION 2: The "Straightaway" maintains a clear playing screen.

OPTION 3: "Invisible Worms" uses the Option 1 playing screen, but Worms are only visible during brief flashes that light up the screen.



PLAY OPTION 4

### 2 PLAYER COOPERATIVE OPTIONS

In the cooperative options, the two tank drivers SHARE fuel and points.
OPTION 4 uses the same screen as in Option 1.
OPTION 5 uses the same screen as in Option 2.
OPTION 6 uses the same screen as in Option 3.

### 2 PLAYER COMPETITIVE OPTIONS

In the competitive options, each tank driver has a separate fuel and score tally.
OPTION 7 uses the same screen as in Options 1 and 4.
OPTION 8 uses the same screen as in Options 2 and 5.
OPTION 9 uses the same screen as in Options 3 and 6.

### DIFFICULTY/PLAYER SKILL SWITCHES:

The LEFT Difficulty Switch (or Player Skill Switch) controls the Worm MOVEMENT.
A (or up) = Random Worm Movement
B (or down) = Fixed Worm Movement

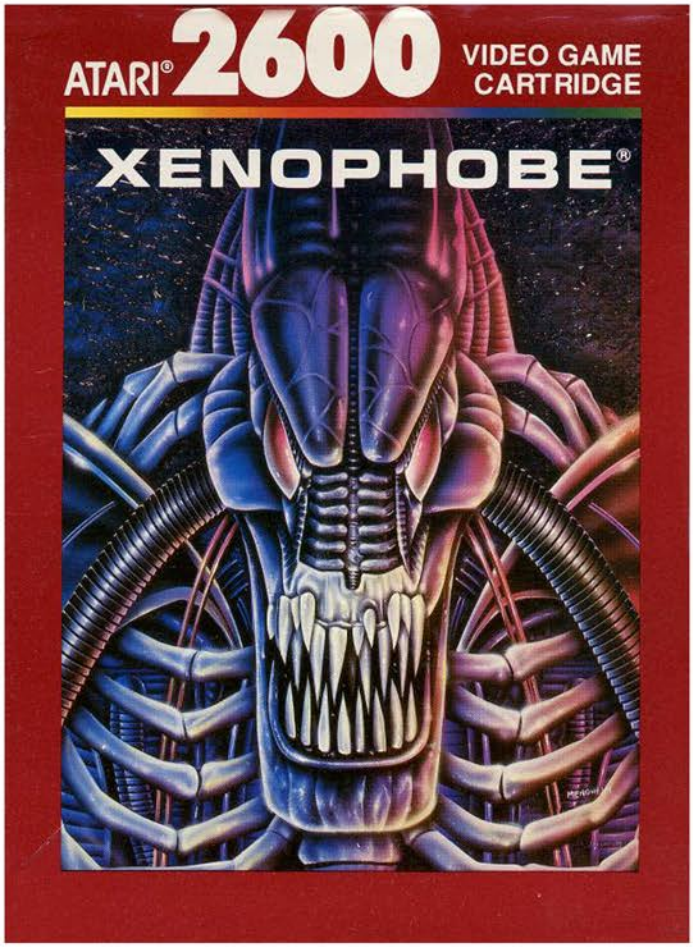
The RIGHT Difficulty Switch (or Player Skill Switch) controls the Tank movement RESPONSE.

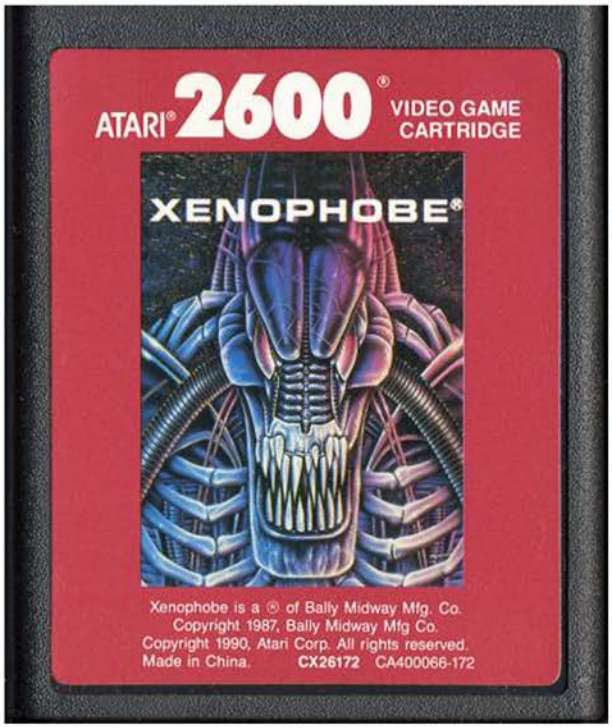
# XENOPHOBE

Release Date: 1990
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Arcade

Alternate Title: N/A
Model #: CX26172
Rarity: 7
Programmer: N/A

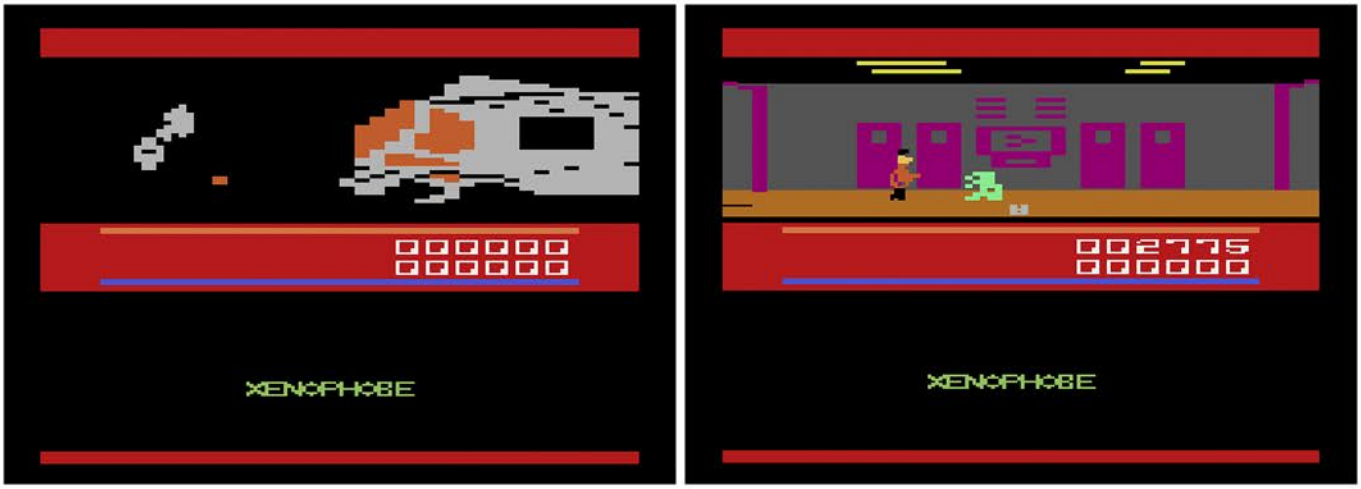
This arcade port is borderline unplayable.



Grab your laser pistol because Xenophobes have invaded your space stations. It's up to you to venture into each one of them and eliminate the threat while gathering up vital resources.

The game begins with your away ship docking with the space station before you are beamed to the bridge of the ship. Once fully materialized you can choose to go to the right or left as the station wraps around, with the goal being to eliminate the aliens who have taken it over. If you aren't able to clear it in time you'll be transported back to the mothership and be forced to watch as the space station you tried to save go into self destruct mode.

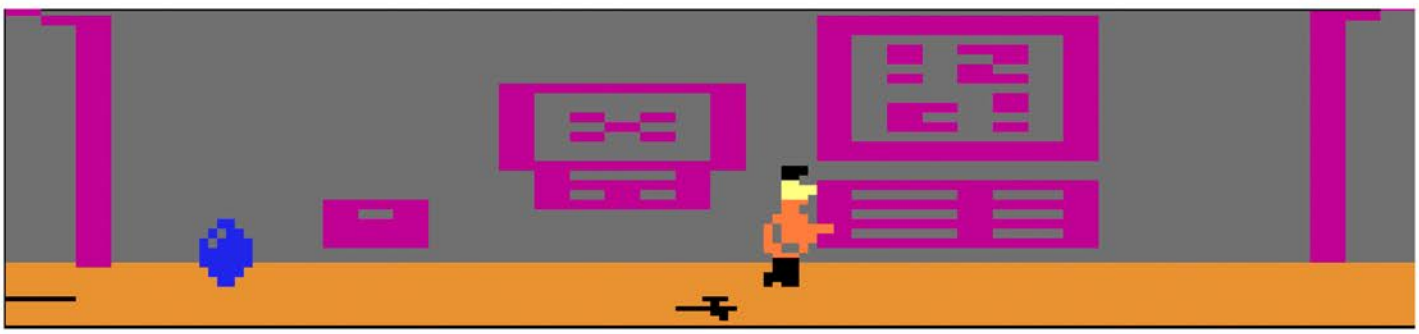


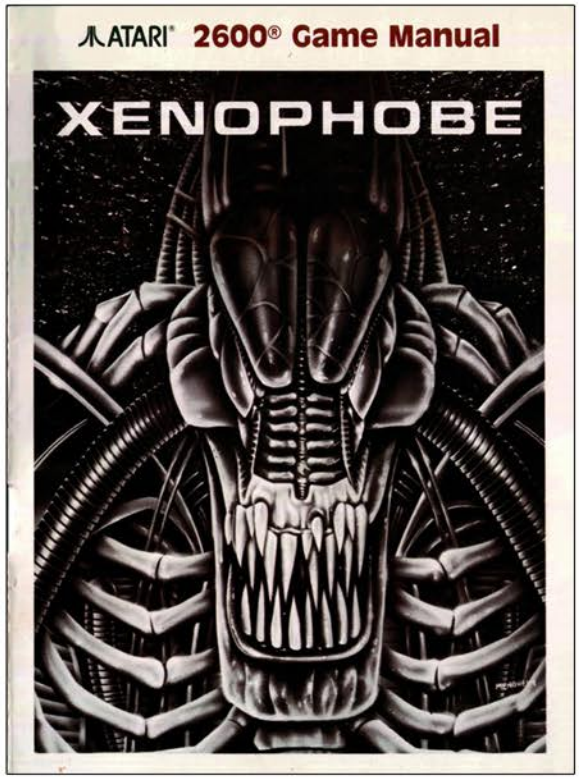

Since there are lots of enemies to shoot, you're going to need a small arsenal to take them out. You begin the game with a phaser, but as you explore you can pick up more powerful weapons like laser pistols and electric rifles. For those particularly tough enemies you can lob a grenade at them, but will need to aim carefully as they're easy to miss with.

You begin the game with a thousand health units, and the enemy can quickly drain it. The smaller enemies leave superficial damage, taking off two or four units, but full grown aliens can strike you down for a hundred and fifty with a single blow. The good news is if you manage to successfully clear a station of invading aliens you will get some of that health back.

There are several major issues with the game, beginning with the graphics. Everything flickers to the point where it can be difficult to tell what's going on, which is inexcusable since the gameplay takes place on one-third of the screen. The controls leave a lot to be desired as well as when you try and stand up after crouching you'll leap into the air, putting you at risk of attack.

If you are a fan of the arcade original you'll be better off tracking down the NES port, which came out two years prior to this release. The only reason to play this one is to see just how bad it is.






Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples

## ALIEN ATTACK!

Hostile aliens--Xenophobes--are infesting space stations vital to your planet's security. These aliens threaten to overrun the stations, rendering the space stations useless.

You are part of an elite team which is ready to speed to these endangered space stations. Your mission is clear: destroy the aliens, regain control of the space stations, and pick up any valuable hardware you might discover as you sweep the stations for aliens.

The aliens are a swarming band of uglies, straight out of your worst nightmare. You'll need to use your talent just to stay alive as you rid each space station of these pests. You don't want to let them catch you. It's them or you.

The message has come. It's up to you and your teammates to cleanse each space station of aliens. Your Mother Ship brings you to the vicinity of each overrun space station. You then enter the space station via a transfer disk, which beams you aboard.

Another member of your elite squad can work stations too, and you may compete for high score, or work on your own to clear the aliens from an infested space station. Just be careful as you enter a space station. The aliens are everywhere!

## GETTING STARTED

1. With your television switched on, insert the Xenophobe cartridge into your Atari 2600 (or 7800) as explained in your owner's manual.
2. Plug a controller into the left port for a one-player game. Plug a second controller into the right port for a two-player game.

   **Note**: Each player is independent. The death of one player does not affect game play for the other player.



3. Press the console's **Power** switch to turn on the machine. The Xenophobe title screen appears.
4. Press **Select** to select a one- or two-player game.
5. Press the left controller's fire button or **Reset** to begin the game.
6. To restart the game, press **Reset**.

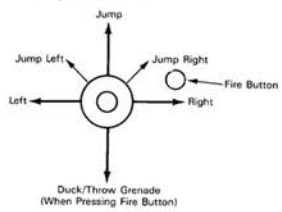
**Note**: An awards ceremony occurs after each space station adventure. If you die there is no ceremony. During this ceremony point value data is displayed on the aliens you destroyed. The valuable hardware you retrieved displays as the point value is added to your score.

### Split-Screen Play

Xenophobe's split-screen lets two players move independently. You view each player's game action on a separate half of the screen. The left controller (player 1) corresponds to the top-screen view while the right controller (player 2) corresponds to the bottom. Players alternate their play. Player 1 competes and when done, Player 2 begins playing.

**Note**: The size of a player's viewing screen is the same whether you are playing a one-player or two-player game.

**Player Movements**



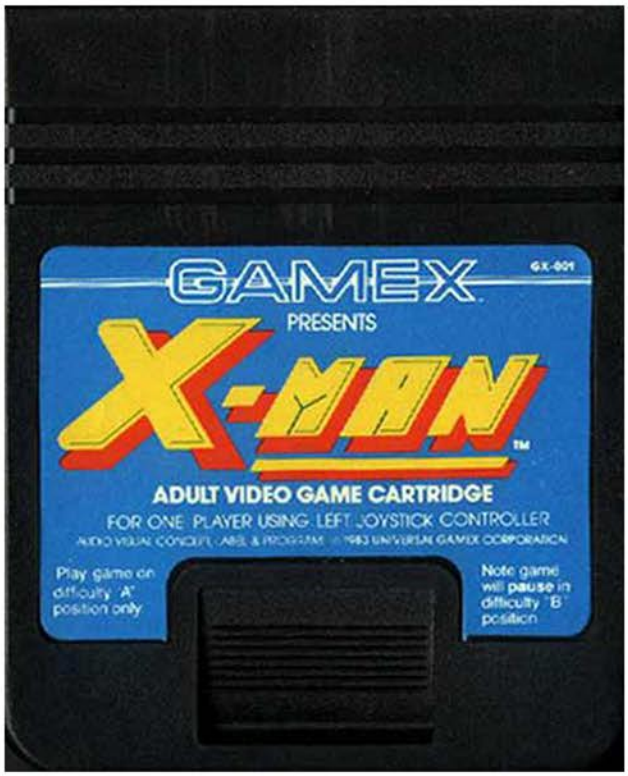

**Elevator**

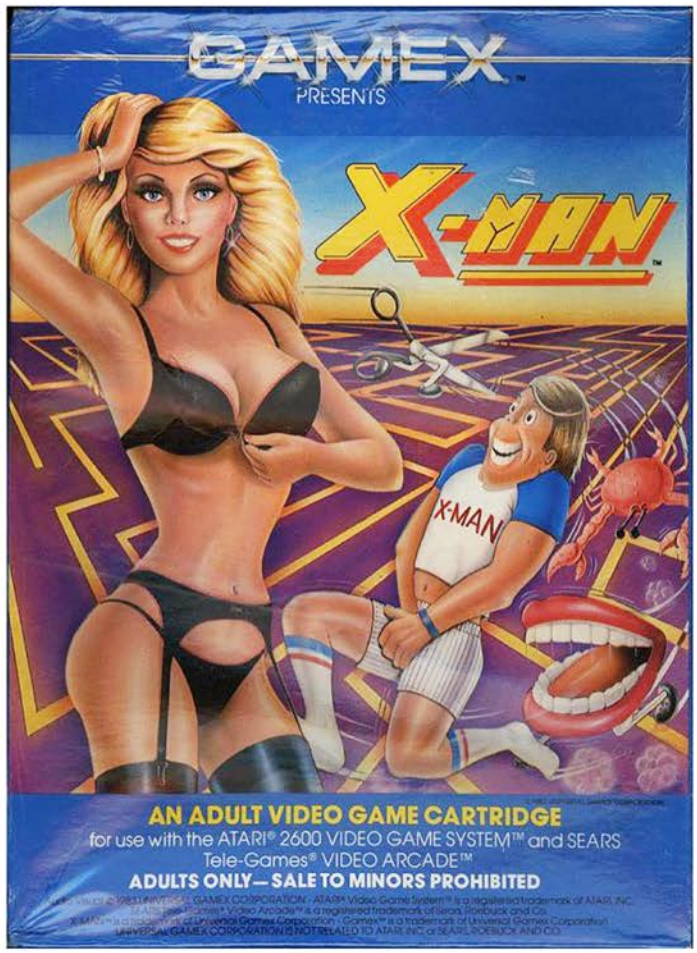
# X-Man

Release Date: 1983
Publisher: Gamex
Controller: Joystick
Players: 1
Genre: Adult

Alternate Title: N/A
Model #: 1005
Rarity: 9
Programmer: H.K. Poon

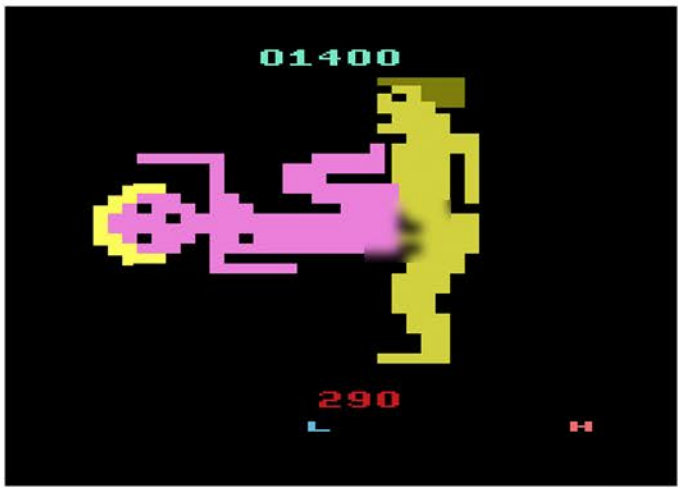
This adult title barely qualifies as a game, however it is good for a laugh.

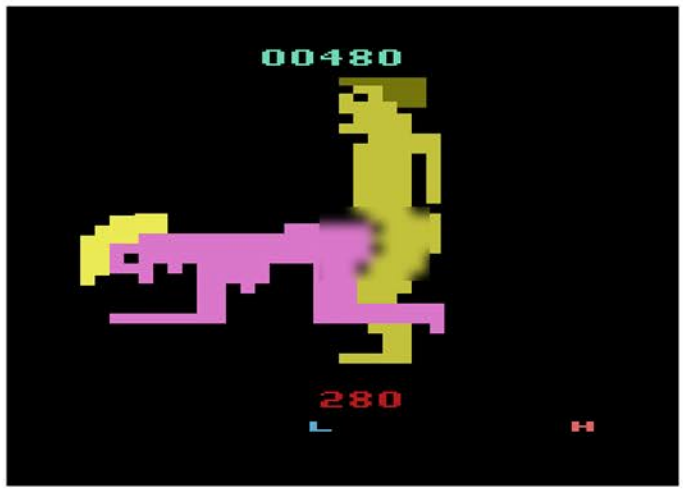


You are the X-Man, an extremely horny young man who is willing to risk life and his favorite limb in order to get some action. In order to do this he must successfully navigate a maze and make it to the front door of a lucky lady's house.

The game starts with a maze being randomly generated. Well, maze is perhaps too generous as there is only a single route through it with one or two dead end offshoots. At the center of the screen is a door which our horndog must reach without being caught by the crabs, scissors or teeth. This is incredibly difficult to do since your paths will cross at some point, and there are extremely limited opportunities to hide from them.




If you somehow manage to evade getting snipped and make it to the door, you'll be treated to a second screen where the young man enjoys himself with his lady friend. The goal here is to move in such a manner that both of you cause an explosion of joy, represented by the constantly flashing screen. Achieve this and you'll be off to the next maze in search of even more fun.

There are several issues at play here, the most glaring of which is the lack of maze pathways which makes success difficult to come by. Another major problem are the controls, which requires precise movement in order to navigate the hallways. It's far too easy to be a pixel off and bounce repeatedly rather than making a run for it. The final problem is that the game simply isn't fun at all for longer than a couple of minutes, as there isn't any skill required to win, only luck.

For those who want a chuckle at what qualified as adult entertainment back in the day, this is worth a look. Anyone looking for serious gameplay should look elsewhere.

X-MAN

INSERTING THE CARTRIDGE

"X-Man" is an adult video game cartridge compatible with the ATARI® 2600 Video Computer System™ and the Sears Tele-Games® Video Arcade™. To begin the game you must do the following:

1. Hook up the game console. Be sure the POWER switch is on the OFF position and the TV TYPE switch is on COLOR position.
2. Connect the JOYSTICK controller to the LEFT CONTROLLER connection of the back of the game console.
3. With the POWER switch on the OFF position, insert your Games™ Video Game Cartridge into the game console in the same way you would insert any other compatible game cartridge.
4. Turn the console POWER switch to the ON position.

INTRODUCTION MODE

The first thing you will see is the INTRODUCTION MODE which introduces the game characters. The first character is the "Sexy Blond" who without clothes runs from door right to door left. Right behind her in a state of arousal is our macho stud "X-Man", heart, and in hot pursuit of our hero are the attackers: the "Crab", followed by the "Scissors" and the "Teeth".

GAME PLAY

"X-Man" is a maze type video game. To actually begin game play you can either push the button on your JOYSTICK or press the GAME RESET switch on the game console. Immediately, the screen will change to the first maze which has an ORANGE DOOR in the center. The count down timer on top will start counting down from 99 seconds. Simultaneously, one of the attackers will come out of the ORANGE DOOR in search of "X-Man". "X-Man" starts at the bottom left corner of the maze. Three additional "X-Men" are located at bottom left below the maze. These represent your three additional "lives". One life will be lost each time "X-Man" is caught by one of his attackers.

OBJECT OF GAME

Using your JOYSTICK you control the left, right, up and down movement of "X-Man". Your object is to move him through the maze to the colored door in the center within the 99 seconds allowed. You have four lives and risk losing one if you fail to get to the door before the time runs out.

...ing at you from the door are one of the three attackers. ("Crabs", "Scissors" or "Teeth"). You risk losing one life each time you are caught by an attacker. When all four lives are lost, the game is over.

SCORING POINTS

Your score is based on how many seconds remain on the red COUNTDOWN TIMER at the top of the screen when "X-Man" reaches the door in the center of the maze. Multiply the number of seconds remaining on the timer times 10 to figure out your score (i.e. 45 seconds = 450 points). The faster you get to the door, the more points you score. You score no points if you are caught by the "Crab", "Scissors", or "Teeth". When there are 10 seconds remaining on the COUNTDOWN TIMER, the door will FLASH and a warning SOUND will activate to remind you that you will lose one life and score no points if you do not get to the door in the remaining 10 seconds.

A SEXY SURPRISE

Once you reach the door, the maze will FLASH and the video screen will change format to take you behind the door for a very SEXY SURPRISE. You have achieved your first goal and now have 30 seconds to make love with the "Sexy Blond". Using your JOYSTICK, you control the movement of "X-Man" as you try to bring the sensual excitement to a climax. Move faster and faster and watch the action build. But don't let up your pace or you may not reach climax in time.

BONUS POINTS

You can score additional bonus points during the SEXY SURPRISE MODE. At the bottom of the screen you will see a letter "L" (which stands for Low) and a letter "H" (which stands for High). This is your SEXUAL EXCITEMENT METER. As you move the JOYSTICK back and forth in a constant and ever increasing movement you will build the sexual excitement of "X-Man" and the "Sexy Blond". For every increment on the Low to High SEXUAL EXCITEMENT METER you reach, you will score an additional 20 BONUS POINTS. You will see the color bar grow and hear a sound effect increasing in pitch for each higher increment you achieve.

ADDITIONAL BONUS POINTS

You have only 30 SECONDS, as shown on the red COUNTDOWN TIMER at the bottom of the screen, to reach the H (High) mark on the SEXUAL EXCITEMENT METER and achieve a climax. You receive additional BONUS POINTS based on the number of seconds remaining on the red COUNTDOWN TIMER at the bottom of the screen when climax is reached. The additional BONUS POINTS will be equal to 10 times the number of seconds remaining. (I.e. 10 seconds = 100 BONUS POINTS). WARNING: if you do not reach climax as shown by the color bar reaching the H (High) level on the SEXUAL EXCITEMENT METER within the 30 seconds allowed, you will lose all points previously scored.

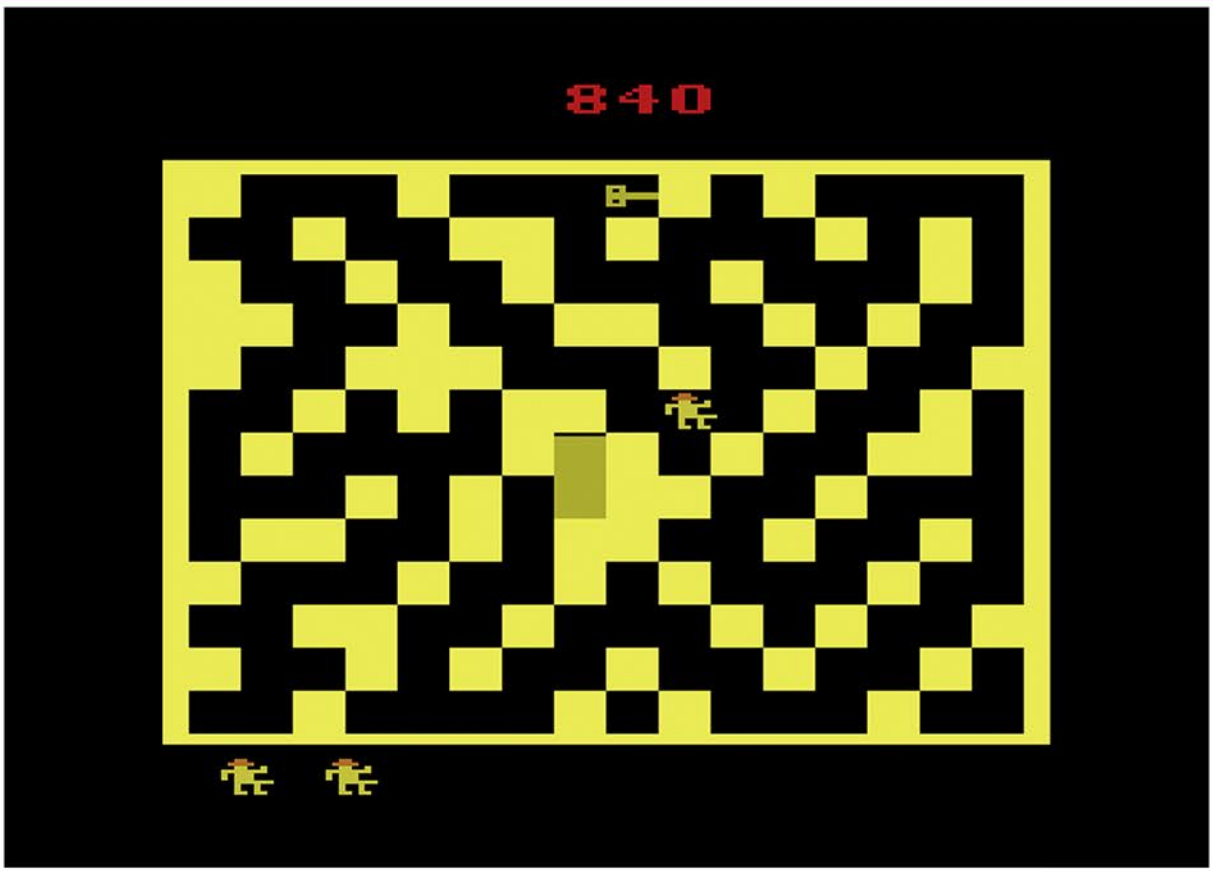
BUILDING YOUR SCORE

During the first SEX... SURPRISE MODE your score achieved w... be visible in blue at the top of the screen. After climax is reached, the screen will reveal a new maze with a BROWN DOOR in the center. Once "X-Man" reaches the BROWN DOOR, the screen FLASHES and changes to take you behind the door to the second SEXY SURPRISE MODE. The SCORE achieved will be visible in blue at the top of the screen.

After climax is reached the screen will reveal a new

Above: Manual Page Samples

Below: Additional Screenshots



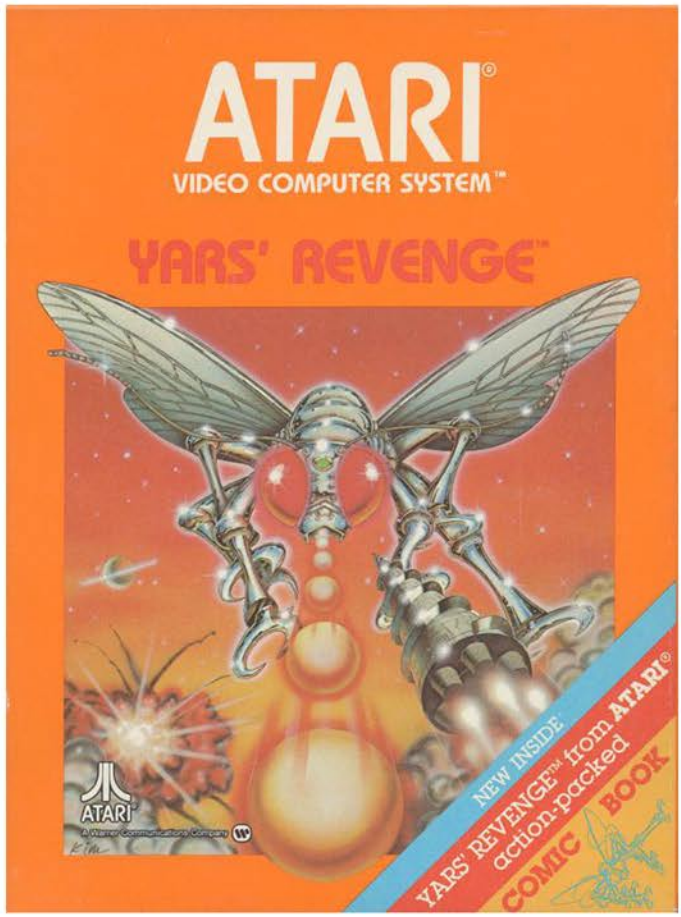

X-MAN

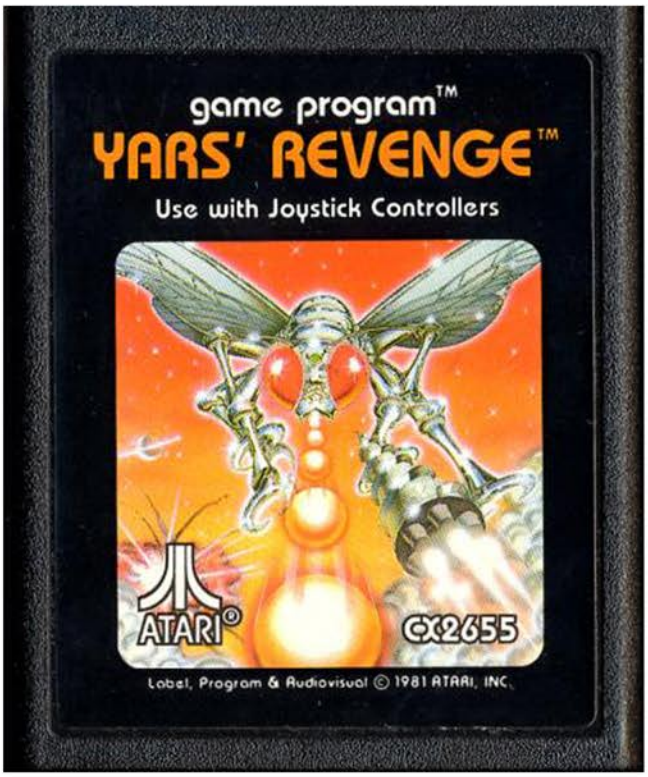
# YARS' REVENGE

Release Date: 1981
Publisher: Atari
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CX2655
Rarity: 2
Programmer: Howard Scott Warshaw

This is in contention for greatest 2600 game of all time.

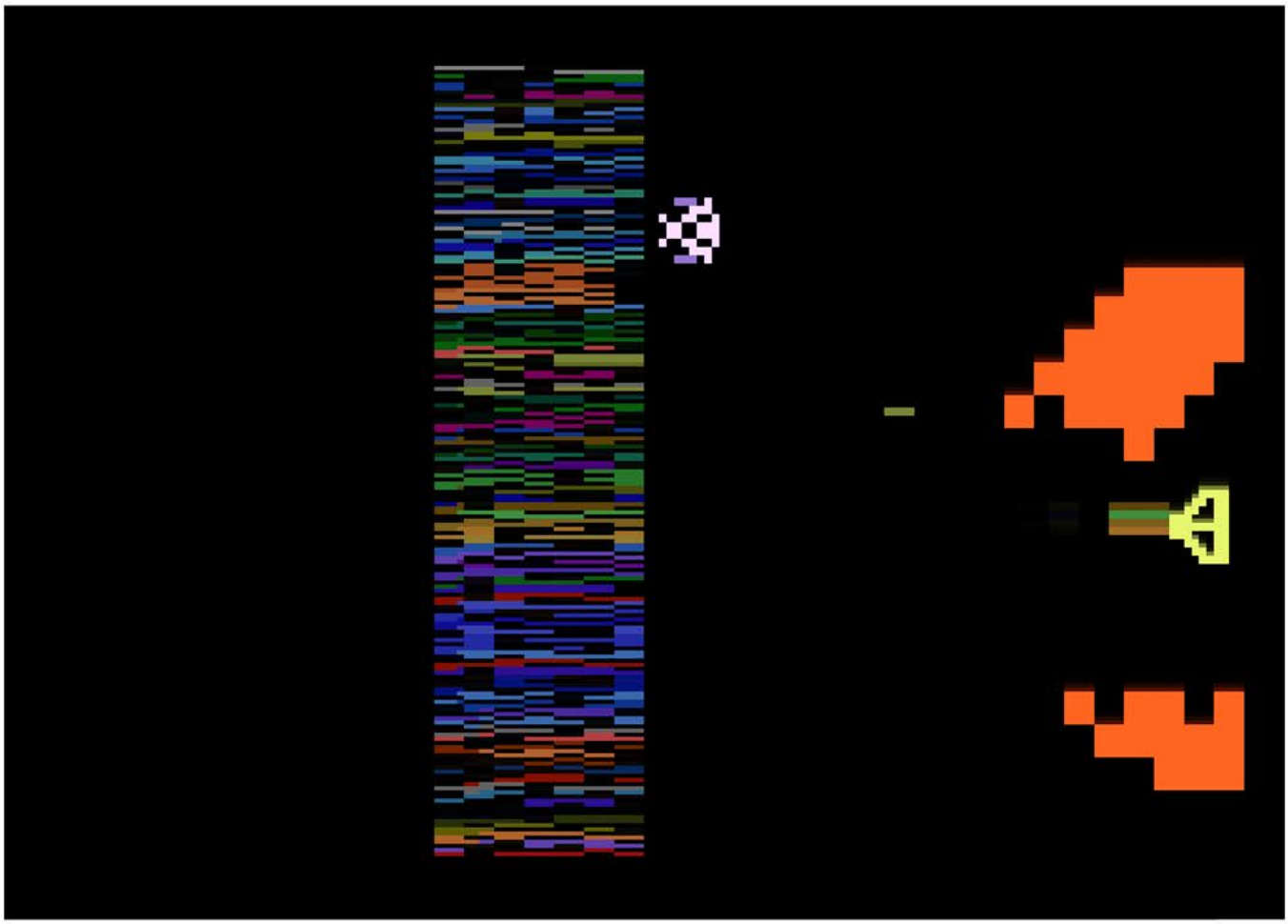


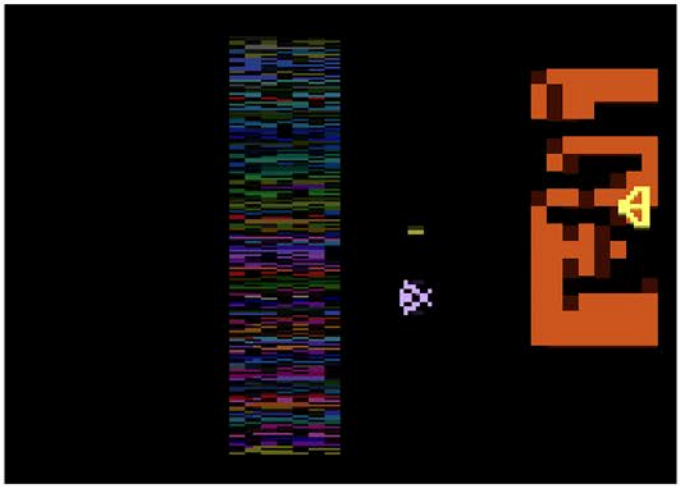



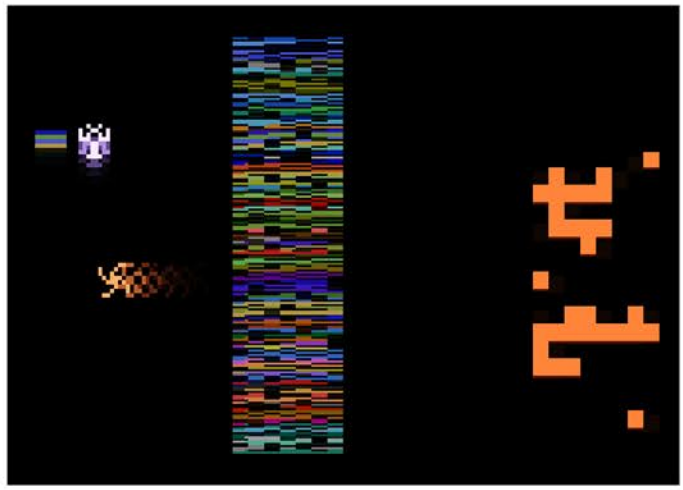
You are Yar, a fly simulator that has access to a Zorlon Cannon who is tasked with destroying the evil Qotile. Completing this mission is going to involve precise flying, an itchy trigger finger, and nerves of steel.

The game opens with our hero on the left side of the screen, and the heavily protected Qotile on the right. In the center is a static field area known as the neutral zone that protects Yar from just about every attack while preventing him from firing. Also on the enemy's side is the destroyer missile, a sentient explosive that will hunt Yar to the ends of the screen.

There are two main screens where the action takes place. The first has the enemy hiding behind a blocky shield that must be destroyed before a cannon shot can be attempted. The shield structure is stationary so clearing a path to the enemy can be done in just a few shots, however the entire shield and enemy moves slowly up and down the screen. There are a couple of ways to spawn a cannon shot, one of which is to eat part of the shield by bashing into it.





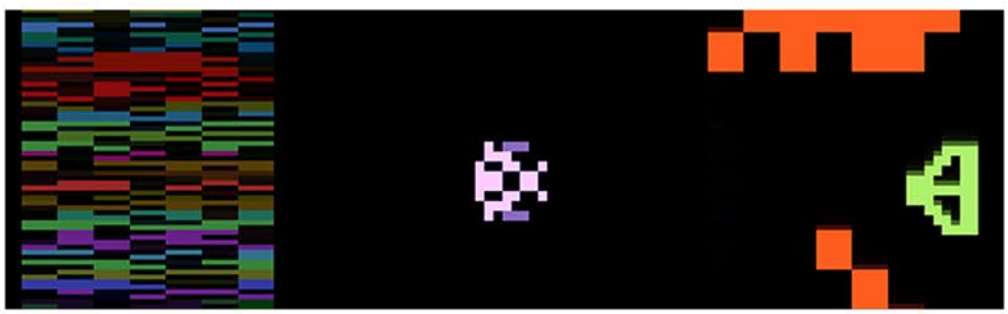


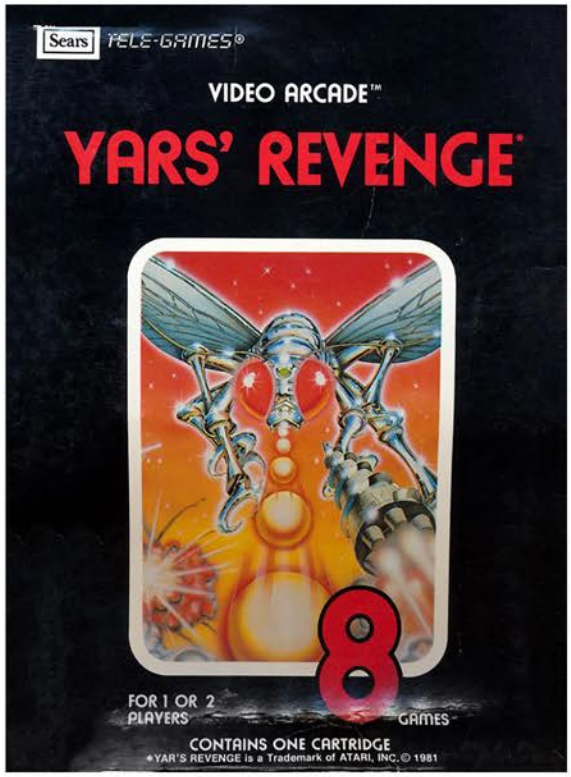
The other requires a bit more daring in that you have to go up and touch the Qotile. This is dangerous because from time to time it transforms into a deadly swirl that will launch out towards you. Once you have successfully connected with a Zorlon cannon shot, it's off to the second screen.

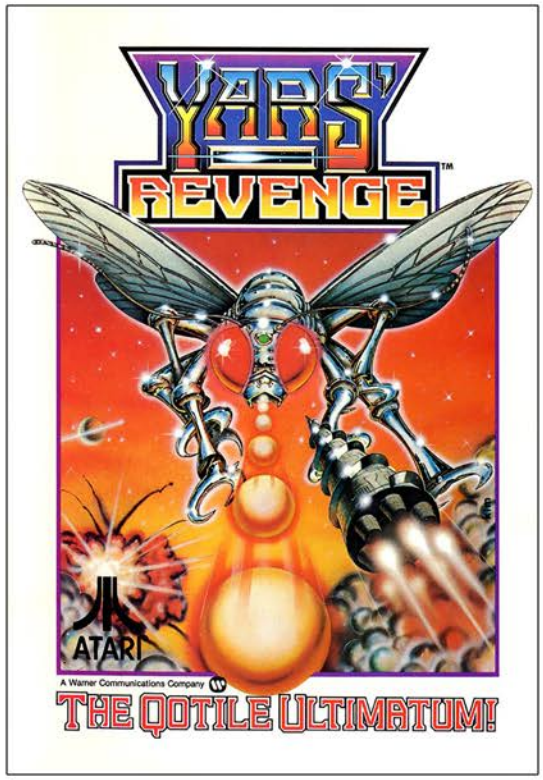
Here the enemy is encased in a thick shield that, when shot, reveals a constantly moving structure. Moving in a snakelike pattern, each hole will progress through, meaning you'll have to inflict a lot of damage in order to clear a path. The same cannon spawning techniques can be used here, and the danger is the same as well. Get a direct hit here and you'll be back to the first screen with everything sped up ever so slightly.

There are a few gameplay variations to mix things up. The first is that the cannon shot will bounce off of the shield if it hits, sending it back towards you. The biggest changeup however is requiring you to gather five "trons" in order to spawn the cannon shot. Different point values are assigned to eating the shield, touching the Qotile, or even catching the cannon shot after it bounces. You can even store up to 255 tron energy, giving you an arsenal to work with.

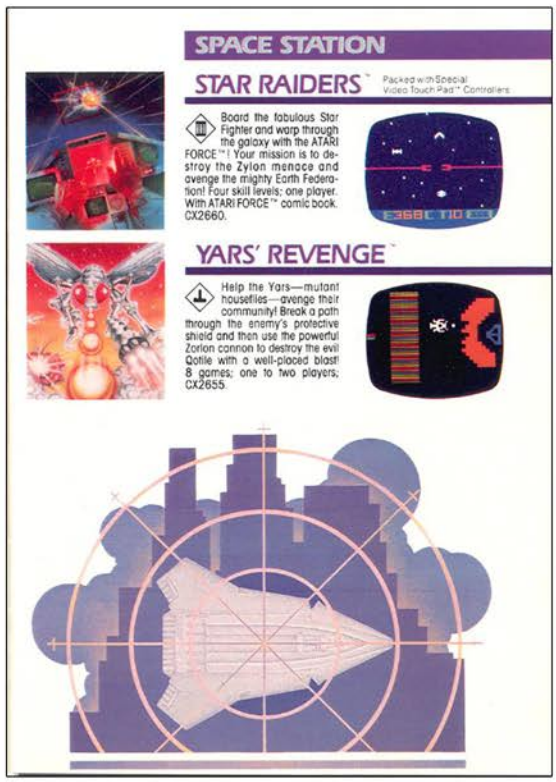
Everything about the game is near perfection. The gameplay, the graphics and controls are all top notch. The difficulty ramps up nicely and never feels unfair. If you are a fan of shooters, or just games in general, this one needs to be on your list.

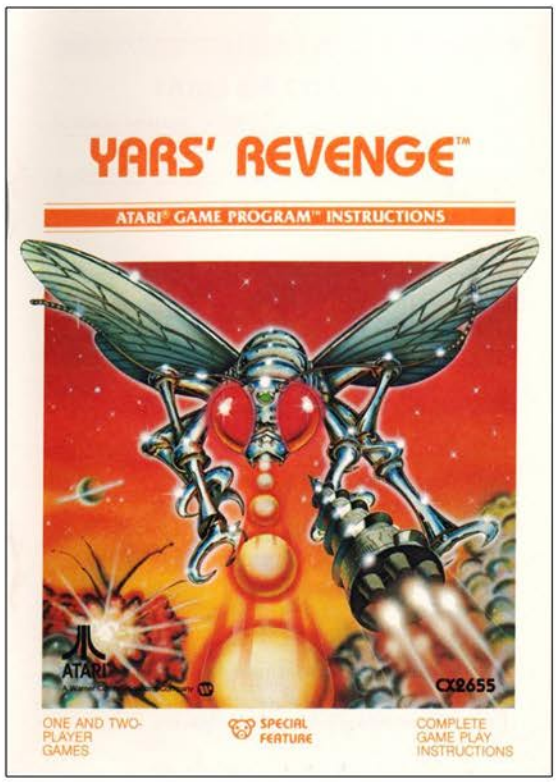





Top Left: Sears Tele-Games Box
Top Right: Pack-in Comic Cover
Bottom Left: Catalog Sample
Bottom Right: Manual Cover



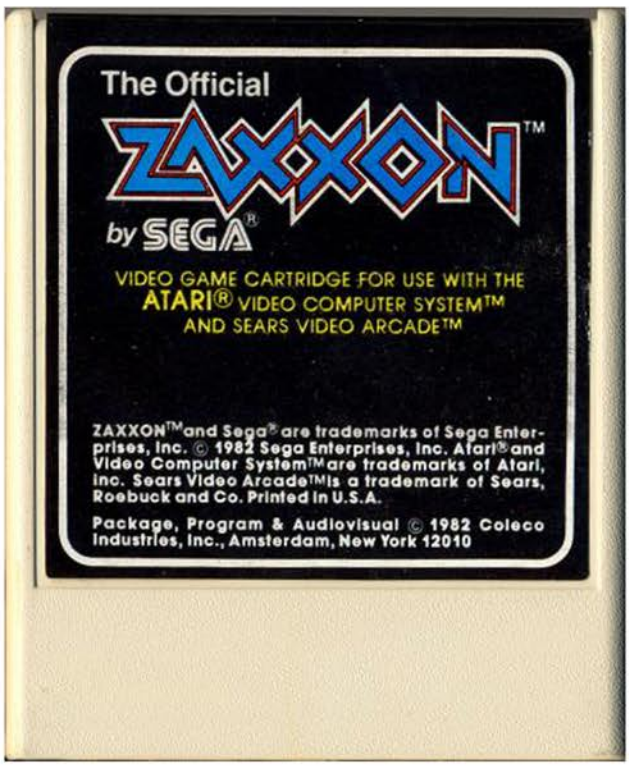



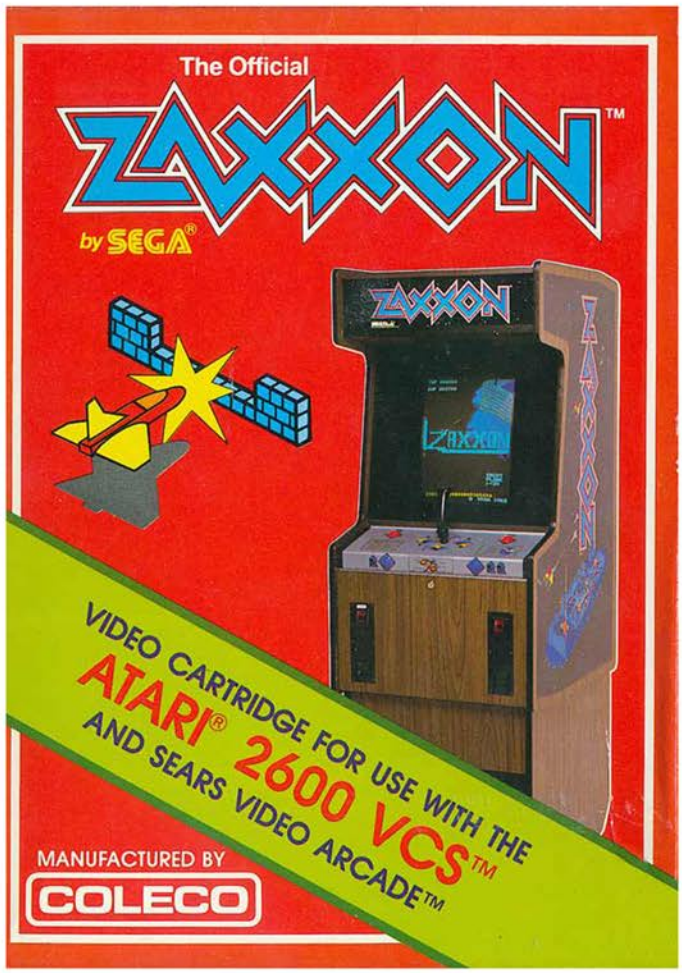
# ZAXXON

Release Date: 1982
Publisher: Coleco
Controller: Joystick
Players: 1 - 2
Genre: Shoot'em Up

Alternate Title: N/A
Model #: 2454
Rarity: 3
Programmer: N/A

This game is a perfect example of how not to port an arcade classic.

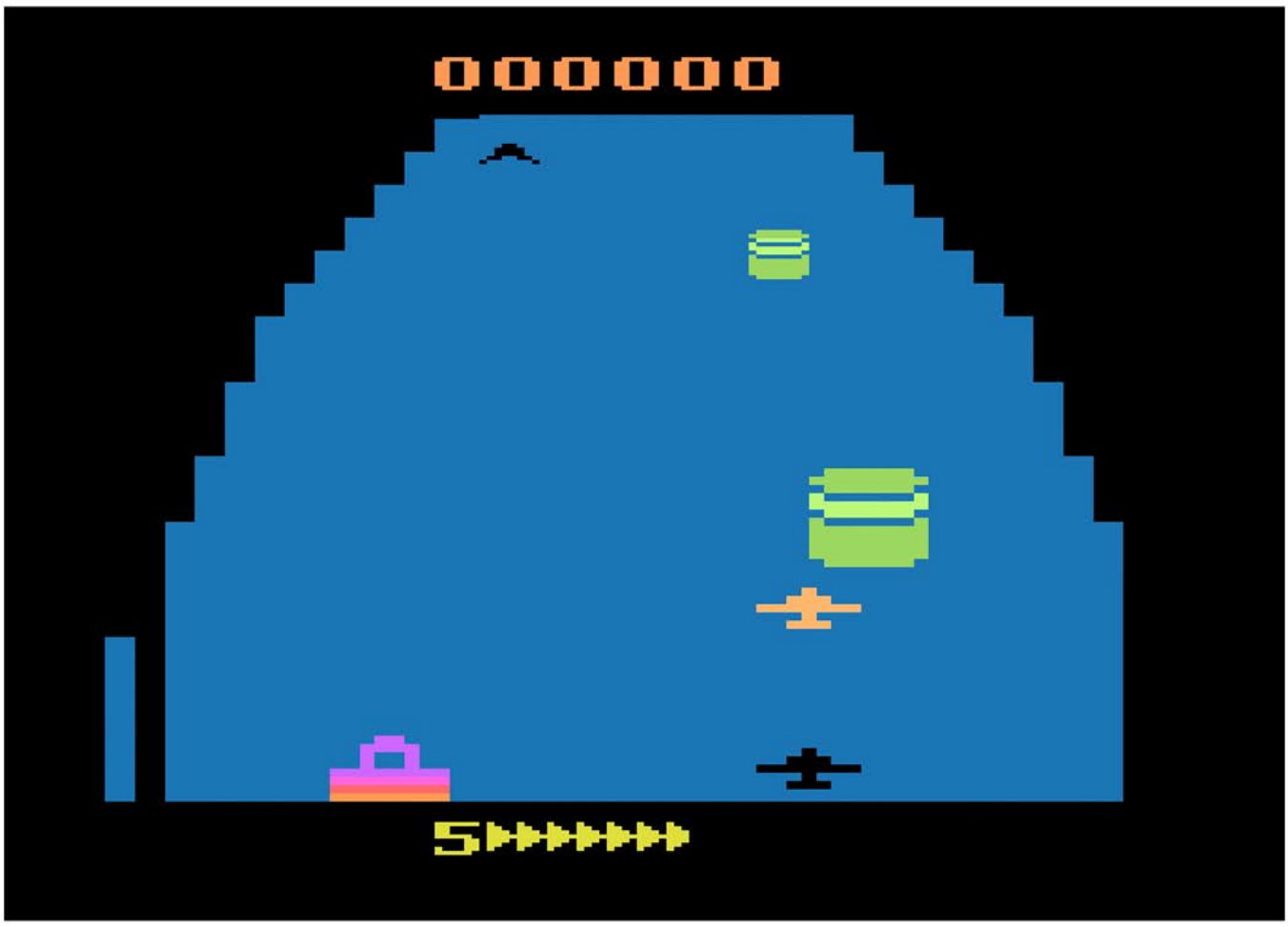


You are in control of a high flying space battleship who must invade alien territory and destroy everything in sight. The aliens won't go quietly however, so expect there to be plenty of resistance.

The game opens with your ship in deep space, quickly approaching the first Zaxxon base. As you get close you'll have to pull up in order to avoid crashing into the side of the base, which will be a common theme throughout the battle. There is an altitude meter on the side of the screen that is supposed to help you line up shots, but in reality it does nothing of value.

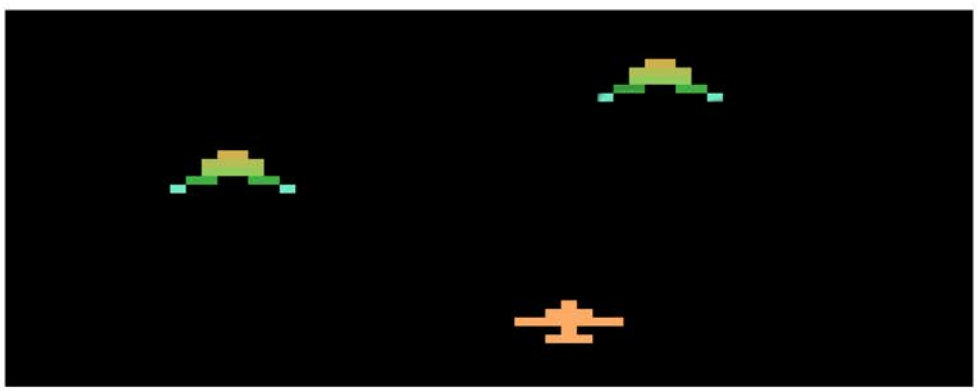
Once you have successfully infiltrated the base, it's time to start up with the destruction. You will face off against gun turrets, mobots, and dodger guns, as well as take aim at fuel dumps. Shooting the fuel is vital to keeping you airborne as it refills you gas tank.

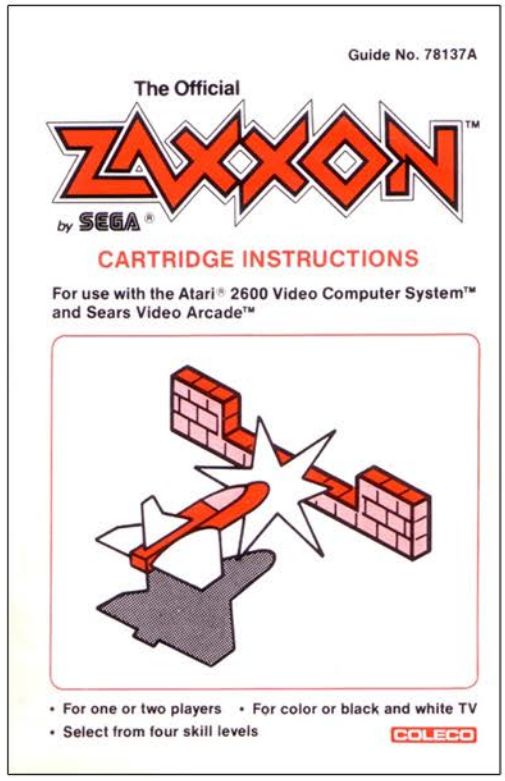


The biggest threat to your survival however are the enemy planes that are in the base, as it's nearly impossible to tell how high they are in the sky. If you attempt to shoot them more often than not your missile will fly over or under them, and should you get close enough they have no problem becoming kamikazes. The best strategy for dealing with them is to simply avoid their airspace, which isn't a great thing to say about a shooter.

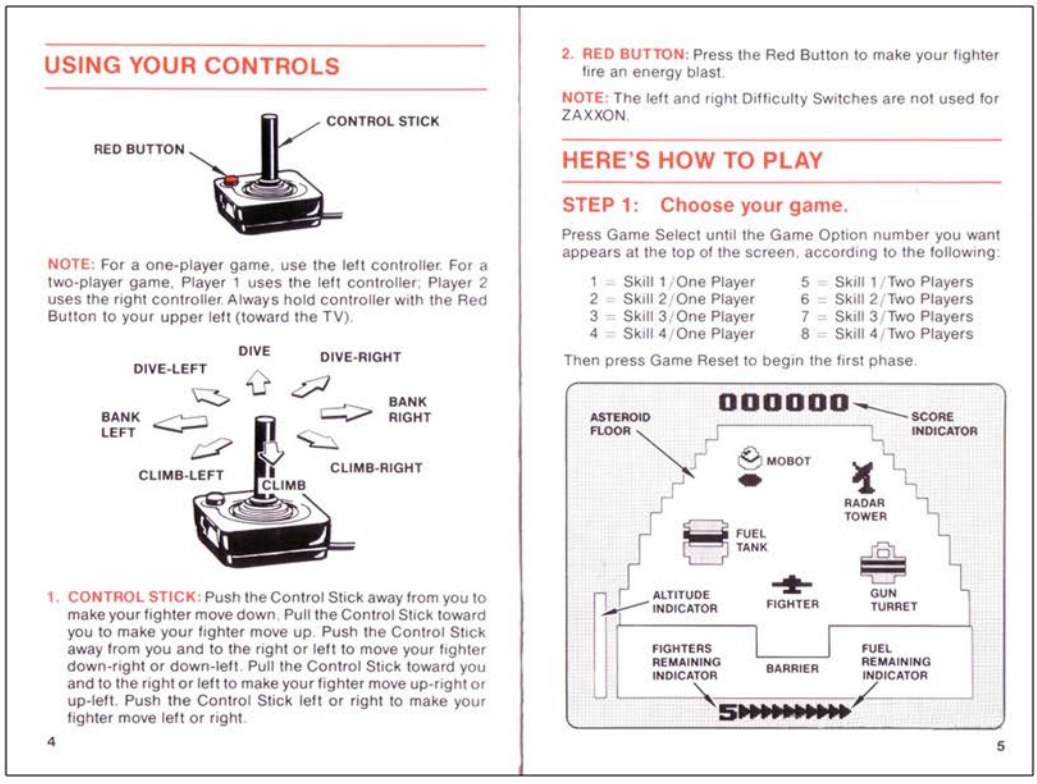
After making it through the base you'll be back in deep space where you'll be under assault from a squadron of enemy planes. Thankfully the game temporarily shelves the altitude meter, which gives you a brief chance to enjoy some good old fashioned shooter action. Of course this segment isn't without its major faults, the biggest of which being the enemy vessels will experience a bit of a warp as they get towards the center of the screen, jumping ahead in your direction. Nothing like lining up a shot only to have the enemy suddenly appear right in front of you.

Fans of the arcade game will be sorely disappointed by the change from isometric view to being behind the ship. Sadly this is the least of the problems in the game, as the graphics, controls, and gameplay are all subpar. Fans of the arcade game or shooters in general should avoid this one.






Top Left: Catalog Sample
Top Right: Manual Cover
Below: Manual Page Samples

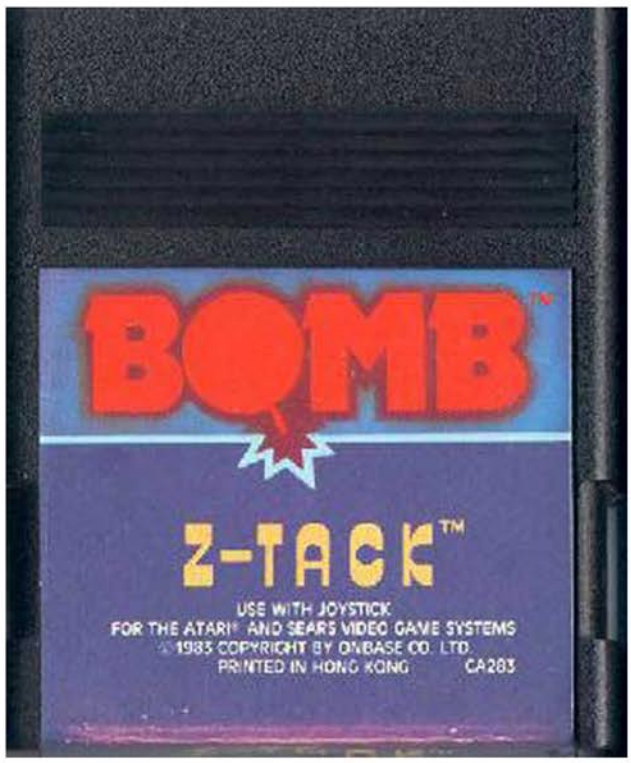


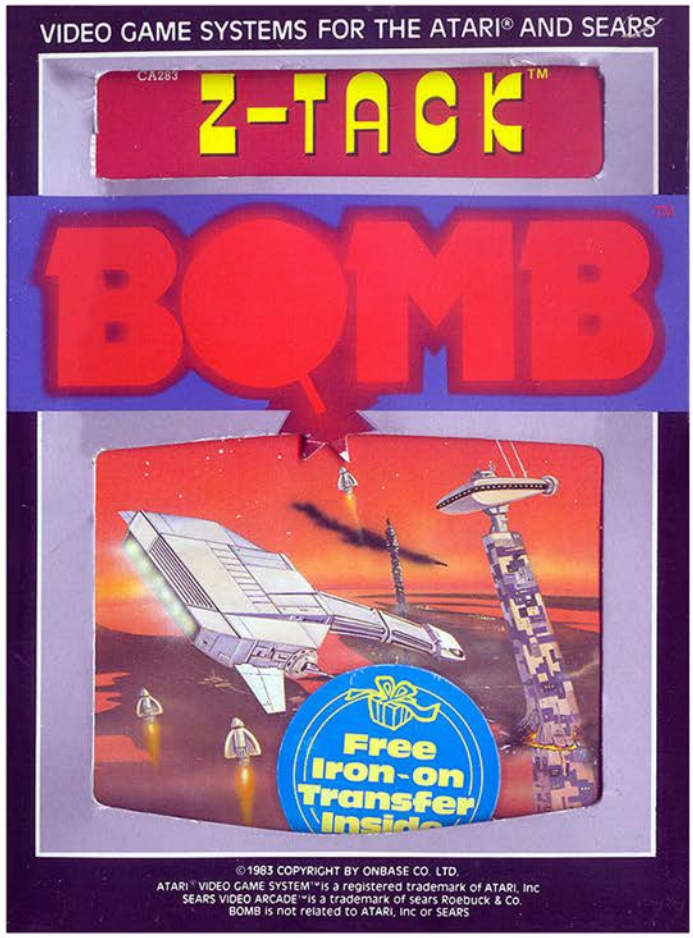
# Z-Tack

Release Date: 1983
Publisher: Bomb
Controller: Joystick
Players: 1
Genre: Shoot'em Up

Alternate Title: N/A
Model #: CA283
Rarity: 9
Programmer: Robert L. Esken Jr.

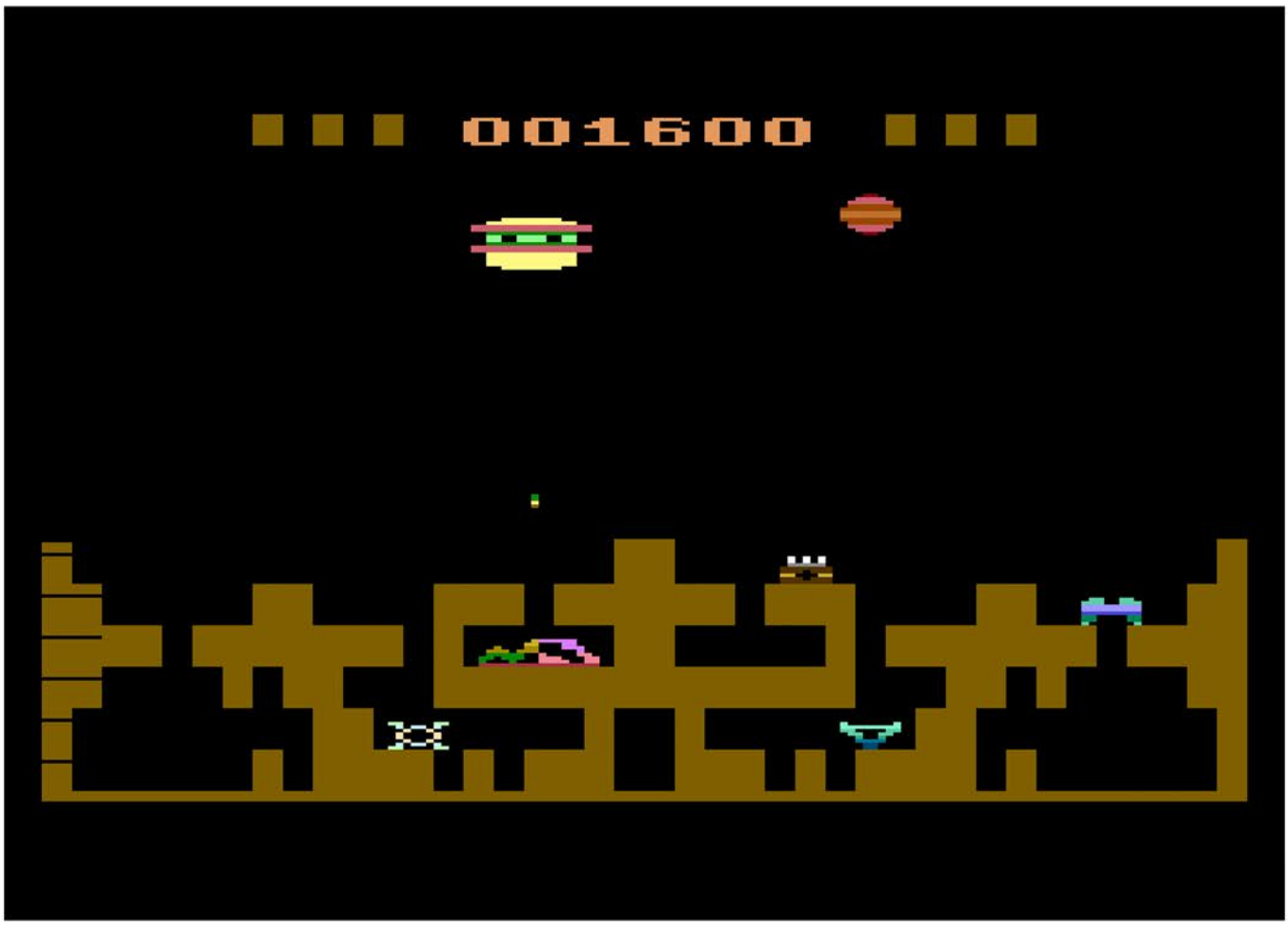
This dull shooter is little more than target practice.



You are in command of a space ship that curiously looks like a giant cheeseburger. Your mission is to invade an enemy home world and destroy their cities, which is a nice change of pace from the standard “defend your planet from invasion”. It’s nice to be the bad guy every now and then.

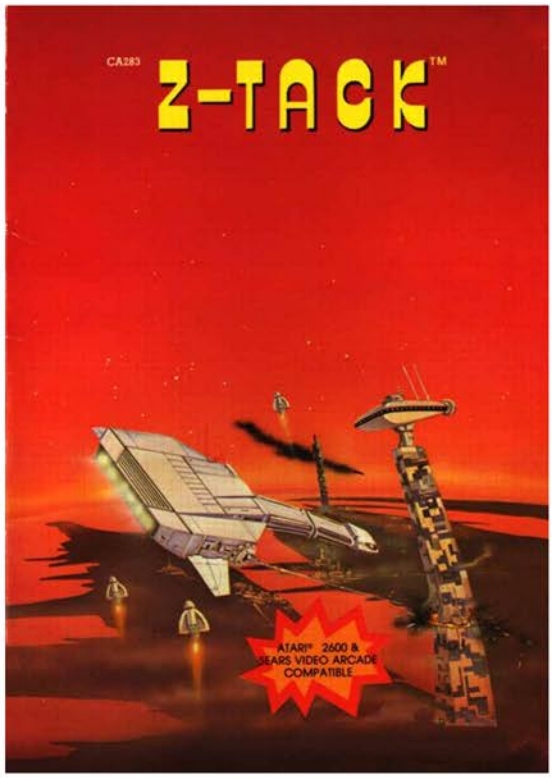
The game begins with your oversized ship hovering above a craggy landscape that is dotted with cities. You have free range of motion over the top half of the screen, however it’s in your best interest to stay as high as possible. The only time it’s necessary to move down is when you have to tap the controller down in order to fire in that direction. The cities below will send lasers in your direction, but they are slow moving and easily dodged. After you eliminate every city you are warped to the next area where more targets are in need of destruction.



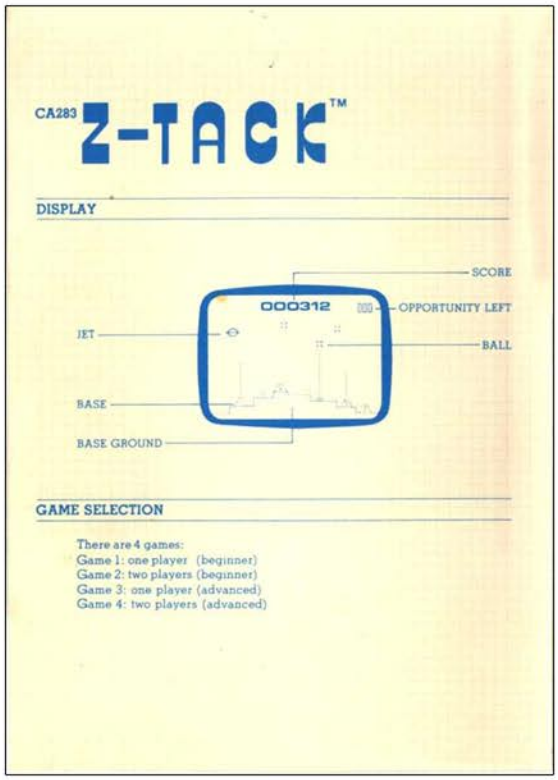
After a few levels the enemy will gain another weapon in their arsenal, the orb. As you move about you'll have to be careful because these orbs will appear out of nowhere and hover in the air, with a single touch being deadly to you. It's vital that you take them out as soon as possible because they'll spawn a jet fighter that will rocket across the screen, although it won't fire at you. The biggest threat posed by these orbs are the fact that they will appear just a few pixels away from you, often while you are moving, making them difficult to dodge.

Most of the shots you'll have to make are pretty simple, as the cities are just out in the open. There will be some fortified positions that will require you to make a pixel perfect shot, but since there is no penalty for missing it just costs you a bit of time. Your invasion will continue until you run out of lives, which if you're careful will be a fairly long time. Even on the advanced setting, the enemy projectiles just don't travel all that fast.

If you want to be the invading alien force, then this is one of the few opportunities you'll have. However if you are looking for challenging fun shooter gameplay, this isn't it.




Top Left: Additional Screenshot
Top Right: Manual Cover
Below: Manual Page Samples



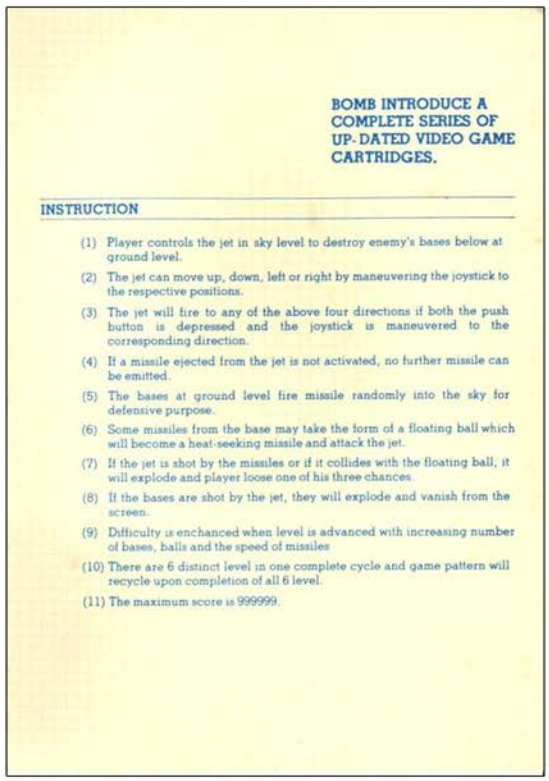
CA283 Z-TACK™

DISPLAY



GAME SELECTION

There are 4 games:
Game 1: one player (beginner)
Game 2: two players (beginner)
Game 3: one player (advanced)
Game 4: two players (advanced)



BOMB INTRODUCE A COMPLETE SERIES OF UP-DATED VIDEO GAME CARTRIDGES.

INSTRUCTION

(1) Player controls the jet in sky level to destroy enemy's bases below at ground level.
(2) The jet can move up, down, left or right by maneuvering the joystick to the respective positions.
(3) The jet will fire to any of the above four directions if both the push button is depressed and the joystick is maneuvered to the corresponding direction.
(4) If a missile ejected from the jet is not activated, no further missile can be emitted.
(5) The bases at ground level fire missile randomly into the sky for defensive purpose.
(6) Some missiles from the base may take the form of a floating ball which will become a heat-seeking missile and attack the jet.
(7) If the jet is shot by the missiles or if it collides with the floating ball, it will explode and player loose one of his three chances.
(8) If the bases are shot by the jet, they will explode and vanish from the screen.
(9) Difficulty is enchanced when level is advanced with increasing number of bases, balls and the speed of missiles
(10) There are 6 distinct level in one complete cycle and game pattern will recycle upon completion of all 6 level.
(11) The maximum score is 999999.

# Z-Tack